

# The DxD20 Hero's Handbook

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# Introduction

Welcome to the Dice & Capital Dice (DxD20) role-playing game system! This comprehensive, scalable rule-set is meant to accommodate any and every genre of game-play, from prehistoric tribes to planetary starships, with options for magic, psionics, super-powers, and heroics in-between. Consisting of three main rule books, the DxD20 system is also meant to be backwards-compatible, easily incorporating all 3.5 OGL-compatible products such as D&D 3.5, d20 Modern, d20 Future, and more, thus making everything old new again.

DxD20 gives its players the opportunity to create their version of “the Hero”, with a fair and balanced set of rules by which to adjudicate the decisions of these characters in their own pursuit of life, liberty, and... whatever else they choose! The characters controlled by the players are known as “player characters”, or “PC’s”, and they are confronted by the challenges set forth by the Game Master, or “GM”, who plays the rest of the universe, creating the scenario for the players to confront. Characters controlled by the GM are known as “non-player characters”, or “NPC’s”.

Using the DxD20 system, GM’s and players have access to an infinite number of scenarios and character options, limited only by their imaginations. More nuanced than any computer game, more versatile than any RPG game, and more accessible than any hardcover game, DxD20 is the only system you will ever need to play ANY genre of role-playing game!

## What You Need to Play DxD20

For best results, here is a list of must-haves (with a few nice-to-haves) for a session of DxD20;

- A vivid imagination and an open mind;
- This rulebook, which gives the rules for character creation;
- Your character sheet, either virtually on a phone or tablet, or physically with pencil-and-paper;
- At least one of each of the DxD20 dice; a four-sided die (d4), a six-sided die (d6; preferably 4d6 or more); an eight-sided die (d8); a ten-sided die (d10; preferably 2d10 for percentile rolls, d%); a 12-sided die (d12); and a twenty-sided die (d20);
- A token (ideally a miniature) to represent your character on any maps;
- Additional scratch and/or graph paper, for taking notes and mapping battle-scenes.

Note that this virtual document is marked up with all sorts of helpful hyperlinks to aid in quick navigation throughout the book. Anything underlined (ie. [What You Need to Play DxD20](#)) is a link to the referenced material.

## Playing A Character

As a player, your role is (typically) that of “**the Hero**”, and as literature and movies show, heroes come in all shapes and sizes. In conjunction with your Game Master, and your fellow players, you will be able to create the Hero you want to play for your game. However, it must be stressed that the Game Master is the final arbiter in all matters of ruling and regulation, so if the GM rules that a certain race, class, spell, and/or power is not available for player characters, then their ruling must be respected (after all, they are the Game “Master”!).

Typically, there are two options for the Game Master in a session of DxD20; either it is a “one-shot” session, or it is part of a “campaign”. A one-shot session is exactly what it sounds like; it will likely only be for that particular session, and usually to save time the GM has already pre-generated the characters that the players will use.

Conversely, a campaign is expected to run over the course of several to many sessions. In these cases, GM’s typically have a “[Session Zero](#)” with players, to coordinate character generation with the player’s aspirations for their character within the context of the GM’s scenario. For example, in a Session Zero campaign start-up session, the GM lays out the scenario (ie. fantasy medieval setting, post-apocalyptic psi-fi setting, etc.), with suggestions for one or more storyline plot “hooks” for players to entertain. Then the players determine what type

of character they see themselves playing within that scenario, and together they create a group and storyline that sounds like fun to explore!

For the first-time player, the role-playing experience can seem daunting; part-acting (including improvisation!), part-imagination (what are your character's motivations?), part-strategist (hint: play to your character's strengths), and part-rules (which one's the 20-sided die again?). However, it's easiest just to "stay in character", try to think like your character would for every scenario that your GM confronts you with, and then tell your GM what your character is going to do. Your GM can help you with the rest, advising you of what's possible, what's probable, and maybe even what's preferable. Together with the other players, you will forge unique and memorable moments, a private movie wherein you and your friends are the stars!

## Playing DxD20

DxD20 is resolved using a core mechanic; the percentile chance to accomplish a less-than-certain action, represented by the 20-sided die (d20) in increments of 5%. Whenever a character wants to attempt an action that only has a chance of succeeding (less than 100% chance), but at least has some chance of succeeding (more than 0%), then **the player rolls a d20**, modified by whatever modifiers the GM deems are relevant. Some of those modifiers will come from the character, but some will come from the GM, such as any circumstance modifiers.

Based on the difficulty of the attempted action, the GM will set a **Difficulty Class (DC)**, a target number that the player needs to achieve to succeed at the attempted action. If the player's d20 roll, modified by any modifiers as per the character and the GM, equals or exceeds the Difficulty Class of the attempted action, then the action succeeds; otherwise, it fails. In many cases, a failed action (like jumping over a spiked pit) can result in negative consequences.

Sometimes, two beings' wills oppose each other, the most obvious being when one wants to hit the other, but the other doesn't want to be hit. This is known as an **attack roll**; the character trying to hit rolls a d20, modified by the appropriate modifiers based on the type of attack, which is compared against a special type of Difficulty Class known as the target's **Armor Class (AC)**.

More generally, an attack roll is a type of "**opposed check**", where the difficulty of what the player's character is attempting is (at least in part) determined by an opposing force. Combat is not the only example of an opposed check, but it is the most obvious one. Other examples include Bluffing, Hiding, and Moving Silently.

Like any other d20 roll for a Difficulty Class, the GM reserves the right to apply any circumstance modifiers based on the scenario (ie. loud background noise hampering Listen checks, a momentary distraction giving a penalty for a Spot attempt to identify a forged ID at the entrance to a secure location, etc.). In this way, circumstance modifiers are used by the GM to maintain some semblance of realism based on the situation (to protect against absurd scenarios like bards charming dragons because of a natural 20 on a Diplomacy check!).

There are 4 basic types of Difficulty Class check using the d20; **the attack roll, the skill check, the ability check, and the saving throw**. Each will be described in greater detail later.

### 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) |

## 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  |

## Other 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) |

## Combat in DxD20

Combat is resolved in “**rounds**”, units of time roughly six (6) seconds in length, wherein every participant will have an opportunity to do something. The order in which actions are resolved is determined by “**Initiative**”, a d20 Dexterity check, with the character scoring the highest Initiative result resolving their action(s) first. Once the Initiative order has been determined, each character resolves their action in turn.

There are five general timeframes of action economy available to the player for their character's action(s) each round; the **free action**, the **swift action**, the **move action**, the **standard action**, and the **full-round action**.

The **free action** is exactly that; an action that takes no time to speak of, like dismissing a magic effect or blurting out a quick sentence. Free actions are so minor that they present no opportunity for an opponent to exploit, and thus opponents do not receive attacks of opportunity on characters using a free action.

The other minor action available each round is the **swift action**; this action is done extremely quickly, typically a second or less, and requires minimal effort or concentration. Many psionic powers can be manifested with but a thought and a moment of concentration, and some spells are but a gesture and a word, effectively a swift action. Like the free action, the swift action does not give up attacks of opportunity to surrounding enemies. (Note that there is also a special timeframe related to the swift action, **the immediate action**, that some few special abilities offer; see the section on “[Combat](#)” for more details.)

The **move action** allows the character to move up to a maximum distance equal to their movement rate during the round. There are other actions that require a character to spend their move action to do them, but typically a move action is a movement of some sort, done either before or after the character's standard action. Unlike the minor actions, a major action like a movement through combat requires enough of a character's time and energy in a fight that surrounding enemies may be able to take advantage of a character's movement, allowing them Attacks of Opportunity (AoO).

The **standard action** is the main action that a character might perform in a round, including possibly taking another move action! A standard action typically includes swinging or shooting a weapon, but it can also

involve casting a spell or using a super-power, activating a magic or psionic item, using a skill like piloting a vehicle or climbing a wall, and more. In most cases, unless the standard action is actively participating in a fight by declaring an armed attack on a target, a character performing a non-attack standard action while in combat will give up attacks of opportunity to surrounding opponents while performing their standard action, which can have negative consequences if one is hit while performing their action (see “[Concentration](#)”).

Finally, there is the **full-round action**. This action takes 5-6 seconds to complete, requiring both the character’s move action and standard action to declare, so if a character is deprived of either action for some reason, then a full-round action is likewise unavailable. Experienced combatants possessing a Base Attack +5 and higher get to make multiple attacks in a round for declaring a full-round attack action, and some more involved magical incantations or power manifestations require a character to use a full-round action to do so. In such a case, the character only has minor actions (a free action and/or a swift action) available to them besides the full-round action. A character declaring a full-round action also has the option of making a minor 5-foot move either before or after their full-round action.

## Being a DxD20 Player

This handbook allows you to create characters for any genre as set forth by your GM. Your job isn’t to memorize every rule in this book, but rather to breathe life into your character and, by proxy, the game. Whether your character is an adventurer who regularly delves into dungeons, or a dilettante with an agenda, or a vigilante with a cause, the DxD20 rules will allow you to explore the limitless possibilities in your GM’s world.

For your part, you’ll want to develop an idea of what your character is like, how they relate to others, and how you want to portray that. Whether a taciturn investigator or a lighthearted rascal, a boisterous brawler or a reserved diplomat, keep your character in mind as you are confronted by the GM’s scenario, and try to react like your character would.

If you’re not comfortable with the role-playing aspect of “playing in character”, you can just dictate the actions your character is taking, as the game is designed to account for this (i.e., using a skill to represent your character’s expertise). Of course, your GM may decide to offer circumstance modifiers for good role-playing, so it might be in your character’s best interests for you to work on your acting chops (!). And even if your attempts at acting are laughable, then hopefully you’re still creating great moments for you and your group to share. The key objective of DxD20 is to have fun, in the most creative, versatile way imaginable, so enjoy!

## Creating a Character

So, you know the DxD20 basics now, what next? Now you need a character. The limitations of what character options are available to you will be determined by your GM and the “Six Levels” of the scenario your character will be experiencing, but within those limitations, you have a choice in what sort of character you play.

The possibilities offered by the DxD20 system are theoretically endless, limited only by the combined imaginations of the players and their GM. However, the DxD20 GM’s Guide offers gamemasters a way of encapsulating the scope of their campaign along six dimensions, or the “Six Levels”, that allow a GM to formulate their world while also offering the players some parameters for character generation.

### The Six Levels of the Scenario

There are six “levels” by which a GM can classify the world their players will play in, offering a quick snapshot of the world and what it offers in terms of arcane power (**Arcane Level**), divine power (**Divine Level**), mutations (**Mutation Level**), psychic power (**Psionic Level**), technological advancement (**Tech Level**), and epic heroism (**Heroic Level**). By selecting a tier for each dimension of the scenario, a GM can quickly relay to their players which character races, occupations, classes, skills, spells/powers, and equipment are available. Whenever you see a prerequisite given for anything (i.e., class, feat, skill, item, etc.) in the game relating to a certain minimum Level of the six types given above, be sure to confirm with your GM the Levels of their intended scenario to ensure that what you’re considering is permitted.

For example, dromites, duergar, and elan require a minimum Psionic Level 1 campaign to be permitted, while drow require a minimum Arcane Level 1 campaign and mutants require a minimum Mutation Level 1 campaign. By asking your GM for the Six Levels of their campaign/scenario, the degree of power offered by arcane, divine, mutant, psionic, technological, and heroic sources across those six dimensions, you will get a good idea of what the campaign will be like, and what sort of character you can consider for it. When looking at a prospective character class, feat or skill selection, or equipment purchase, be sure to consider the GM's Six Levels.

## Session Zero

In DxD20, Session Zero is technically the first session to start a campaign. The GM gives the players a synopsis of what sort of scenario they'll be playing, which is sometimes very general for a campaign but usually quite specific for a single scenario (up to and including using pre-generated characters for the sake of time). Players get a feel for what the GM has in mind via the Six Levels of the campaign based on the synopsis, and together they create characters for the player(s) to play. Depending on the scenario the GM has in mind, and the character you have in mind, the process of teasing out character concepts can be very brief or intensely elaborate. Setting up a backstory for your character will help you determine your character's race, starting occupation, and 1<sup>st</sup>-level class. Statistically speaking, character creation includes;

- Generating and assigning ability scores;
- Choosing your race, starting occupation, and starting class(es);
- Selecting spells and/or powers, if required;
- Assigning and adjusting ability scores;
- Selecting skills and feats;
- Equipping your character;
- Calculating your character's statistics;
- Putting on the finishing touches.

Session Zero is also where the GM lays out their expectations regarding the fundamental rules of conduct in the game; whether or not they intend it to be serious or slapstick; the expectation of respect regarding player interaction; and the out-of-bounds such as inappropriate subject matter and what constitutes a violation of respect (i.e., mocking another player's attempts to roleplay).

## Generating Ability Scores

Every character is based on six (6) key attributes; [Strength \(Str\)](#), [Dexterity \(Dex\)](#), [Constitution \(Con\)](#), [Intelligence \(Int\)](#), [Wisdom \(Wis\)](#), and [Charisma \(Cha\)](#). Although your GM has final say in how attributes are determined, the most common die-rolling method is rolling 4d6 six times, once for each attribute, and discarding the lowest d6, to get a result between 3 and 18. The DxD20 Hero system offers a points-based system, giving characters a base 10 in each of the 6 attributes, and 20 points to spend on increasing the attributes as the player desires, up to a maximum of 18 in any given attribute (not including racial attribute modifiers; see below).

## Choosing Race, Occupation, and Class

Depending on the parameters set out by the GM, you will have a choice of [race](#) for your character, as well as a starting occupation and 1<sup>st</sup>-level class. Ask your GM for further details as to which races are permitted but, generally speaking, races other than Human have potential attribute modifiers and additional abilities based on their racial type. Barring some sort of genetic experimentation or spontaneous development of mutant powers, a character's race is determined from birth.

Likewise, a character's [Starting Occupation](#) is what they did or studied before they took on the life of an adventurer. A character's Starting Occupation will offer bonus skills and possibly feats as well, also determining the character's initial Wealth.

A character's 1<sup>st</sup>-level class cements the rest of the foundation of the character, including hit points, skill points, base attack, and defense bonus. This is the start of the character's adventuring career. The [six Hero classes](#) are almost always available (Strong Hero, Fast Hero, Tough Hero, Smart Hero, Dedicated Hero, Charismatic Hero),

but Basic, Advanced, and Prestige classes typically have more stringent requirements; see each individual class's entry for more details.

## Assigning Ability Scores

Having chosen a race, starting occupation, and beginning class for your character, you are now able to assign [the 6 attribute scores](#) based on what you generated earlier. Certain attributes are naturally conducive to certain classes, so be sure to read the description of your class once you've chosen it but before you assign your attribute scores. Also, read your [race description](#) and be sure to incorporate any racial modifiers to ability scores once you've assigned them.

## Selecting Skills and Feats

Depending on your character's starting occupation and class, along with their Intelligence modifier, you'll receive starting skill points to assign to [skills](#). Looking at your occupation and class, you'll see what skills you have access to as "class skills". Class skills cost one (1) skill point to add one (1) rank to a skill, up to a maximum number of ranks equal to your character level + 4. You can still invest skill points in skills that aren't on your occupation or class skill list, but such "cross-class skills" cost twice as much to invest in, meaning it costs two (2) skill points to increase a cross-class skill by one (1) rank, so consider such skill point investments carefully.

For [feats](#), all starting characters begin with one Heritage feat and one other feat of their choice, with Human characters receiving an additional feat as one of the racial abilities of a Human character. Characters starting out as Hero class characters will receive a Hero's Gift (a bonus feat or talent), and some Starting Occupations give a bonus feat as well. If you're generating a character of 3<sup>rd</sup> level or higher, just remember that characters receive an additional feat at 3<sup>rd</sup> level and every 3 levels thereafter (6<sup>th</sup> level, 9<sup>th</sup> level, etc.).

## Equipping Your Character

Much like the permitted classes, the equipment you might be permitted to take initially will be determined by the Tech Level (TL) of your GM's scenario; ask for details. Equipment is classified from TL 0 (the Stone Age) to TL 9 (where technology meets magic), and in many cases is only available based on "Licensed", "Restricted", "Military", or "Black Market" access. Mastercrafted and enchanted equipment can give modifiers to attributes, attack rolls, damage rolls, saving throws, and/or skill checks, so be sure to incorporate any such equipment bonuses when setting up your character's dashboard statistics.

## Calculate Your Character's Statistics

With all the choices you've made for your character up until now, you're finally able to calculate the character's statistics for the resolution of your gameplay decisions.

**Hit Points (HP):** Hit Points determine how hard your character is to kill; once a character 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 character dies. Larger creatures and vehicles use Dice (d, one d is 5 HP), while the largest creatures, mechas, and starships use Capital Dice for their scale (D, one D is 20 HP or 4d).

**Armour Class (AC):** Armour Class determines how hard your character is to hit; some attacks only need to touch the character (Touch Armour Class), while most attacks need to defeat the character's armor and/or shield (Full Armour Class), which also gives how difficult it is to score a critical hit on the character. In DxD20, the Touch Armour Class and the Full Armour Class create the range of results that hit a character's armor versus hitting the character directly, known as their T/AC.

**Initiative:** Initiative determines how fast your character reacts in combat. While typically a Dexterity check, and thus only modified by a character'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 four (4) main combat statistics; [Base Attack](#), [Defense Bonus](#), [Parry bonus](#), and [Dodge bonus](#). Base Attack bonuses are used to modify a character's attack rolls, while Defense Bonus is

applied to a character's Armour Class, as well as to their Parry and Dodge modifiers. Parry and Dodge are available as defensive options for characters.

**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. A character's saving throws are based on the natural strengths and weaknesses of their class. Some special abilities and items help boost one or more of a character's saving throws.

**Action Points and Fate Points (AP/FP):** 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; consult your GM to confirm 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!

**Feats and Skills:** Feats are rare and offer special abilities that need to be handily noted so that they can be used to full effect. Some give valuable modifiers to an attack form, skill, or saving throw, while others have prerequisite feats, so your choice of feat should be carefully considered. Likewise, some skills are very relevant in combat, including Bluff, Concentration, Intimidate, Jump, and Tumble, to name a few! Having your skill points assigned will help the seamless flow of play.

### Putting On The Final Touches

With the statistics and number-crunching out of the way, it's time to flesh out your character. What is your character's name? Any **allegiances or alignment**? Any involvement with any organizations? What about motivations and goals? Of course, you'll want to keep in mind the GM's scenario, but there's no reason you can't collaborate with the GM on how your character sees 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 your agenda runs overtly or covertly opposed to another player character's and/or the GM's agenda, you risk compromising the enjoyment of one or more other players, and possibly yourself. If you remember that, then no matter how it goes for the characters, the players are sure to have fun!



# Chapter I: Attributes

As you might expect, your character's attributes are going to influence pretty much every roll you make for your character. Strong characters will hit for more damage, while Smart characters will have a greater multitude of skills; Fast characters will avoid more attacks, while Tough characters will be capable of withstanding more damage. Given here are the descriptions of the six main character attributes, and how they affect the game.

The six attributes break down into two categories; the physical attributes, and the mental attributes. The physical attributes consist of Strength, Dexterity, and Constitution; the mental attributes are Intelligence, Wisdom, and Charisma. Be sure to check your chosen character class description to see which attributes are considered most important for that class.

Attribute scores range from zero (0) to infinity, at least, theoretically. More likely, given that the human average for each of the attributes is 10 with a natural upper limit of 20, you'll find that the typical attribute scores for your character will range from 3 to 18, barring any racial modifiers. However, keep in mind that powerful races, like dragons and mega-mutants, can have attributes upwards of 40, pushing the thresholds of demi-godhood! The modifier that an attribute gives to any related rolls or checks is calculated thus;

$$\text{Attribute Modifier} = (\text{Attribute Score} - 10)/2, \text{ rounded down}$$

An attribute score of 10-11 gives an attribute modifier of +0; the average attribute offers no bonus, nor does it have a penalty. For attributes below 10, the character would suffer penalties, while for attributes above 11, the character would enjoy bonuses. If any attribute except Constitution is reduced to zero, then the character is helpless; paralyzed if Strength or Dexterity is zero, catatonic if any of the mental attributes is zero. However, a zero Constitution score means the character is dead.

| Attribute Score | Attribute Modifier | Attribute Score | Attribute Modifier |
|-----------------|--------------------|-----------------|--------------------|
| 0               | N/A                | 22-23           | +6                 |
| 1               | -5                 | 24-25           | +7                 |
| 2-3             | -4                 | 26-27           | +8                 |
| 4-5             | -3                 | 28-29           | +9                 |
| 6-7             | -2                 | 30-31           | +10                |
| 8-9             | -1                 | 32-33           | +11                |
| 10-11           | +0                 | 34-35           | +12                |
| 12-13           | +1                 | 36-37           | +13                |
| 14-15           | +2                 | 38-39           | +14                |
| 16-17           | +3                 | 40-41           | +15                |
| 18-19           | +4                 | 50-51           | +20                |
| 20-21           | +5                 | 100-101         | +45                |

## Attribute Generation

While ultimately the purveyance of the Game Master, attribute generation is typically done in one of two ways; **the die-rolling method**, or **the point-spending method**. With the die-rolling method, players roll 4d6 six times, discarding the lowest die each time, to generate six attribute scores between 3 and 18. Some GMs give a 7<sup>th</sup> roll to discard the lowest score as well.

Conversely, the point-spending method gives a base score of 10 to each attribute, with a pool of 20 additional points to be spent as the player sees fit on the stats, buying up to a maximum of an 18 in any one stat. Thus, a character could have 18 (10+8), 18 (10+8), 14, (10+4), and three 10's to assign (8+8+4+0+0+0=20 points spent on six base 10 attributes) with this method if the player so chose.



Regardless of how your GM has decided to generate attributes, you will ultimately have to decide where to assign your scores to create the character you'd like to play. Here are the descriptions of each of the attributes and what they do in-game.

### Quickdraw Random Character Attribute Generator

| Die Roll (d20) | Attribute Scores       | Die Roll (d20) | Attribute Scores       |
|----------------|------------------------|----------------|------------------------|
| 1              | 16, 15, 15, 13, 11, 10 | 11             | 18, 16, 14, 11, 11, 10 |
| 2              | 17, 17, 16, 10, 10, 10 | 12             | 18, 15, 13, 12, 12, 10 |
| 3              | 16, 16, 15, 13, 10, 10 | 13             | 18, 16, 13, 13, 10, 10 |
| 4              | 17, 15, 14, 13, 11, 10 | 14             | 18, 14, 14, 13, 11, 10 |
| 5              | 17, 16, 16, 11, 10, 10 | 15             | 18, 15, 15, 12, 10, 10 |
| 6              | 17, 15, 14, 12, 12, 10 | 16             | 16, 16, 15, 13, 10, 10 |
| 7              | 17, 16, 15, 12, 10, 10 | 17             | 17, 17, 14, 12, 10, 10 |
| 8              | 17, 15, 14, 14, 10, 10 | 18             | 18, 18, 13, 11, 10, 10 |
| 9              | 17, 16, 14, 13, 10, 10 | 19             | 18, 15, 13, 12, 12, 10 |
| 10             | 17, 16, 15, 12, 10, 10 | 20             | 18, 16, 14, 12, 10, 10 |

This "quick-draw" character attribute generator is based on the premise that a character starts with a base 10 in each attribute, with 20 points to assign as they see fit, to a maximum of 18 in any one starting attribute. It can be used to quickly generate a set of attributes for your character, with your GM's permission.

### Strength (Str)

Strength is the measure of a being's raw physical power. It determines how hard a character can hit and how much they can carry, as well as how capable they are of breaking objects and wrestling others into submission. Strength scores vary vastly, owing mostly to size differences in creatures. You apply your character's Strength modifier to;

- 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 Strength as their key ability;
- Strength checks, for breaking objects like doors, for example.

### Typical Strength Scores

| Example                                              | Average Str Score | Str Modifier |
|------------------------------------------------------|-------------------|--------------|
| Fire wisp, shadow, shrieker fungus                   | --                | N/A          |
| Bat, gremlin, toad                                   | 1                 | -5           |
| Monkey, tiny monstrous spider, stirge                | 2-3               | -4           |
| Grig, small monstrous centipede                      | 4-5               | -3           |
| Etoile, hawk, pixie                                  | 6-7               | -2           |
| Badger, homunculus, quasit                           | 8-9               | -1           |
| Human, medusa, tiny star doppelganger                | 10-11             | +0           |
| Dog, ghoul, intellect devourer                       | 12-13             | +1           |
| Baboon, ethereal marauder, sahuagin                  | 14-15             | +2           |
| Black pudding, shadow mastiff, large shark           | 16-17             | +3           |
| Displacer beast, minotaur, sea cat                   | 18-19             | +4           |
| Ape, ogre, strong mutant                             | 20-21             | +5           |
| Elephant, triceratops, super-strong mutant           | 30-31             | +10          |
| Super-strong mega-mutant, advanced chemical toxyderm | 40-41             | +15          |
| Advanced great wyrm gold dragon, advanced titan      | 50-51             | +20          |

## Dexterity (Dex)

Dexterity measures a character's agility, balance, and adroitness. It determines how fast a character reacts to danger, how accurate a character's ranged aim is, and how evasive a character is at avoiding attacks. Unlike Strength, which is at least partly related to size and therefore smaller creatures don't need as much strength to survive, Dexterity is required at a baseline level for most beings in the physical universe in order to eat and to avoid being eaten (!); thus scores are more tightly grouped, from the average Dexterity score of 10 to an upper limit of 20-21 for the most part, with some few super-fast mutations being capable of feats of unearthly grace and agility with scores of 30 or more.

You apply your character's Dexterity modifier to;

- Ranged attacks, Armour Class, Initiative for personal combat, 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 Dexterity as their key ability;
- Dexterity checks, for tiebreakers on Initiative, for example.

### Typical Dexterity Scores

| Example                                  | Average Dex Score | Dex Modifier |
|------------------------------------------|-------------------|--------------|
| Shrieker fungus                          | --                | N/A          |
| Gelatinous cube                          | 1                 | -5           |
| Purple worm, large zombie                | 6-7               | -2           |
| Basilisk, golem, sasquatch               | 8-9               | -1           |
| Boar, human, magmin                      | 10-11             | +0           |
| Bugbear, elf, mimic                      | 12-13             | +1           |
| Gargoyle, pegasus, worg                  | 14-15             | +2           |
| Blink dog, girallon, lion                | 16-17             | +3           |
| Gremlin, mohrg, zap                      | 18-19             | +4           |
| Belker, fast mutant, platonic            | 20-21             | +5           |
| Super-fast mutant, advanced will-o'-wisp | 30-31             | +10          |
| Super-fast mega-mutant                   | 40-41             | +15          |

## Constitution (Con)

Constitution measures a character's lifeforce, durability, and general health. It determines how tough a character is in enduring damage, how strong a character's lifeforce is in resisting death effects, and how enduring a character is in maintaining concentration through pain. Like Dexterity, Constitution is required at a baseline level for the minimum level of health required for life for all sizes of creature. However, like Strength, larger creatures tend to have higher Constitution scores. Thus, the average Constitution score is 10, but can range up to 30+ for the largest creatures and toughest mutants.

You apply your character's Constitution modifier to;

- Hit Point generation rolls each level;
- Fortitude saving throws, for resisting life-draining attacks and similar effects;
- Concentration checks, the skill that has Constitution as its key ability.

### Typical Constitution Scores

| Example                                  | Average Con Score | Con Modifier |
|------------------------------------------|-------------------|--------------|
| Caller in darkness, iron golem, mummy    | --                | N/A          |
| Centipede swarm, locust swarm            | 8-9               | -1           |
| Human, night terror, thought eater       | 10-11             | +0           |
| Dromite, halfling, triton                | 12-13             | +1           |
| Dwarf, half-giant, juvenile white dragon | 14-15             | +2           |

|                                                                     |       |     |
|---------------------------------------------------------------------|-------|-----|
| Young adult brass dragon, rakshasa, winter wolf                     | 16-17 | +3  |
| Adult copper dragon, ogre chieftain, urban wendigo                  | 18-19 | +4  |
| Adult blue dragon, hydra, tough mutant                              | 20-21 | +5  |
| Great wyrm red dragon, Great wyrm silver dragon, Super-tough mutant | 31    | +10 |
| Advanced titan, Super-tough mega-mutant                             | 41    | +15 |

## Intelligence (Int)

Intelligence measures a being's ability to reason, comprehend, and manipulate ideas. The attribute ranges from unthinking beings and base instincts to typical humans to mutated supra-geniuses. Average Intelligence scores range from the instinctive (Int 1-2) to genius (20-21).

You apply your character's Intelligence modifier to;

- Acquired skill points at 1<sup>st</sup> level and at each new level (minimum 1 skill pt./level);
- 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 Intelligence as their key ability;
- Gain bonus power points daily as a Wizard or Psion; the minimum Intelligence required to cast a Wizard spell or manifest a Psion power is equal to 10 + the level of the spell or power.

### Typical Intelligence Scores

| Example                                                  | Average Int Score | Int Modifier |
|----------------------------------------------------------|-------------------|--------------|
| Golem, leechwalker, zombie                               | --                | N/A          |
| Camel, carrion crawler, stirge                           | 1                 | -5           |
| Bulette, roc, rust monster                               | 2-3               | -4           |
| Chimera, griffon, otyugh                                 | 4-5               | -3           |
| Charred one, krenshar, ogre                              | 6-7               | -2           |
| Gnoll, orc, troglodyte                                   | 8-9               | -1           |
| Human, pegasus, werewolf                                 | 10-11             | +0           |
| Lamia, nuclear toxyderm, thunderbird                     | 12-13             | +1           |
| Mature adult black dragon, elohim, horned devil          | 14-15             | +2           |
| Young adult copper dragon, formian myrmarch, succubus    | 16-17             | +3           |
| Old blue dragon, marilith, juvenile silver dragon        | 18-19             | +4           |
| Etoile, smart mutant, old red dragon                     | 20-21             | +5           |
| Advanced pit fiend, wyrm gold dragon, super-smart mutant | 30-31             | +10          |
| Super-smart mega-mutant                                  | 40-41             | +15          |

## Wisdom (Wis)

Wisdom measures a being's willpower, common sense, perception, and intuition. An absent-minded being would have a low Wisdom, while a being with an intuitive moral compass or uncommonly good sense would have a high Wisdom. Average Wisdom scores for beings range from painfully naïve (6) to acutely aware (20-21).

You apply your character's Wisdom modifier to;

- 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 Wisdom as their key ability;
- Gain bonus power points daily as a Cleric, Mutant, Paladin, Ranger, Saint, or Warmind; the minimum Wisdom required to cast a Cleric / Paladin / Ranger / Saint spell, or manifest a Mutant / Warmind power, is equal to 10 + the level of the spell or power.

### Typical Wisdom Scores

| Example                                                        | Average Wis Score | Wis Modifier |
|----------------------------------------------------------------|-------------------|--------------|
| Animated object, Crawfordsville monster, toxic sludge          | 1                 | -5           |
| Grimlock, orc, troll                                           | 8-9               | -1           |
| Bugbear, fire mephit, human                                    | 10-11             | +0           |
| Gorgon, owlbear, phase spider                                  | 12-13             | +1           |
| Efreeti, hellcat, succubus                                     | 14-15             | +2           |
| Mature adult brass dragon, adult green dragon, vrock           | 16-17             | +3           |
| Guardian naga, juvenile silver dragon, great wyrm white dragon | 18-19             | +4           |
| Dedicated mutant, ancient green dragon, unicorn                | 20-21             | +5           |
| Super-dedicated mutant, wyrm gold dragon                       | 30-31             | +10          |
| Super-dedicated mega-mutant                                    | 40-41             | +15          |

## Charisma (Cha)

Charisma measures a being's charm, force of personality, and physical comeliness. Being overly blunt or socially awkward might indicate a low Charisma, while having an animal magnetism or natural leadership quality would likely be due to a high Charisma. Charisma scores occur throughout the scale, from base savage (1) to refined beauty (21+).

You apply your character's Charisma modifier to;

- Initiative when acting as a Light-Colossal or larger ship's commander;
- 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;
- Gain bonus power points daily as a Bard, Sorcerer, or Wilder; the minimum Charisma required to cast a Bard, Saint, or Sorcerer spell, or manifest a Wilder power, is equal to 10 + the level of the spell or power.

### Typical Charisma Scores



| Example                                            | Average Cha Score | Cha Modifier |
|----------------------------------------------------|-------------------|--------------|
| Golem, toxic sludge, zombie                        | 1                 | -5           |
| Spider, octopus, tendriculos                       | 2-3               | -4           |
| Donkey, Mongolian death worm, weasel               | 4-5               | -3           |
| Badger, troll, urban wendigo                       | 6-7               | -2           |
| Elan, manticores, merfolk                          | 8-9               | -1           |
| Human, elemental, wolverine                        | 10-11             | +0           |
| Doppelganger, Montauk monster, nightmare           | 12-13             | +1           |
| Green hag, jynx, mummy                             | 14-15             | +2           |
| Very old black dragon, harpy, night terror         | 16-17             | +3           |
| Juvenile bronze dragon, dryad, elohim              | 18-19             | +4           |
| Charismatic mutant, neothelid, old red dragon      | 20-21             | +5           |
| Super-charismatic mutant, great wyrm silver dragon | 30-31             | +10          |
| Super-charismatic mega-mutant                      | 40-41             | +15          |

## About Attribute Scores

Looking at the examples given above, you'll note that the scale of the attributes around the human average of 10 is typically from 1 to 20, which might be called "the human(oid) scale". In the case of most attributes on the humanoid scale, an attribute of 40+ is basically unheard of, barring truly exceptional circumstances.

As mentioned earlier, attribute scores are, at least theoretically, without limit; if you can find a way within the rules to increase your attribute score, then attribute score can be increased. However, attribute scores can also decrease, whether due to old age, poisoning, and/or disease, and some especially fell creatures inflict ability damage and drain through more unusual methods of attack.

Increasing an attribute occurs naturally at every 4<sup>th</sup> character level; whenever your character reaches such a level (ie. at 4<sup>th</sup> level, 8<sup>th</sup> level, 12<sup>th</sup> level, etc.), you get to assign a +1 bonus to one attribute of your choice. If it causes an increase in your attribute modifier, then be sure to update all the associated modifiers accordingly.

### Bonus Power Points from Attributes

You may have noticed how the mental attributes, Intelligence, Wisdom, and Charisma, are responsible for “bonus power points” for certain classes. Power points (PP) are the points characters use to cast spells and manifest powers, and depending on the character’s attribute score, they will have more points than the listing in the character class description. The chart below shows how many bonus PP a character receives based on level and attribute.

| Attribute Score | Bonus PP/Manifester Lvl | Attribute Score | Bonus PP/Manifester Lvl |
|-----------------|-------------------------|-----------------|-------------------------|
| 10-11           | +0                      | 28-29           | +4.5                    |
| 12-13           | +0.5                    | 30-31           | +5                      |
| 14-15           | +1                      | 32-33           | +5.5                    |
| 16-17           | +1.5                    | 34-35           | +6                      |
| 18-19           | +2                      | 36-37           | +6.5                    |
| 20-21           | +2.5                    | 38-39           | +7                      |
| 22-23           | +3                      | 40-41           | +7.5                    |
| 24-25           | +3.5                    | 50-51           | +10                     |
| 26-27           | +4                      | 100-101         | +22.5                   |

To calculate a character’s bonus power points, multiply the bonus points per manifest level by the character’s actual manifest level, rounding up the final result. Whenever your character’s attribute score or manifest level changes, quickly recalculate their bonus power points by doing the multiplication again. For any math types out there, the formula is thus:

$$\text{Bonus Power Points} = ([\text{Attribute modifier}] \times [\text{spellcaster or manifest level}]) / 2, \text{ rounded up}$$

Add the bonus power points to your power point pool as determined by your caster / manifest / mutant level to determine how many power points your character has on a daily basis to expend on spells and/or powers.

## Chapter II: Races

Given the range of scenarios that DxD20 offers, it is impossible to offer all the races available in one book. Depending on whether your GM is offering magic and/or psionic access in the campaign will significantly affect which races are permissible. Here is a sample cross-section of some of the most common races used in DxD20. With the GM's permission, more PC-playable races are available in the DxD20 Foe Folio.

### Racial Level Modifiers

For many races, their attributes are not the same as the human average (ie. 10); they have positive modifiers aka bonuses for attributes in which they are better than humans, and negative modifiers aka penalties for attributes in which they are worse than humans. Depending on how much better overall a non-human race is over humans, a non-human race may have a "racial level modifier", meaning that they are considered a higher level than their class level, because they have a greater overall advantage.

### Effective Character Level (ECL)

Characters with racial level modifiers have an Effective Character Level (ECL); they add the levels they've earned in character classes to their racial level modifier to get their ECL. The ECL informs the player as to how much experience they need to achieve the next experience level. This represents the idea that the character with a racial level modifier greater than +0 is getting an advantage over standard (ECL +0) races. Accordingly, the character has to earn additional experience, because their racial advantages are making the scenario easier for the character.

Table: Racial Ability Adjustments, Level Modifiers, and Known Languages

| Race     | Ability Adjustments    | Level Modifier | Known Languages              |
|----------|------------------------|----------------|------------------------------|
| Human    | None                   | +0             | Common                       |
| Dromite  | +2 Cha, -2 Str, -2 Wis | +1             | Common                       |
| Drow     | +2 Int, +2 Cha         | +2             | Common, Elven, Undercommon   |
| Duergar  | +2 Con, -4 Cha         | +1             | Common, Dwarven, Undercommon |
| Dwarf    | +2 Con, -2 Cha         | +0             | Common, Dwarven              |
| Elan     | -2 Cha                 | +0             | Common                       |
| Elf      | +2 Dex, -2 Con         | +0             | Common, Elven                |
| Gnome    | +2 Con, -2 Str         | +0             | Common, Gnomish              |
| Halfling | +2 Dex, -2 Str         | +0             | Common, Halfling             |
| Mutant   | See description        | +x             | As original race             |

These are just the most commonly used races, as this list is by no means exhaustive; your GM will be able to refer you to any additional races that are available, either in the Foe Folio or elsewhere. Given DxD20's compatibility with all OGL rules, there are many other options available and ready to play.

### Languages

Unless otherwise noted, all races speak at least Common. Also, besides any bonus racial languages, all characters receive a bonus language for each point of Intelligence modifier (so 12-13 Intelligence gives 1 bonus language, a 14-15 Intelligence gives 2 bonus languages, etc.). Choose from any of the approved languages for your GM's scenario, but the most common languages besides Common include Draconic, Dwarven, Elven, Gnomish, Goblin, Halfling, Orcish, and Undercommon.

Given below are the specific race descriptions. Each includes details on the race's size, speed, known languages, special racial abilities, and physical details. Wherever noted, racial options are available to the player, with the GM's permission of course.

## Human

As the average against which all the other races are measured, humans have proven to be an adaptable and versatile race. Typically standing from 5 to 6 feet in height and weighing from 125 to 250 pounds on average, humans also come in skin shades of black to white. Humans have also proven to be one of the most genetically diverse races, being capable of having offspring with most other humanoid races.

In most instances, your scenario will be humanocentric, with humans being the central or dominant race. This is due to most GMs being human, and doing it as they know best, which is from their own experience. However, some scenarios might set up one or more other dominant races, where humans are subjugated, marginalized, or non-existent.

### Human Racial Abilities

- Medium size Humanoid. As humans are perfectly suited to the human scale of the game, there are no bonuses or penalties due to being Medium size.
- 30' land speed movement rate. This is how far a human character can move with a typical move action.
- A Human bonus feat at 1<sup>st</sup> level. This feat can also be any Heritage feat that the GM may approve of.
- 5 extra skill points at 1<sup>st</sup> level, and 1 extra skill point at each additional level, demonstrating the human's natural versatility.
- If desired, a human character may take a -2 penalty to any one attribute to apply a +2 bonus to any other attribute. Note that this option is not available in half-human racial options (see "Hybrid" below on Half-Human racial options).

## Dromite

Smaller in stature like halflings, dromites might be mistaken as such from a distance. However, upon closer examination their genderless insectoid nature becomes evident, with faceted compound eyes, a pair of antennae, and a rich hue in chitin based on their natural elemental bent. The dromites have a natural psychic affinity for one of the four elemental energy types; cold, electricity, fire, or sonic energy. Purported to be related to gnomes, dromites do seem to share a natural kinship with them, and they will often be found cohabitating on a societal level, sharing borders and territory.

### Dromite Racial Abilities

- +2 Charisma, -2 Strength, -2 Wisdom: Dromites are self-confident go-getters, but they do not always show the best judgment.
- Monstrous Humanoid racial type: Dromites are not subject to spells or effects that affect humanoids only, such as *Charm Person* or *Dominate Person*. Furthermore, because dromites are asexual, there are no naturally occurring half-dromites (see Hybrid below).
- Small size: Being Small, dromites gain a +1 size bonus on AC, a +1 size bonus on attack rolls, and a +4 bonus on Hide checks. However, their weapons are smaller and thus use Small damage codes, and their carrying capacity is only  $\frac{3}{4}$ 's that of a Medium size creature.
- 20' land speed movement rate.
- Chitin: the hardened outer layer of the dromite gives it a +3 natural AC (natural hardness 3 and +15 HP) modifier, and its affinity for one of the elemental energies means it also has resistance 5 to one of the following energy types; Cold, Electricity, Fire, or Sonic. The character ignores the first 5 points of damage from any attack of the chosen energy type. Note that the chosen energy type for the dromite's energy resistance is the same energy type for the dromite's Energy Ray (see below).
- Naturally Psionic: Dromites have the Psionic racial subtype, gaining 1 bonus power point at 1<sup>st</sup> level. This benefit does not grant them the ability to manifest any powers, unless they gain that ability through a psionic class. Making a dromite character typically means that your GM's campaign is a minimum Psionic Level 1 campaign; ask your GM for details, and whether the dromite is permissible in their scenario.

- Psi-Like Ability: 1/day – Energy Ray. A dromite always deals the kind of energy damage that its chitin has resistance to; manifester level is equal to ½ the dromite's hit dice (minimum 1<sup>st</sup>). The save DC is Charisma-based.
- Scent: A dromite's antennae effectively give it the Scent ability. As such, a dromite can detect opponents otherwise undetectable by scent within 30 feet. If the opponent is upwind, then the range increases to 60 feet; if downwind, then the range decreases to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a dromite detects a scent, the exact source is not revealed – only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. If the dromite is within 5 feet of the source, it can pinpoint the source's location.
- Compound Eyes: These give the dromite a +2 racial bonus on Spot checks.
- Level Adjustment: +1.

## Drow

Not unlike the gray dwarves and their relation to the surface dwarves, the drow are also known as the dark elves, an underground offshoot of the surface elves. Thankfully, their self-serving machinations keep them busy fighting amongst themselves, otherwise their combined power might allow them to gain dominion over any planet they inhabit. Having lived underground so long, the dark elves have developed an aversion to light, a weakness they have learned to overcome with an innate ability to create magical darkness. Possessing a morbid fascination with spiders, the drow have adopted the use of poison, despite still having the normal vulnerability to such substances.

### Drow Racial Abilities:

- +2 Intelligence, +2 Charisma. Natural intelligence and charisma give the drow an advantage over most.
- 30 foot land speed movement rate.
- Medium size Humanoid.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Darkvision to 120' range.
- Spell resistance equal to 11 + character class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: Drow can use the following spell-like abilities once per day: Darkness, Faerie Fire. Caster level equals the drow's class levels.
- Innate Arcana: Drow gain 3 bonus power points at 1st level. This benefit does not grant them the ability to cast spells unless they gain that ability through another source, such as levels in an arcane spellcasting class. Making a drow character means that your GM's campaign is a minimum Arcane Level 1 campaign; ask your GM for details, and whether the drow is permissible in their scenario.
- Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword.
- +2 racial bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if they were actively looking for it.
- Known Languages: Common, Elven, Undercommon.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a Daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Level Adjustment: +2.

## Duergar

Also known as gray dwarves, the duergar are a ruthlessly efficient people, leading grim lives of toil in great underground foundry-cities. Naturally psionic, the duergar are a race to fear, with an innate ability to increase their size in combat, as well as the ability to turn invisible for either attack or escape. They come to be a threat to all other sentient races on almost any planet they inhabit; understanding this, they recognize the need for effective



diplomacy while they maneuver into positions to exploit the weaknesses of any competition (which is everyone else, in their minds). As a result, duergar are generally considered evil, but there are exceptions.

### Duergar Racial Abilities

- +2 Constitution, -4 Charisma: Duergar are hardy but even more taciturn than their surface brethren.
- Medium size Humanoid: Duergar receive no penalties or bonuses for size.
- 20' land speed movement rate. However, gray dwarves are Stocky; they can move at full speed even when bearing a medium or heavy load or wearing medium or heavy armour (unlike other creatures, whose speed is reduced in such situations).
- 120' Darkvision.
- Immunity to paralysis, phantasms, and poison.
- +2 racial bonus to save against spells and spell-like effects.
- Stability: Duergar, like the surface dwarves, are exceptionally stable, receiving a +4 bonus on ability checks to resist being bull-rushed or tripped when standing firmly on the ground.
- Stonecunning: This ability grants a gray dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if they were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing their approximate depth underground as naturally as a human can sense which way is up. Duergar have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Psi-Like Abilities: 1/day—Expansion, Invisibility. These abilities affect only the duergar and whatever they carry. Manifest level is equal to Hit Dice (minimum 3<sup>rd</sup>).
- Naturally Psionic: Duergar have the Psionic racial subtype, gaining 3 bonus power points at 1<sup>st</sup> level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Making a duergar character typically means that your GM's campaign is a minimum Psionic Level 1 campaign; ask your GM for details, and whether the duergar is permissible in their scenario.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a daylight spell.
- Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- Known Languages: Common, Dwarven, Undercommon.
- Level Adjustment: +1.

### Dwarf

Dwarves are hard-working humanoids standing 4' tall on average, with broad shoulders and hirsute beards. Some dwarven cultures even encourage their females to grow beards! Regardless of cultural differences, dwarves share several features across their spectrum, namely a sturdy constitution and a dour disposition. Also, most dwarves covet the glint of gold and the status of wealth, but generally speaking, dwarves tend towards lawful societies and mentalities.

### Dwarf Racial Abilities

- +2 Constitution, -2 Charisma. As mentioned, dwarves are as hardy as they are dour.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves are Stocky; they can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing their approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Known Languages: Common and Dwarven.
- Level Adjustment: +0.

## Elan

Elans are a psionic offshoot of humans, physically identical but possessed of a host of psionic powers. Whether a genetic mutation or a step in evolution, even the most mundane elan can shrug off physical damage, withstand withering magical and psionic attacks, and go for days without sustenance. Those who do actively study the arts of the psion become some of the most dangerous psychics of their time!

### Elan Racial Modifiers

- -2 Charisma. Given their natural advantages, elans develop a natural aloofness towards other races that can seem condescending or arrogant.
- Aberration type: Elans are not subject to spells or effects that affect humanoids only, such as *Charm Person* or *Dominant Person*. Elans, unlike most aberrations, do not have darkvision.
- Medium size; like humans, elans have no modifiers for size.
- Land speed movement rate of 30'.
- Naturally Psionic: Elans have the Psionic racial subtype, gaining 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Making an elan character typically means that your GM's campaign is a minimum Psionic Level 1 campaign; ask your GM for details, and whether the elan is permissible in their scenario.
- Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of their next action.
- Resilience (Su): When an elan takes damage, they can spend power points to reduce its severity. As an immediate action, the elan can reduce the damage they are about to take by 2 hit points for every 1 power point they spend.
- Repletion (Su): An elan can sustain their body without need of food or water. If they spend 1 power point, an elan does not need to eat or drink for 24 hours. It is the elan's Repletion ability that makes them nearly ageless. If the character should somehow lose Repletion (see "Genetic Intolerance", below), then their lifespan will become equivalent to a Human's lifespan of the same age category.

- Genetic Intolerance: If an elan receives the Mutant subtype or any form of Mutation Points (in a Mutant Level 1 or greater campaign) or gene therapy (in a Tech Level 6 or greater campaign), then they lose their elan racial supernatural abilities of Resistance, Resilience, and Repletion. Furthermore, there are no half-elans; if an elan mixes with another race other than a human (which gives a 50% chance of either an elan or a human child), the resultant half-elans is treated as half-human for purposes of determining the offspring's racial abilities (see below under "Hybrid").
- Known Language: Common.
- Level Adjustment: +0.

## Elf

Elves are one of the oldest humanoid races, said by some to be second only to dragons in order of creation. They have incredibly long lifespans, which has allowed them to master some of the greatest secrets and powers known to existence. With slightly shorter and finer statures than humans, elves are often betrayed as being other than human by their pointed ears and exotic hair and/or eye colors.

### Elf Racial Abilities

- +2 Dexterity, -2 Constitution.
- Medium Humanoid: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects. This adjustment stacks with those from similar effects, and it is only applicable in Magic Level 1 or higher scenarios.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if they were actively looking for it.
- Known Languages: Common and Elven.
- Level Adjustment: +0.

## Gnome

Gnomes are amongst the more diminutive of sentient races known, with a special knack for illusion and artifice. Measuring in at just over 3 feet on average and weighing 40 to 45 pounds, gnomes have generous lifespans averaging over 300 years. Although naturally inquisitive, gnomes tend to stick to their own, except for the company of dromites where available, with whom they seem to have a natural kinship.

### Gnome Racial Abilities

- +2 Constitution, -2 Strength. Gnomes are as hardy as dwarves, but their smaller size lacks the same strength.
- Small Humanoid: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.

- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, and it is only applicable in Magic Level 1 or higher scenarios.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on one Craft skill of choice.
- Level Adjustment: +0.

## Halfling

Halflings are so-called due to their size and proportion being approximately half that of a human. Despite that, halflings are not actually half-human in any way, being a separate race in their own right. The average halfling is 3 feet tall and weighs 30-35 pounds, with hair, skin, and eye colour variations similar to humans. Deft opportunists, halflings are naturally nomadic, rarely maintaining lands of their own, instead living amongst other races accepting of their presence. They tend to have boisterous outgoing dispositions, resulting in sometimes-foolhardy situations.

### Halfling Racial Abilities

- +2 Dexterity, -2 Strength. A natural agility for being smaller is offset by a corresponding lack of leverage.
- Small Humanoid: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Known Languages: Common and Halfling.
- Level Adjustment: +0.

## On Race Types and Subtypes

By now you may have noticed a few things about the race descriptions; dromites, as Monstrous Humanoid-type creatures, and elans, as Aberration-type creatures, aren't affected by certain spells that only affect humanoids, such as *Charm Person*, *Dominant Person*, and *Hold Person*, to name a few. This is due to their race type, and the fact that they aren't Humanoid-type creatures; their exotic physiology isn't affected by such spells.

As you'll find in your explorations of your GM's world, there are many different creature types beyond Humanoid, Monstrous Humanoid, and Aberration, including Animal, Construct, Dragon, Elemental, Fey, Giant, Magical Beast, Ooze, Outsider, Plant, Undead, and Vermin. Every creature in your GM's universe will be at least one of these types.

Additionally, there are many subtypes to offer further classification of the main types, with many examples to be offered, including Air, Angel, Aquatic, Chaotic, Cold, Earth, Evil, Extraplanar, Fire, Goblinoid, Good, Incorporeal, Lawful, Mutant, Reptilian, Shapechanger, and Water, to name a few! Suffice it to say that a character's creature type usually does not change permanently, although exceptions do exist.

However, there are many cases in which a character may add a subtype to their character, the most obvious being the addition of the Mutant subtype below. Another example is the Metamind prestige class in the DxD20 Game Master's Guide; an Uncarnate eventually sheds their physical body, adding the Incorporeal subtype to their character's race. In both cases, the character maintains their original race type, but adds the racial subtype to their character. A character can have several subtypes, but in some cases two subtypes may be deemed incompatible by your GM (i.e., Fire/Water subtypes or Evil/Good subtypes for the same character).

## Mutant

Mutant is a subtype that can be added to any creature type except Construct, Elemental, Outsider, or Undead. Constructs and Undead can't be mutated because they have no Constitution, so no living function to mutate, and Elementals and Outsiders can't be mutated for the same reason they can't be resurrected, because they are representative of extraplanar forces as opposed to having biological systems capable of mutation.

The Mutant racial subtype can be added to any creature that does not already have the Mutant subtype (referred to hereafter as the "base creature"). A Mutant uses all the base creature's statistics and special abilities except as noted here.

### Mutant Racial Abilities

- Size and Type: The creature's type does not change, except for gaining the "Mutant" subtype.
- Mutation(s): The character is either a minor Mutant, a moderate Mutant, a major Mutant, or a Mega-Mutant. However, only mutants with the Supernatural Mutation feat can use their Mutation Points (MP) on Super-Powers; otherwise, characters must spend their MP on Advantages in the Mutations section. Minor Mutants receive 2 MP. Moderate Mutants receive 10 MP. Major Mutants receive 20 MP. Mega-Mutants have 30 or more MP. Check with your GM for the Six Levels of your scenario to confirm Mutant availability.
- Unnatural Prowess: For every +1 Mutant Level (ML) modifier (see below), a Mutant gains 2 skill points to spend on any Tech Level 0 skill. For every +2 ML, a Mutant gains a +1 to their Base Attack. For every +3 ML, a Mutant gains +1 to their Defense Bonus.
- Unnatural Resilience: For every +1 ML modifier, a Mutant gains (5 + Con modifier) HP. For every +2 ML modifier, a Mutant gains a +1 bonus to all saving throws.
- Level Adjustment: Minor Mutant; +0. Moderate Mutant; +1. Major Mutant; +2. For Mega-Mutants, the level adjustment is 3+, +1 Mutant Level (ML) per every +10 MP beyond 30 MP that the Mega-Mutant starts with.
- Mutant characters have a Mutant Level (ML) to determine their Power Points per day and the level at which they manifest their super-powers. The character's ML is equal to their total character class levels plus their racial Level Adjustment from the Mutant subtype; no other Effective Character Level (ECL) modifiers from any other source (like other Racial Level modifiers) count towards a character's ML.

As noted in the race description, Mutants are only used in Mutation Level 1 or higher scenarios, which would include any super-powered campaign; again, confirm with your GM whether Mutants are available, and to what degree. See the chapter on Mutations for more information on how to generate a Mutant character.

## Hybrid

Sometimes *amore vincit omnia* (draconic for "love conquers all"), and the races co-mingle, resulting in Hybrid members of the two respective parent's races. Many such combinations already exist, including the half-elf, the half-giant, the half-celestial, and the half-fiend. In each case, the other half is assumed to be human (as most scenarios are generally humanocentric), but they needn't always be human; both "halves" can be non-human, but in every instance such a creature is known as a Hybrid.

Generally speaking, a Hybrid is a combination of any two PC-playable races. Many races are rarely used as PC-playable, owing to some manner in which they deviate significantly from the humanocentric norm. Beings who are naturally powerful well above and beyond the average human typically do not mesh well within a human-scale society, and such races would be difficult if not "broken" (i.e., overpowering choices to allow for the GM's scenario). However, there are many combinations of PC-playable races that have not been formally developed yet players may be interested in playing such a Hybrid character. In such instances, the GM and the player can collaborate on what the player has in mind, and based on the guidelines given below, the GM approves, modifies, or rejects the potential Hybrid character.

## Hybrid Racial Abilities

- A Hybrid character is composed of two races, known henceforth as “Race A” and “Race B”. The Hybrid is at least one of the parent’s creature types (typically Humanoid or Monstrous Humanoid), depending on the abilities the Hybrid retains from its parents and the GM’s adjudication. In some cases, the GM may determine that the Hybrid has the creature types of both Race A and Race B. Race A and Race B cannot have more than one size category of difference between the races.
- Size is selected from the sizes offered by either parent race A or B, by which the character’s movement modes (i.e., run, swim, fly, burrow, etc.) and movement rate are also determined. These are selected in conjunction with your GM.
- To determine the Racial Level Adjustment modifier of the Hybrid, note the total number of racial abilities, including attribute modifiers but not including the entries for size and movement speed for Race A, and the total number of racial abilities, including attribute modifiers but minus the entries for size and movement speed, for Race B. These are the racial abilities that the Hybrid can select from in determining its own racial abilities.
- If the Hybrid is keeping a total number of racial abilities equal to the higher number of racial abilities of those of race A and race B, then the Hybrid has a Level Adjustment equal to the total of both Race A and Race B’s Level Adjustments, plus 1.
- If the Hybrid is keeping a total number of racial abilities equal to the average number of racial abilities of those of Race A and Race B (rounded down), then the Hybrid has a Level Adjustment equal to the total of Race A and Race B’s Level Adjustments.
- If the Hybrid is keeping a total number of racial abilities equal to the lesser number of those of Race A and Race B, then the Hybrid has a Level Adjustment equal to the average of Race A and Race B’s Level Adjustment, rounded up.
- If the Hybrid is retaining any Drawbacks (racial abilities that penalize the character), then the Level Adjustment may be reduced by 1 (minimum +0 Level Adjustment), at the GM’s discretion.

Keep in mind that the “Hybrid” moniker also means that exceptionally exotic cross-breeds could take circumstance penalties to Charisma-based skill checks, depending on how obviously foreign the character appears to the predominant populace (typically -1 for the equivalent of a mild deformity to -10 for an alien appearance, such as more than four limbs, more than two eyes, more than one mouth, a skin different from “normal”, etc.).

However, certain Hybrid combinations are significantly harder to justify, like a half-Construct/half-Undead, as the Hybrid was likely created through biological means. Conversely, certain other combinations are inimical to each other, such as a half-Celestial/half-Fiend. It would take a compelling origin story to justify any such combinations, but nothing’s impossible in DxD20!

With these parameters, the player and GM should be able to create a Hybrid character that is balanced for the game, manageable for the GM, and fulfilling to the player.

### Example Hybrid: The Half-Drow

Given the guidelines above for Hybrid development, there are several scenarios for a half-drow that can be “pitched” for gameplay. The Human race template has a total of 3 racial abilities, while the drow race has 11 abilities, not counting race or movement rate as racial abilities.

#### Half-Drow #1: Full Human / Full Drow Abilities

This version of the half-drow has the greater number of abilities chosen from both races, the innate magical abilities of the drow with the added versatility of the human, 11 racial abilities in total, likely dropping the Drawback of the drow. This version would have a Level Adjustment of +2 for drow, +0 for human, +1 for keeping the greater number of racial abilities of both parent races, for a total Level Adjustment of +3.

#### Half-Drow #2: Half Human / Half Drow Abilities

This version of the half-drow has racial abilities equal to the average number of abilities the two races have, 3 for human while a drow has 11 racial abilities, 14 total divided by 2 equals 7 (rounded down in the case of fractions), selected from both the drow racial abilities and the human racial abilities, as agreed upon by the player

and the GM. This version would have a Level Adjustment of +2 for drow, +0 for human, for a total Level Adjustment of +2.

### Half-Drow #3: One Human / One Drow Ability

This version of the half-drow has racial abilities equal to the number of abilities a human has (3 racial abilities), as agreed upon by the player and the GM. The version would have a Level Adjustment of +1, because that's the average Level Adjustment of the drow (+2) and the human (+0).

If the player opted to keep the drawback of the parent drow race (i.e., light blindness) as one of the character's choices from the drow's racial abilities, the GM may rule that the Level Adjustment is reduced by 1.

Now you, as the player, have a way of creating any Hybrid character you can think of, and that your GM might permit. Keep in mind that this choice of character race can require some significant adjudication on the GM's part, depending on how exotic a combination of races you have in mind. If your combination threatens to break the game, then the GM has the right to veto or "nerf" the combination. If this happens, be gracious about it, and consider alternatives. Ask the GM what they are prepared to allow based on what you proposed. In most cases, something can be worked out that is mutually agreeable (like increasing the Racial Level Modifier maybe), given the necessary considerations for game balance and playability.

## Other Character Details

Now that you know your character's race, you can determine other aspects. Starting age, height and weight, and incorporating racial abilities and attribute modifiers will allow you to finalize the details of your character. Depending on your GM's campaign, you may be using Starting Occupations; if so, they are found after the sections on Age, Height, and Weight.

## Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of their race plus the number of dice indicated in the entry corresponding to the character's race and class on Table: Random Starting Ages.

Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is. Note that all characters starting as 1<sup>st</sup>-level core Hero classes begin with a Starting Occupation as well, and thus their ages will be adjusted as per the Starting Occupation. Just keep in mind that there are attribute penalties to the physical attributes alongside attribute bonuses to the mental attributes for characters of Middle Age and older.

| Table: Random Starting Ages |                                 |           |         |            |
|-----------------------------|---------------------------------|-----------|---------|------------|
| Race                        | Starting<br>Hero /<br>Adulthood | Berserker | Bard    | Aristocrat |
|                             |                                 | Paladin   | Fighter | Cleric     |
| Race                        | Starting<br>Hero /<br>Adulthood | Rogue     | Monk    | Expert     |
|                             |                                 | Saint     | Warmind | Psion      |
| Race                        | Starting<br>Hero /<br>Adulthood | Sorcerer  | Ranger  | Wizard     |
|                             |                                 | Wilder    |         |            |
| Human                       | 15 years                        | +1d4      | +1d6    | +2d6       |



|          |           |      |      |       |
|----------|-----------|------|------|-------|
| Dromite  | 13 years  | +1d4 | +1d6 | +2d6  |
| Drow     | 110 years | +4d6 | +6d6 | +10d6 |
| Duergar  | 40 years  | +3d6 | +5d6 | +7d6  |
| Dwarf    | 40 years  | +3d6 | +5d6 | +7d6  |
| Elan     | 20 years  | +2d4 | +2d6 | +3d6  |
| Elf      | 110 years | +4d6 | +6d6 | +10d6 |
| Gnome    | 40 years  | +4d6 | +6d6 | +9d6  |
| Halfling | 20 years  | +2d4 | +3d6 | +4d6  |

With age, a character's physical ability scores decrease and their mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

| Table: Aging Effects                                                  |                         |                  |                        |             |
|-----------------------------------------------------------------------|-------------------------|------------------|------------------------|-------------|
| Race                                                                  | Middle Age <sup>1</sup> | Old <sup>2</sup> | Venerable <sup>3</sup> | Maximum Age |
| Human                                                                 | 35 years                | 53 years         | 70 years               | +2d20 years |
| Dromite                                                               | 30 years                | 55 years         | 75 years               | +2d20 years |
| Drow                                                                  | 175 years               | 263 years        | 350 years              | +4d% years  |
| Duergar                                                               | 125 years               | 188 years        | 250 years              | +2d% years  |
| Dwarf                                                                 | 125 years               | 188 years        | 250 years              | +2d% years  |
| Elan                                                                  | 200 years               | 400 years        | 1,000 years            | +10d% years |
| Elf                                                                   | 175 years               | 263 years        | 350 years              | +4d% years  |
| Gnome                                                                 | 100 years               | 150 years        | 200 years              | +3d% years  |
| Halfling                                                              | 50 years                | 75 years         | 100 years              | +5d20 years |
| 1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.    |                         |                  |                        |             |
| 2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.       |                         |                  |                        |             |
| 3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha. |                         |                  |                        |             |



## Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

For example, a human male receives a height modifier of +2d10; rolling two d10's, the character gets a total of 15. This means the character is 15 inches taller than the base height of 4' 10", 6' 3". Now the character generates their weight modifier, rolling 2d4 and getting a total of 5. Multiplying 5 x the 2d10 height modifier result of 15, we calculate the character is 75 pounds heavier than the base weight of 120 lb., weighing a total of 195 lb.

Of course, if any random determination of height and weight is unsatisfactory to you, you can simply select a height and weight that falls within the random range of height and weight. If you want to select a height that is exceptionally tall or short, or a weight that is exceptionally light or heavy, you will want to discuss such an option as it may have ramifications in adjudicating certain aspects of the character. Typically, any dimension of the character that would have such potential impact is dissuaded or disallowed, but exceptions are always possible.

| Table: Random Height and Weight |             |                 |             |                 |
|---------------------------------|-------------|-----------------|-------------|-----------------|
| Race                            | Base Height | Height Modifier | Base Weight | Weight Modifier |
| Human, male                     | 4' 10"      | +2d10           | 120 lb.     | x (2d4) lb.     |
| Human, female                   | 4' 5"       | +2d10           | 85 lb.      | x (2d4) lb.     |
| Dromite                         | 2' 8"       | +2d4            | 30 lb.      | x 1 lb.         |
| Drow, male                      | 4' 5"       | +2d6            | 85 lb.      | x (1d6) lb.     |
| Drow, female                    | 4' 5"       | +2d6            | 80 lb.      | x (1d6) lb.     |
| Duergar, male                   | 3' 9"       | +2d4            | 110 lb.     | x (2d4) lb.     |
| Duergar, female                 | 3' 7"       | +2d4            | 80 lb.      | x (2d4) lb.     |
| Dwarf, male                     | 3' 9"       | +2d4            | 130 lb.     | x (2d6) lb.     |
| Dwarf, female                   | 3' 7"       | +2d4            | 100 lb.     | x (2d6) lb.     |
| Elan, male                      | 4' 10"      | +2d10           | 120 lb.     | x (2d4) lb.     |
| Elan, female                    | 4' 5"       | +2d10           | 85 lb.      | x (2d4) lb.     |
| Elf, male                       | 4' 5"       | +2d6            | 85 lb.      | x (1d6) lb.     |
| Elf, female                     | 4' 5"       | +2d6            | 80 lb.      | x (1d6) lb.     |
| Gnome, male                     | 3' 0"       | +2d4            | 40 lb.      | x 1 lb.         |
| Gnome, female                   | 2' 10"      | +2d4            | 35 lb.      | x 1 lb.         |
| Halfling, male                  | 2' 8"       | +2d4            | 30 lb.      | x 1 lb.         |
| Halfling, female                | 2' 6"       | +2d4            | 25 lb.      | x 1 lb.         |

## Chapter III: Starting Occupation and Background

### The Foundation of a Starting Occupation

A character's Starting Occupation is the source of the character's experience before they began officially earning experience. A Starting Occupation gives the character a sense of direction, with a selection of skills and feats to start, as well as consequences for their starting reputation and wealth. A character's Starting Occupation might be considered "Level Zero", what the character did before becoming an adventurer and a player character. It's part of your character's origin story, and typically happens "off-stage".

On the other hand, the character's class levels are usually earned by the player playing the character and earning Experience Points (XP). Experience points are earned by accomplishing objectives, vanquishing enemies, solving puzzles, and generally surviving the scenario. Once you've earned enough XP, you go up a level; invest the level in a class level that you qualify for, either a current class you have levels in, or a new class, and add the new class statistics and abilities to your character record.

### Starting Occupations

The Starting Occupations are great for giving characters more depth, as well as giving a few more bonuses in terms of feats and/or skill modifiers. A character's Starting Occupation skill list can be invaluable in allowing characters to access skills that would otherwise be difficult and/or expensive to access.

The list below gives each of the Starting Occupations. Unless otherwise noted, the minimum prerequisite for any Starting Occupation is a Tech Level 1 or higher scenario.

#### Quickdraw: Random Starting Occupation Chart (d%)

|                                            |                                                      |
|--------------------------------------------|------------------------------------------------------|
| 01-03: <u>Academic</u>                     | 47: <u>Heir</u> *                                    |
| 04-10: <u>Adventurer</u>                   | 48-50: <u>Investigative</u>                          |
| 11-12: <u>Apothecary</u>                   | 51-54: <u>Law Enforcement</u>                        |
| 13: <u>Astronaut (Cosmonaut) Trainee</u> * | 55-59: <u>Military</u>                               |
| 14-16: <u>Athlete</u>                      | 60: <u>Novitiate</u>                                 |
| 17-20: <u>Blue Collar</u>                  | 61-62: <u>Outcast</u>                                |
| 21-22: <u>Celebrity</u>                    | 63: <u>Psychic</u> *                                 |
| 23: <u>Colonist</u> *                      | 64-66: <u>Religious</u>                              |
| 24-26: <u>Creative</u>                     | 67-70: <u>Rural</u>                                  |
| 27-30: <u>Criminal</u>                     | 71-72: <u>Scavenger</u>                              |
| 31-32: <u>Drifter</u>                      | 73-75: <u>Squire</u> *                               |
| 33: <u>Dilettante</u>                      | 76-80: <u>Student</u>                                |
| 34-35: <u>Doctor</u>                       | 81-87: <u>Technician</u>                             |
| 36-39: <u>Emergency Services</u>           | 88-90: <u>Transporter</u>                            |
| 40-43: <u>Entrepreneur</u>                 | 91-95: <u>White Collar</u>                           |
| 44: <u>Gladiator</u> *                     | 96-99: Roll again, ignoring results of 96+           |
| 45-46: <u>Hedge Wizard</u> *               | 00: Moonlighter; Choose one & roll again, ignore 96+ |

\* Check with your GM for the availability of this Starting Occupation.

### Starting Occupation Descriptions

#### Profession: Academic

Academics include librarians, archaeologists, scholars, professors, and teachers, and other education professionals.

**Prerequisite:** Age 23+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Computer Use, Craft (Writing), Decipher Script, Gather Information, Knowledge: Any, Research, Read/Write Language. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +3.

## Profession: Adventurer

Adventurers include professional daredevils, big-game hunters, relic hunters, explorers, extreme sports enthusiasts, field scientists, thrill-seekers, and others called to face danger for a variety of reasons.

**Prerequisite:** Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Bluff, Climb, Demolition, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (Arcane Lore, Dungeoneering, Streetwise, Tactics, Technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury, Use Rope. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Profession: Apothecary

Apothecaries are people who study the science of mixing chemicals, elements, and naturally-occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

**Prerequisite:** Age 20+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Craft (Alchemy, Chemical, Mechanical, Pharmaceutical, Writing), Disable Device, Knowledge (Arcane Lore, Earth and Life Sciences, History, Nature, Physical Sciences), Repair, Research. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Arcane Skills or Educated.

**Wealth Bonus Increase:** +3.

## Profession: Astronaut (Cosmonaut) Trainee

As scientists and pioneers, cosmonaut trainees have prepared their minds and bodies for the rigors of intergalactic and/or interdimensional travel. They are elite members of a sophisticated training program, waiting for the opportunity to explore the great unknown in order to shed light on the mysteries of the omniverse.

**Prerequisite:** Minimum Tech Level 5 scenario, Age 21+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Computer Use, Craft (Electronic, Mechanical, Pharmaceutical), Knowledge (Earth and Life Sciences, Geography, Physical Sciences, Technology, The Planes), Navigate, Pilot, Repair, Survival. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Aircraft Operation (spacecraft) or Zero-G Training.

**Wealth Bonus Increase:** +1.

## Profession: Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

**Prerequisite:** Strength 13 or Dexterity 13 or Constitution 13.

**Skills:** Choose three (3) of the following skills as permanent class skills; Balance, Climb, Concentration, Drive, Jump, Knowledge (Earth / Life Sciences), Ride, Swim, Tumble. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Archaic Weapon Proficiency, or Brawl.

**Wealth Bonus Increase:** +1.

## Profession: Blue Collar

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs. In poorer conditions or under tyrannical regimes, such workers may be little more than indentured slaves.

**Prerequisite:** Age 18+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Craft (Electronic, Mechanical, Structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride, Use Rope. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +2 (+0 if used as a slave).

## Profession: Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Everyone, it is said, eventually gains their 15 minutes of fame; the celebrity stretches those 15 minutes into a career. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Bluff, Craft (Visual Art, Writing), Diplomacy, Disguise, Knowledge (Current Events, Popular Culture, Streetwise), Perform (Act, Dance, Keyboards, Percussion, Sing, Stand-Up, Stringed, Wind). If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## Profession: Colonist

Colonists are wayfaring pioneers who set the foundations of new societies on far-flung continents, planets, and moons. To survive in their new surroundings, they learn to live off the land and defend themselves against indigenous predatory lifeforms and hostile forces of nature.

**Prerequisite:** Minimum Tech Level 5 scenario, Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Computer Use, Craft (Electronic, Mechanical, Structural), Knowledge (Earth and Life Sciences), Navigate, Repair, Survival, Use Rope. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Builder, Guide, or Planetary Adaptation.

**Wealth Bonus Increase:** +1.

## Profession: Creative

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Bluff, Computer Use, Craft (Visual Art, Writing), Disguise, Forgery, Knowledge (Arcane Lore, Art, Business, Popular Culture, Technology), Perform (Act, Dance, Keyboards, Percussion, Sing, Stand-Up, Stringed, Wind), Spot. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus:** +2.

## Profession: Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, band robbers, and other types of career criminals.

**Prerequisite:** Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Appraise, Craft (Weaponsmithing), Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (Nobility, Streetwise), Move Silently, Sleight of Hand. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus:** +1.

## Profession: Drifter

Drifters are aimless wanderers and worldwide jacks-of-all-trades who move between cities, star systems, and/or planes, working odd jobs until boredom or fate lead them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

**Prerequisite:** Minimum Tech Level 0 scenario, Age 15+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Appraise, Bluff, Decipher Script, Disable Device, Disguise, Forgery, Gamble, Gather Information, Hide, Knowledge (Streetwise), Navigate, Sleight of Hand, Use Rope. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +2.

## Profession: Dilettante

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies their day. That passion might be a charity or philanthropic foundation, and ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

**Prerequisite:** Age 18+.

**Skills:** Choose one (1) of the following skills as permanent class skills; Gamble, Intimidate, Knowledge (Current Affairs, Nobility, Popular Culture), Ride, Speak Language. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6.

## Profession: Doctor

A doctor is a physician (general practitioner or specialist), a surgeon, or a psychiatrist, as opposed to someone who has simply completed their doctorate.

**Prerequisite:** Age 25+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Computer Use, Concentration, Craft (Pharmaceutical), Knowledge (Behavioural Sciences, Earth and Life Sciences, Technology), Search, Treat Injury. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +4.

## Profession: Emergency Services

Rescue workers, firefighters, paramedics, hazardous material handlers, and emergency medical technicians all fall under this category.

**Prerequisite:** Age 18+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Balance, Climb, Computer Use, Drive, Jump, Knowledge (Behavioural Sciences, Earth & Life Sciences, Geography, Technology), Search, Treat Injury, Swim. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +2.

## Profession: Entrepreneur

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small-to-large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

**Prerequisite:** Age 18+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Appraise, Bluff, Diplomacy, Gamble, Knowledge (Business, Current Affairs, Nobility, Technology). If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## Profession: Gladiator

Gladiators have been fighting all their lives, whether on the streets or in some sort of arena. They include disenchanting youths and poverty-stricken hoodlums looking to trade fists for cash, clones bred in secret labs to fight from birth, and low-ranking members of a society's warrior caste.

**Prerequisite:** Age 18+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Balance, Concentration, Craft (Weaponsmithing), Intimidate, Knowledge (Streetwise, Tactics), Ride, Survival, Tumble. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Archaic Weapon Proficiency, Brawl, or Combat Martial Arts.

**Wealth Bonus Increase:** +1.

## Profession: Hedge Wizard

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or education.

**Prerequisite:** Intelligence 10.

**Skills:** Choose three (3) of the following skills as permanent class skills; Concentration, Craft (Alchemy, Chemical, Writing), Decipher Script, Gather Information, Knowledge (Arcane Lore, Art, Earth & Life Sciences, History, Physical Sciences, The Planes), Research, Spellcraft, Use Magic Device. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Arcane Heritage, Magical Affinity, or Skill Focus (one of the 3 chosen Hedge Wizard skills).

**Wealth Bonus Increase:** +1.

## Profession: Heir

Heirs are the elite sons or daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to learn their families into the future... assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

**Prerequisite:** Age 18+, Educated (feat), GM's permission.

**Skills:** Choose two (2) of the following skills as permanent class skills; Craft (Visual Art, Writing), Knowledge (Art, Business, Civics, Current Events, History, Nobility), Perform (Any), Pilot, Ride, Sense Motive. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6. An heir may permanently reduce their Reputation bonus by 1 to increase their starting Wealth by an additional +1d6; this expenditure must be made before the character begins play. As long as their Reputation bonus is +1 or higher, an heir's wealth bonus can never drop below 10.

## Profession: Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and other who use their skills to gather evidence and analyze clues.

**Prerequisite:** Age 23+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Computer Use, Craft (Visual Art, Writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (Behavioural Science, Civics, Earth & Life Sciences, Streetwise), Research, Search, Sense Motive. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +2.

## Profession: Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, special task force members, and military police.

**Prerequisite:** Age 20+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Diplomacy, Drive, Gather Information, Intimidate, Knowledge (Civics, Earth & Life Sciences, Nobility, Streetwise, Tactics), Listen. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Combat Martial Arts, Improved Grapple, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Profession: Military

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as elite training units such as Seals, Rangers, and Special Forces.

**Prerequisite:** Age 18+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Climb, Craft (Trapmaking), Demolitions, Drive, Hide, Knowledge (Dungeoneering, Geography, Tactics), Move Silently, Navigate, Pilot, Survival, Swim. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select one of the following; Brawl, Combat Martial Arts, Light Armour Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Profession: Novitiate

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination – their faith is enough. Some novitiates are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

**Prerequisite:** Wisdom 10.

**Skills:** Choose three of the following skills as permanent class skills; Concentration, Craft (Writing), Decipher Script, Diplomacy, Knowledge (Arcane Lore, Art, Behavioural Sciences, History, Religion, Theology & Philosophy, The

Planes), Sense Motive. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Divine Heritage, Magical Affinity, or Skill Focus (one of the 3 chosen Novitiate skills).

**Wealth Bonus Increase:** +2.

## Profession: Outcast

Being an outcast is not so much a chosen profession as it is a forced way of life. Persecuted or exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization.

**Prerequisite:** Tech Level 0 scenario, Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Disguise, Hide, Knowledge (Local, Streetwise), Search, Survival, Treat Injury. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Toughness.

**Wealth Bonus Increase:** +1.

## Profession: Psychic

Psychics can be people with innate, low-level psionic abilities or simply con-artists looking to make a buck off those gullible enough to believe their ruses. Get your GM's approval before choosing this occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Knowledge (Behavioural Sciences, Current Events, Popular Culture, Psionics, Streetwise), Sense Motive. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Iron Will, Psionic Heritage, or Wild Talent.

**Wealth Bonus Increase:** +2

## Profession: Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Decipher Script, Knowledge (Arcane Lore, Art, Behavioural Sciences, History, Streetwise, Religion, Theology and Philosophy, The Planes), Listen, Sense Motive. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +2.

## Profession: Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category. Despite any misconceptions, they have access to a useful set of skills.

**Prerequisite:** Age 15+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Balance, Climb, Craft (Bowmaking, Trapmaking), Drive, Handle Animal, Knowledge (Local, Nature), Repair, Ride, Survival, Swim. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.



## Profession: Scavenger

Scavengers turn society's wreckage and discarded trash into useful tool and items for trade, and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the most treacherous places, and their playgrounds are abandoned stations and outposts, forgotten locations, and recent battlefields.

**Prerequisite:** Tech Level 0 scenario, Age 15+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Appraise, Decipher Script, Disable Device, Knowledge (Technology), Move Silently, Repair, Search, Spot, Survival. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +2.

## Profession: Squire

Squires serve as assistants to warriors in hopes of learning the skills they will need to be warriors themselves one day.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three (3) of the following skills as permanent class skills; Balance, Climb, Handle Animal, Jump, Ride, Tumble. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Archaic Weapons Proficiency or Armor Proficiency: Light.

**Wealth Bonus Increase:** +1

## Profession: Student

A student can be in high school, college, or graduate school. They could be in a military college or a private institution. When selecting this starting occupation, you should also pick a major field of study for the character.

**Prerequisite:** Age 15+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Computer Use, Knowledge (Any), Perform (Any), Research. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +1.

## Profession: Technician

Spanning all tech levels and cultures beyond the stone age, tradesmen and engineers of all types fit within the scope of this starting occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Computer Use, Craft (Any), Knowledge (Architecture, Business, Earth & Life Sciences, Physical Sciences, Technology), Repair, Research. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +3.

## Profession: Transporter

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one destination to another. They treat their vehicles as extensions of their bodies.

**Prerequisite:** Age 18+.

**Skills:** Choose two (2) of the following skills as permanent class skills; Craft (Mechanical), Drive, Knowledge (Current Events, Geography, Popular Culture, Streetwise), Navigate, Pilot, Repair. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Bonus Feat:** Select either Spacer or Vehicle Expert.

**Wealth Bonus Increase:** +1.

## Profession: White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose three (3) of the following skills as permanent class skills; Computer Use, Diplomacy, Knowledge (Art, Business, Civics, Earth & Life Sciences, History, Nobility, Physical Sciences, Technology), Research. If a skill you select is already a class skill, then you receive a +1 competence bonus on checks using that skill.

**Wealth Bonus Increase:** +3.

## Making Your Own Occupations

Almost any type of occupation imaginable falls under one of these general categories, with appropriate skill selections. Keep in mind that these Starting Occupations are categorized on a Tech Level 5 basis (our current era, arguably on the cusp of Tech Level 6); they have functional equivalents in almost every other era, except the stone age (TL 0). If a player comes up with something not covered, GMs should consider offering an appropriate list of skills, typically 6 to 10 possible skills, at least one of which is a relevant Knowledge skill where applicable. This list will serve as the list of possible competent skill options for the character.

Generally speaking, an occupation will offer three (3) skills to become competent in. However, an occupation can also affect a character's Wealth, Reputation, and/or feat selection, and such options may fit the new occupation, at the cost of one skill selection per additional consideration. As an example, a novel occupation could be a "Pirate" that incurs notoriety (Reputation) and is combat-oriented (offering a bonus feat from a select list); such a Pirate Starting Occupation should only get to take 1 skill from a small list as a permanent class skill.

## Ordinary Characters

As you can imagine, not everyone in your GM's world is a Hero. Thus, there are the Ordinary classes, the functional equivalent of the Hero classes, except with no Class Features, Defense Bonus, Reputation Bonus, or Action Points.

## Attribute-Based Roles

Most people don't go around proclaiming to be a "strong hero" or a "Rogue". More likely, characters have a societal role or position that they present themselves as. In conjunction with a character's Starting Occupation, players can use this list to get an idea of the types of roles the various attribute-based classes would fill. Insofar that every Basic class has one or more key attributes, each Basic class could likewise use this list.

**Strong:** Boxers, mixed martial artists, some types of soldiers, athletes who depend on raw physical power, blue-collar workers, and others who rely on pure brawn all fall within the scope of the Strong character.

**Fast:** Athletes who employ speed and grace instead of raw power, stunt people, pilots, professional drivers, law enforcement or military professional who concentrate on using ranged weapons, and agents – on either side of the law – who employ stealth and sleight of hand are just some of the professional choices for the Fast character.

**Tough:** Stunt persons, bodyguards, enforcers, wrestlers, and athletes who demand extreme staying power or who must withstand a lot of physical punishment all fall within the purview of the Tough character.

**Smart:** Scientists and researchers of all descriptions, academics, law enforcement or military professionals who specialize in using tactics, deduction, or reason, and many kinds of white-collar professionals fall within the scope of the Smart character.

**Dedicated:** Healthcare workers, clergy, activists, investigators, and those dedicated to a cause or idea are some of the professional choices available to the Dedicated character.

**Charismatic:** Persuasive leaders, attractive celebrities and personalities, inspiring politicians, adept negotiators, entertainers, seducers, flirts, fast-talkers, con-artists, flamboyant spies, and suave gamblers are some of the professional choices available to the Charismatic character.

**Strong / Fast:** Includes bounty hunters, couriers, martial arts students, and amateur boxers.

**Strong / Tough:** Includes thugs, soldiers of fortune, security guards, marines, mercenaries, amateur wrestlers, bouncers, football players, and professional movers.

**Strong / Smart:** Includes mechanics, government agents, and military technicians.

**Strong / Dedicated:** Includes police officers, firefighters, bodyguards, construction workers, and farmers.

**Strong / Charismatic:** Includes gang leaders, action movie stars, physical trainers, and animal handlers.

**Fast / Tough:** Includes gang members, bikers, stunt people, wilderness guides, hockey players, and SWAT members.

**Fast / Smart:** Includes career criminals, demolitions experts, and some field agents.

**Fast / Dedicated:** Includes taxi drivers, helicopter pilots, extreme sports fanatics, wilderness trackers.

**Fast / Charismatic:** Includes dilettantes, con-artists, clowns, magicians, and prostitutes.

**Tough / Smart:** Includes terrorists, black market dealers, and government field scientists.

**Tough / Dedicated:** Includes private eyes, mob enforcers, militia recruits, forest rangers, activists, and cultists.

**Tough / Charismatic:** Includes drug dealers, crime bosses, and undercover cops.

**Smart / Dedicated:** Includes crime lab technicians, doctors, paramedics, journalists, forensics experts, scientists, academics, antiquarians, entrepreneurs, computer hackers, and stockbrokers.

**Smart / Charismatic:** Includes politicians, executives, lawyers, managers, teachers, and nightclub owners.

**Dedicated / Charismatic:** Includes reporters, musicians, photographers, dancers, priests, gamblers, salespeople, artists, evangelists, and disc jockeys.

## Reputation

Reputation is used to determine whether another non-player character (NPC) recognizes a player character (PC). Those who recognize the PC are more likely to help the PC or do what they ask, provided the reputation has a positive connotation to the NPC who recognizes the PC. A high Reputation bonus also makes it difficult for the PC to mask their identity.

Most of the time, a PC doesn't decide to use their reputation. The GM decides when a PC's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for an NPC who might be influenced in some fashion due to the PC's fame or notoriety, as detailed below.

### Fame and Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the NPC who recognizes the PC.

When an NPC has a positive opinion of a PC's reputation, the PC is considered famous by that NPC. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When an NPC has a negative opinion of a PC's reputation, the PC is considered infamous by that NPC. Also, at the GM's option, a PC might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

### Using the Reputation Bonus

Whenever the GM decides that a PC's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the NPC involved. A Reputation check is 1d20 + the PC's Reputation bonus + the NPC's Int modifier (Some Knowledge skill modifiers might apply instead of the Int modifier, if the PC would be well known in the field covered by the Knowledge skill.). Modifiers to the Reputation check depend on the PC and the NPC in question, as shown below. Note that if the NPC has no possible way of recognizing a PC, then the Reputation check automatically fails.

If the NPC succeeds at the Reputation check, they recognize the PC. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

| Situation                                                                           | Reputation Modifiers |
|-------------------------------------------------------------------------------------|----------------------|
| The PC is famous, known far and wide with either a positive or negative connotation | +10                  |
| NPC is part of the PC's professional or social circle                               | +5                   |
| The PC has some small amount of fame or notoriety                                   | +2                   |

The GM must decide that a PC's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the PC can't be influenced by their reputation.

## Wealth

### The Relationship Between Value & Wealth

Part of the allure of the adventuring career is the prospect of "high-reward" in pursuing high-risk / high-reward ventures. As a character accumulates wealth, it will manifest in many forms; equipment, vehicles, real estate, investments, etc. Significant assets will want to be tracked by the character, especially relevant weapons and equipment for personal use.

However, wealth can be subjective in value, especially in different scenarios and between different societies. In our own world, parts of it would be considered Tech Level 6 (ie. the American military) while others would be Tech Level 5. If a character from the Tech Level 5 world wanted to acquire a Tech Level 6 item (ie. a laser assault rifle), it would cost them extra. Conversely, an item that is normally Tech Level 5 is that much cheaper in a Tech Level 6 world, because it is older, obsolete technology. A watch using Tech Level 3 technology that would have cost a sizeable amount in a Tech Level 3 world is of negligible cost in a Tech Level 6 world.

The wealth system of DxD20 uses an abstract method of determining cost, depending on the Tech Level of the item and the effective Tech Level of the GM's scenario and/or present circumstances. Every item has a Purchase DC, an initial "difficulty" to acquire, that is modified by scenario and circumstances; your GM will let you know of any such modifiers. Find below a chart of the Wealth scores / Purchase DC's and their representative equivalent in the predominant currency (i.e., copper piece, dollar, or universal credit).

### Starting Wealth Score

All characters begin with a base Wealth score of 20, plus any Starting Occupation modifier, +1 for having 1-4 ranks in a Profession skill, plus the Windfall feat modifier if taken, plus 2d4. While playing the game, players convert their Wealth score into the predominant currency value, using the chart above, to determine how much they have to spend.

### Purchasing Items and Purchase DC Modifiers

Whenever your character wants to purchase something, look up the item's Purchase DC, and ask the GM if there are any modifiers based on scenario and circumstances. Apply the GM's modifiers, if any, to the Purchase DC of the item, and use the chart below to determine the item's cost. In many cases, the Purchase DC will be as given in the book, but if you're purchasing an item that is "Licensed" (+1 Purchase DC), "Restricted" (+2 Purchase DC), "Military" (+3 Purchase DC), or "Illegal" (+4 Purchase DC), you'll need to account for those modifiers. Also, items from different Tech Levels than the market's available Tech Level will have modifiers (-2 Purchase DC for each Tech Level of the item below the market's, +5 Purchase DC for each Tech Level of the item above the market's).

Note that higher Tech Level items may be completely unavailable, and they are almost never more than one Tech Level above the market's Tech Level. If a character wants something above the Tech Level of the market, they'll likely have to build it themselves. See the section on Equipment for further details.

## Converting Gold Piece Costs to Purchase DC Scores

Many pricing systems for Tech Levels 1-3 use a gold standard, which is to say, their prices are typically presented in gold pieces (gp). In such systems, 1 gp is worth 10 silver pieces (sp), and 1 sp is worth 10 copper pieces (cp). For sake of ease, 1 cp is worth \$1 is worth 1 universal credit ("cred"), which means 1 gp is worth 100 cp / \$100 / 100 cred.

If you are presented with an item listed in gp value, you multiply the value by 100 to get the value in cp required to determine the effective Purchase DC of the object (always rounding up to the next Purchase DC); use the Table: Wealth Scores / Purchase DC's and Currency Equivalent below.

Table: Wealth Scores / Purchase DC's and Currency Equivalent

| Purchase DC<br>Wealth Score | \$/cp/cred    | Purchase DC<br>Wealth Score | \$/cp/cred       |
|-----------------------------|---------------|-----------------------------|------------------|
| 1                           | \$2           | 41                          | \$900,000        |
| 2                           | \$5           | 42                          | \$1,200,000      |
| 3                           | \$12          | 43                          | \$1,500,000      |
| 4                           | \$20          | 44                          | \$2,000,000      |
| 5                           | \$30          | 45                          | \$2,750,000      |
| 6                           | \$40          | 46                          | \$3,500,000      |
| 7                           | \$55          | 47                          | \$5,000,000      |
| 8                           | \$70          | 48                          | \$6,500,000      |
| 9                           | \$90          | 49                          | \$9,000,000      |
| 10                          | \$120         | 50                          | \$12,000,000     |
| 11                          | \$150         | 51                          | \$15,000,000     |
| 12                          | \$200         | 52                          | \$20,000,000     |
| 13                          | \$275         | 53                          | \$27,500,000     |
| 14                          | \$350         | 54                          | \$35,000,000     |
| 15                          | \$500         | 55                          | \$50,000,000     |
| 16                          | \$650         | 56                          | \$65,000,000     |
| 17                          | \$900         | 57                          | \$90,000,000     |
| 18                          | \$1,200       | 58                          | \$120,000,000    |
| 19                          | \$1,500       | 59                          | \$150,000,000    |
| 20                          | \$2,000       | 60                          | \$200,000,000    |
| 21                          | \$2,750       | 61                          | \$275,000,000    |
| 22                          | \$3,500       | 62                          | \$350,000,000    |
| 23                          | \$5,000       | 63                          | \$500,000,000    |
| 24                          | \$6,500       | 64                          | \$650,000,000    |
| 25                          | \$9,000       | 65                          | \$900,000,000    |
| 26                          | \$12,000      | 66                          | \$1,200,000,000  |
| 27                          | \$15,000      | 67                          | \$1,500,000,000  |
| 28                          | \$20,000      | 68                          | \$2,000,000,000  |
| 29                          | \$27,500      | 69                          | \$2,750,000,000  |
| 30                          | \$35,000      | 70                          | \$3,500,000,000  |
| 31                          | \$50,000      | 71                          | \$5,000,000,000  |
| 32                          | \$65,000      | 72                          | \$6,500,000,000  |
| 33                          | \$90,000      | 73                          | \$9,000,000,000  |
| 34                          | \$120,000     | 74                          | \$12,000,000,000 |
| 35                          | \$150,000     | 75                          | \$15,000,000,000 |
| 36                          | \$200,000     | 76                          | \$20,000,000,000 |
| 37                          | \$275,000     | 77                          | \$27,500,000,000 |
| 38                          | \$350,000     | 78                          | \$35,000,000,000 |
| 39                          | \$500,000     | 79                          | \$50,000,000,000 |
| 40                          | \$650,000     | 80                          | \$65,000,000,000 |
| Purchase DC<br>Wealth Score | \$/cp/credits | Purchase DC<br>Wealth Score | \$/cp/credits    |

## Alignments and Allegiances

An important part of the role-playing game is determining why a character does a certain thing; is it for justice, for glory, for greed, or some other reason? Similarly, in any scenario with arcane or divine magic, there will likely be influences from the Outer Planes exerted upon the party, especially as they grow in power and catch the attention of powerful beings. In similar fashion, just as the party is a very small organization of like-minded individuals, other groups with their own allegiances arise out of the background of the campaign, with their own agendas. Thus it is that Alignments and Allegiances almost inevitably become a part of every game scenario.

The nine Alignments represent the axes of Good vs. Evil and Law vs. Chaos in the moral capabilities of any sentient creature, with Neutral sitting at the fulcrum. Allegiances, conversely, are infinite in nature, insofar as they can represent any given group, organization, or ideology.

### Allegiances

As allegiances cover more possibilities for specific allegiances, you should deal with those on a case-by-case basis with your GM. Generally, however, an allegiance gives a +2 bonus to Charisma-based checks involving others of the same allegiance. More specifically, a declared Allegiance is required to use the Oathbound feat. Allegiances have no minimum requirements when it comes to the GM's Six Levels of the scenario.

### Alignments

Alignments are required for Divine Level 1 scenarios and Arcane scenarios where the Outer Planes are being used, as the forces of the gods compete for dominance. Find below a description of the nine alignments based on the Law/Chaos axis and Good/Evil axis.

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not intended to be a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

## How Alignments and Allegiances Impact the Game

You will notice that Clerics, Monks, Paladins, and Saints, amongst others, have alignment restrictions. Conversely, you may come across characters with references to an allegiance. While alignments are always along the Law/Chaos axis and the Good/Evil axis, with Neutral in between, allegiances are more specific in nature, being an allegiance to a group usually. However, both have role-playing ramifications if they are not adhered to. In the case of Clerics, Saints, and the like, they can lose their special and spellcasting abilities if they violate their alignment. In other cases, a breach of allegiance may cause certain class abilities or feats to become unusable.

### Good versus Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While

acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

## Law versus Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, prejudice, and a lack of flexibility. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. They are honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

## The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act in accord with their alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the typical standard alignments for player characters. The three evil alignments are typically for monsters and villains.

### Lawful Good, “Crusader”

A lawful good character acts as a good person is expected or required to act. They combine a commitment to oppose evil with the discipline to fight relentlessly. A lawful good character strives to always tell the truth, keep their word, help those in need, and speak out against injustice. They do so because of their belief that there is an ideal system in which all may thrive, but it is dependent on all within it abiding by its precepts. A lawful good character hates to see the guilty go unpunished, for it represents both an injustice to an injured party and a weakness or failure of the system.

Lawful good is the best alignment you can be because it combines compassion and honor to create a sense of justice tempered with mercy.

### Neutral Good, “Benefactor”

A neutral good character does the best that a good person can do. They tend to have a natural empathy for other sentient beings and are often devoted to helping others. For them, the Golden Rule (ie. “Do unto others as you would have them do unto you”) says it easy enough. Benefactors work with kings and governmental bodies but do not necessarily feel beholden to them.



Neutral good is the best alignment you can be because it means doing what is good just for the sake of being good, allowing one to be flexible in doing what they feel is right.

### **Chaotic Good, “Rebel”**

A chaotic good character acts as their conscience directs them with little regard for what others expect of them. They make their own way, working with a fundamental respect for others’ existence that makes them kind and accepting. They believe in goodness and right but have no use for laws and regulations, seeing them as little more than self-imposed mental constructs intended to restrict a being’s freedom. They bristle at the notion of being robbed of their free will, such as when others try to intimidate them and tell them what to do. They follow their own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit to create a sense of moral rectitude undeterred by the laws or will of others.

### **Lawful Neutral, “Judge”**

A lawful neutral character acts as law, tradition, or a personal code directs them. Order and organization are paramount to them. They may believe in personal order and live by a code or standard, or they may believe in order for all and favor a strong, organized government. For them, the absence of law is tantamount to a state of nature, little more than animals.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

### **Neutral, “Undecided”**

A neutral character does what seems to be a good idea. They don’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, they would rather have good neighbors and rulers than evil ones. Still, they’re not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act spontaneously as circumstances dictate, without prejudice or compulsion.

### **Chaotic Neutral, “Free Spirit”**

A chaotic neutral character follows their whims. They are an individualist first and last. They value their own liberty but don’t strive to protect others’ freedom. They avoid authority, resent restrictions, and challenge traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, they would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but their behavior is not totally random. They are not as likely to jump off a bridge as to cross it (but they probably wouldn’t be averse to jumping off the bridge if it meant avoiding the authorities!).

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal; everything you do is according to your own agenda.

### **Lawful Evil, “Dominator”**

A lawful evil villain methodically takes what they want within the limits of their code of conduct without regard for whom it hurts. They care about tradition, loyalty, and order but not about freedom, dignity, or life. They play by the rules but without mercy or compassion. They are comfortable in a hierarchy and would like to rule, but they are willing to serve. They are willing to condemn others not according to their actions but according to race, religion, homeland, or social rank.



However, they are loathe to break laws or promises, as it undermines the very system which they hope to leverage for power. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains, but ultimately the ends justifies the means for the lawful evil villain.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical evil, capable of surviving within an orderly system, proving successful all-too-often.

### Neutral Evil, “Malefactor”

A neutral evil villain does whatever they can get away with. They are out for themselves, pure and simple. Unlike the chaotic neutral character, who is constantly out to prove their freedom, the neutral evil character is constantly out to prove their power. They shed no tears for those they kill, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following laws, traditions, or codes would make them any better or more noble. On the other hand, they don’t have the random nature or self-destructive love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil, unbounded by concepts like honor yet reliably ruthless.

### Chaotic Evil, “Destroyer”

A chaotic evil character does whatever their greed, hatred, and lust for destruction drive them to do. They are hot-tempered, vicious, arbitrarily violent, and unpredictable. If they are simply out for whatever they can get, they are ruthless and brutal. If they are committed to the spread of evil and chaos, they are even worse. Thankfully, their plans are haphazard, and any group they join or form is poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as that leader can thwart attempts to topple or assassinate them.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the perpetual threat of random death and destruction, a constant source of uncertain terror.

## Character Philosophies and Religions

Every character is going to have some sort of philosophy or religion, some sort of position or perspective, that motivates them to adventure in the first place. Whether it’s vengeance or justice, a lust for power or the quest for knowledge, characters are going to be doing what they’re doing for a reason.

Alliances are pretty straightforward; the character has some sort of political agenda, insofar as they are “allied” to some organization. Alignments give a more fundamental direction to the character, motivated by a personal set of morals and ethics. For some, that set of morals and ethics stems from a religion, the worship of a more powerful being believed to be responsible for the character’s fate and being.

For Clerics, Druids, Paladins, Rangers, and Saints, religion is the cornerstone of their being, drawing their power from their god. Depending on your GM’s scenario, if divine spellcasters are available (ie. the scenario is a minimum Divine Level 1 scenario), then there are gods to contend with in your world (!).

There are many pantheons of gods available from our own mythology; from the Greeks and Romans to the Norse or Egyptian or Indian cultures, to name just a few, your GM has a wide array of gods with which to furnish their multiverse. However, the concepts those gods encompass are universal in nature; they represent fundamental aspects of being. From life and healing to war and death, from magic and mind to nature and knowledge, the gods have their spheres of power, and are revered because of their supremacy in their sphere.

Given below are some prototypical godly roles, and their typical domains of power.

**Table: Deities and Associated Domains**

| <b>Deity's Specialty</b> | <b>Typical Alignment</b> | <b>Associated Domains</b>     |
|--------------------------|--------------------------|-------------------------------|
| Chivalry / Justice       | Lawful/Good              | Good, Law, Protection, War    |
| Life                     | Lawful/Good              | Good, Healing, Law            |
| Healing / Peace          | Neutral/Good             | Good, Healing, Protection     |
| The Sun / Sky            | Neutral/Good             | Air, Fire, Good, Sun          |
| Competition / Sport      | Chaotic/Good             | Chaos, Good, Luck, Strength   |
| Freedom                  | Chaotic/Good             | Chaos, Good, Travel, Trickery |
| Law / Order              | Lawful/Neutral           | Law, Protection, Strength     |
| Artifice / Construction  | Lawful/Neutral           | Artifice, Law, Technology     |
| The Elements             | Neutral                  | Air, Earth, Fire, Water       |
| Magic/Mind               | Neutral                  | Knowledge, Magic, Mind        |
| Nature                   | Neutral                  | Animal, Plant, Sun, Weather   |
| Travel                   | Neutral                  | Protection, Travel, Weather   |
| Hacking                  | Neutral                  | Artifice, Hacking, Trickery   |
| The Moon / Sea           | Chaotic/Neutral          | Chaos, Water, Weather         |
| Gambling / Luck          | Chaotic/Neutral          | Chaos, Luck, Trickery         |
| Tyranny                  | Lawful/Evil              | Evil, Law, Strength, War      |
| Devilry                  | Lawful/Evil              | Magic, Evil, Law, Trickery    |
| Death                    | Neutral/Evil             | Death, Destruction, Evil      |
| Megalomania              | Neutral/Evil             | Evil, Knowledge, Magic, War   |
| Greed                    | Chaotic/Evil             | Chaos, Evil, Trickery         |
| Murder / Slaughter       | Chaotic/Evil             | Chaos, Death, Evil, War       |

Besides the pantheons of our own mythology, most prefabricated scenarios are based in a particular world, with its own set of gods. Conversely, your GM may create their own pantheon, especially if they're using their own world. Or there might be no gods per se, but rather just concepts and principles that people demonstrate such faith in that they become capable of the miraculous; the options are almost unlimited with DxD20.

### Before Your Character Became a Hero

Regardless of the existence of the gods, your character will have had a life prior to your playing them. Using the character's Starting Occupation, Alignment, and Allegiances (if any), you should be able to put together some sort of background for your character. Even if you don't determine anything else for your character, these fundamental aspects should be enough to give the GM and other players an idea of what your character is about.

Of course, if you have any ideas for a particular backstory (sometimes called "fluff") for your character, you should consider writing something to chronicle it. By giving your character a backstory, you bring the character to life, something that feels like it always existed, before you brought it to life, and you're just stepping in now when the true heroics of the character's story are needed. The more you tease it out, the more your character will feel like its own being, both for you and for the other players (and GMs sometimes reward it!).

A word of caution, though; you should always vet the GM with any potential backstory, just to ensure it works with the scenario at hand. For example, you may want to play the rich dilettante with a penchant for adventure, but the GM's scenario is based on the characters being in a tough financial position as the impetus for accepting the mission they have in mind. If your character is starting out rich, then the party may have no need to bite on the GM's adventure hook, causing the GM's efforts in preparing the scenario to be wasted. Be a good sport and understand that your backstory is meant to complement the main storyline, not dominate it (unless that's something both you and the GM have worked out).

## Chapter IV: Character Classes

### Choosing a Starting Character Class

What do you want to play? Below is a chart of the 6 Hero classes and 16 Basic classes, with their GM scenario Level prerequisites. If your GM's campaign is Heroic Level 1 or greater, it's probably a good idea to start with at least one level in a Hero class (hint: Action Points!). Advanced classes and prestige classes aren't available until higher levels, and they have more stringent requirements.

Table: Character Class Prerequisites

| <b>Hero Classes</b>     |  | <b>Attribute Prerequisite / Scenario Level Prerequisite</b> |
|-------------------------|--|-------------------------------------------------------------|
| <u>Strong Hero</u>      |  | Str 13 / Heroic 1                                           |
| <u>Fast Hero</u>        |  | Dex 13 / Heroic 1                                           |
| <u>Tough Hero</u>       |  | Con 13 / Heroic 1                                           |
| <u>Smart Hero</u>       |  | Int 13 / Heroic 1                                           |
| <u>Dedicated Hero</u>   |  | Wis 13 / Heroic 1                                           |
| <u>Charismatic Hero</u> |  | Cha 13 / Heroic 1                                           |

  

| <b>Basic Classes</b> | <b>Key Attribute(s)</b> | <b>Class / Scenario Level Prerequisites</b> |
|----------------------|-------------------------|---------------------------------------------|
| <u>Aristocrat</u>    | Int/Cha                 | ----- / Tech 1                              |
| <u>Bard</u>          | Charisma                | ----- / -----                               |
| <u>Berserker</u>     | Strength                | ----- / -----                               |
| <u>Cleric</u>        | Wisdom                  | Wis 10 / Divine 1 Tech 1                    |
| <u>Expert</u>        | Dex/Int                 | ----- / Tech 1                              |
| <u>Fighter</u>       | Strength                | ----- / -----                               |
| <u>Monk</u>          | Con/Wis                 | ----- / -----                               |
| <u>Paladin</u>       | Wis/Cha                 | Wis 10 / Divine 1                           |
| <u>Psion</u>         | Intelligence            | Int 10 / Psionic 1                          |
| <u>Ranger</u>        | Dex/Wis                 | ----- / -----                               |
| <u>Rogue</u>         | Dexterity               | ----- / Tech 1                              |
| <u>Saint</u>         | Wisdom                  | Wis 10 / Divine 1                           |
| <u>Sorcerer</u>      | Charisma                | Cha 10 / Arcane 1                           |
| <u>Warmind</u>       | Str/Wis                 | ----- / -----                               |
| <u>Wilder</u>        | Charisma                | Cha 10 / Psionic 1                          |
| <u>Wizard</u>        | Intelligence            | Int 10 / Arcane 1 Tech 1                    |

#### Scenario Level Prerequisites

If you've had a successful Session Zero, then you've hashed out with your GM what kind of character you would like to create, and you've got an idea as to what you're permitted, based on the Six Levels of the GM's scenario. Unless your GM is opting for a Heroic Level 0 campaign scenario, then the six Hero classes are an option for you. Similarly, if your campaign is Arcane Level 0, Divine Level 0, Psionic Level 0, and/or Tech Level 0, then certain other Basic classes may or may not be available.

For sake of reference, the typical "classic" fantasy scenario is Arcane 1 / Divine 1 / Heroic 1 / Psionic 1 / Mutation 0 / Tech Level 1 scenario. This permits every class and almost every race in the Hero's Handbook, allows players to use Action Points, and is the standard "sword and sorcery" scenario, but leaves Mutants and Super-Powers for another day (Mutation Level 0).

#### The Difference Between Hero, Basic, and Advanced Classes

The Hero classes are recommended for their ease of use and straightforward progression. Even better, they have enhanced access to Action Points (AP's), which are very useful for making your character look heroic (or maybe not look foolish) at the right moment. And consider further; If your GM is creating a Heroic Level 5 or higher scenario, then you'll want to know that only Heroes, characters with one or more levels in a Hero class, can spend their Action Points as Fate Points at crucial moments in the game. Similarly, if your GM is creating a Mutation Level 5 or higher "super-powered" scenario, then the Hero classes are ideal for generating "super-

heroes". Thus, for several reasons, players should seriously consider taking a Hero class to start when they're available.

Unless your GM is creating a Heroic Level 0 scenario, more commonly known as a "victims" or a "grimdark" setting wherein characters are expected to die, you should have access to the Hero classes. The only prerequisite for a Hero class is a minimum 13 in the associated attribute. However, Hero class levels are either taken at 1<sup>st</sup> level, or by GM's permission. If a character qualifies for and wants to take more than 1 Hero class, then they can do so, taking 1<sup>st</sup> level in any Hero classes that they qualify for at 1<sup>st</sup> level, effectively starting as a multi-classed character (more on multi-classing later).

Basic classes are called such because they are available with the birth of civilization (ie. Tech Level 1). Thus, they are available for more scenarios, with minimal character prerequisites. Such classes are forward-compatible, meaning they still have relevance for higher Tech Level scenarios.

Advanced classes are more specific in their specialty, and as such have more stringent feat and/or skill requirements. For your part as a player, it's enough to know that every Advanced class requires a minimum 3<sup>rd</sup> level character to qualify for, owing to the character prerequisites. As soon as your character takes a level in an Advanced Class, they are now a multi-classed character. It is the necessary aspect of multi-classing that makes them Advanced Classes.

Prestige classes are like Advanced classes in that they have prerequisites, but they usually involve a minimum Arcane, Divine, Mutation, Psionic, or Tech Level, and they always require the approval of the GM (thus their "prestigious" nature). For that reason, Prestige classes are described further in the DxD20 GM's Guide.

## Multiclassing

Multiclassing in DxD20 is straightforward; if your character qualifies for the class, then they can take levels in it. If you have a character with two attributes higher than 13, then you can start your character as a 2<sup>nd</sup>-level character, with 1<sup>st</sup> level in each of the two Hero classes associated with those attributes. If your character has three attributes 13 or higher, then your character has the option of starting at character level 3<sup>rd</sup>, with 1<sup>st</sup> level in each of the three Hero classes associated with those attributes, or a 2<sup>nd</sup> level character with 1<sup>st</sup> level in any two of those 3 Hero classes, or a 1<sup>st</sup> level character in one of the Hero classes for which the character qualifies.

The character receives all the modifiers for 1<sup>st</sup> level in each Hero class taken, including Base Attack modifiers, Defense Bonus modifier, save modifiers, Reputation modifiers, a 1<sup>st</sup>-level Talent for each Hero class, and the skill points for each Hero class. In the case of multiple classes starting at 1<sup>st</sup> level, the player selects which of their starting classes is considered 1<sup>st</sup> level for purposes of skill points (see more on that in the Skills section).

Keep in mind that many classes start with a Base Attack modifier of +0, meaning that too much multi-classing can compromise one's Base Attack modifier at later levels. However, it can also result in higher-than-average saving throw bonuses, as your character's diversity of experience has exposed them to a wider array of effects. It all depends on whether you want a warrior-type focus who is going to want the highest Base Attack modifier possible, or you're looking to play a certain type of "jack-of-all-trades" with a diverse combination of classes.

Just remember that, despite the names of the classes as given in this book, unless a character goes around saying "hi, I'm a fighter/rogue", it's more likely that their actions will be interpreted by those around them and they will be given some sort of moniker. A savvy character can introduce themselves as a "bounty hunter" or a "hirebrand", and that's what they'll be known as. The class names are intended to be generic and give an idea as to the class' specialty, but they can be re-skinned as the GM and/or the player(s) require. See "Advancing Levels" below for more on multiclassing.

## Experience Points

Experience points (XP) are the measure of what your character has learned, and it is through XP that your character unlocks new plateaus of power aka gains levels. A character earns XP by defeating opponents and

completing objectives. GM's may also award bonus XP for exceptional role-playing or significant plot progression. Experience points are typically earned at the end of a session, although situations where the characters are caught in *medias res* at the end of the session will usually have XP rewards deferred until the completion of the situation at hand. Once a character earns enough XP, they advance a level.

**Table: Experience Point Thresholds for Effective Character Levels (ECL) 1-20**

| Effective Character Level (ECL) | Required XP | Effective Character Level (ECL) | Required XP |
|---------------------------------|-------------|---------------------------------|-------------|
| 1                               | 0           | 11                              | 55,000      |
| 2                               | 1,000       | 12                              | 66,000      |
| 3                               | 3,000       | 13                              | 78,000      |
| 4                               | 6,000       | 14                              | 91,000      |
| 5                               | 10,000      | 15                              | 105,000     |
| 6                               | 15,000      | 16                              | 120,000     |
| 7                               | 21,000      | 17                              | 136,000     |
| 8                               | 28,000      | 18                              | 153,000     |
| 9                               | 36,000      | 19                              | 171,000     |
| 10                              | 45,000      | 20                              | 190,000     |

Keep in mind any Effective Character Level (ECL) modifiers from race or mutation when calculating XP thresholds for your character's next level.

### Advancing a Level

Each time a character attains a new level, they either increase one of their current class levels by one or they pick up a new class for which they qualify at 1st level.

When a character increases one of their class levels by one, the character gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible increases, Defense, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points.

Skill points are spent according to the class that the character just advanced in. Skills are purchased at the cost appropriate for that class, remembering that skills from a character's Starting Occupation are always considered class skills.

In general, a character can have levels in as many different classes as there are classes. The only restriction is a character who has levels in any non-Hero class can no longer take levels in any new Hero classes (the Career Path rule); the character can only take levels in Hero classes they already have levels in.

If a character has two or more classes that use different power point pools (ie. arcane, divine, psionic, and/or super power points), they must keep track of the different power point pools. If a character has two or more classes that use the same power point type, then they add those amounts together for one pool of that power point type.

However, caster or manifester levels do not stack between Basic classes; only Prestige classes that add effective caster or manifester levels to another class stack with a Basic class for purposes of spell/power access and caster/manifester level. The bonus to caster/manifester level by the Prestige class only applies to the selected Basic class, chosen at the time of advancing a level in the Prestige class that gives the +1 caster/manifester level modifier.

## The Hero Classes

The Hero classes are only available in a Heroic Level 1 or higher scenario (ie. most scenarios). The Hero classes have two prerequisites; they require a minimum attribute score of 13 or higher in their related attribute, and they must be taken at 1st-level character (or with GM's approval after that). They embody the six main attributes of the game, and each has access to unique Talents based on their Hero attribute.

### What Makes a Hero a Hero in DxD20?

In DxD20, the main difference between a Hero and any other type of character is their access to Action Points. Action Points give a player greater agency in determining their Hero's fate, mitigating how the dice might negatively impact their character. Depending on the Heroic Level of the scenario, a Hero's Action Points may be capable of allowing them to achieve the truly impossible!

### Action Points

Action Points provide characters with the means to affect game play in significant ways; as such, Action Points (AP) are only available in Heroic Level 1 and higher scenarios. A character always has a limited amount of Action Points, and while the character replenishes this supply with every new level they attain, the character must use them wisely. Note that the AP pool replenishes at each level, and any unused AP are lost; AP cannot be accumulated from level to level. A character can always spend 1 AP to do one of these things:

- Alter a single d20 roll, such as an attack, a skill check, an ability check, or a saving throw;
- Use a class talent or class feature during your turn for which the expenditure of 1 AP is required.

When a character spends 1 AP to improve a d20 roll, roll 1d6 and add the result to the d20 roll to help meet or exceed the target DC number. A character can declare the use of 1 AP to alter a d20 roll after the roll is made but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). A character can't use an AP on a skill check or ability check when they are taking 10 or taking 20.

When a character spends 1 AP to use a class feature, they gain the benefit of the feature but don't roll a d6. In this case, the AP is not a bonus to a d20 roll.

Depending on the scenario's Heroic Level, a character may only be able to spend 1 AP a round. In such instances, if a character spends a point to use a class feature, they can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the character's level (see the table below), they may be able to roll more than one d6 when spending 1 AP. If the character does so, they apply the highest d6 result and disregard the other rolls.

| Character Level                    | Action Point Dice Rolled |
|------------------------------------|--------------------------|
| 1 <sup>st</sup> -7 <sup>th</sup>   | 1d6                      |
| 8 <sup>th</sup> -14 <sup>th</sup>  | 2d6                      |
| 15 <sup>th</sup> -20 <sup>th</sup> | 3d6                      |

In Heroic Level 2 and higher scenarios, Heroic Action Points are available to give the heroic character more options in performing death-defying stunts and surviving harrowing odds. In Heroic Level 5 and higher scenarios, Action Points can be spent (permanently!) as Fate Points when the dice are being especially unkind.

### Heroic Action Points

If your GM is offering a Heroic Level 2 or higher scenario, then you'll have access to Heroic Action Points for your Hero characters. There are 4 additional uses for Action Points when Heroic Action Points are allowed;

- **Heroic Effort** ("Focus!"); a Hero character gets the full d6 (i.e., +6) bonus on the die for spending an AP when taking a full-round action on a standard or move action that uses (one of) their Heroic attribute(s);

- **Heroic Dodge** (“Jump for your life!”); a Hero character can spend an AP as an immediate action to get a Dodge attempt against an attack roll that would otherwise reduce them to zero (0) hit points or less;
- **Heroic Resurgence** (“Just catching my breath!”); a Hero character can spend an AP as a full-round action to recover 25% of their hit points (rounded up), up to a maximum of 50% of their total hit points;
- **Heroic Destiny** (“Beat the odds!”); a character can spend an AP prior to making a d20 roll to give themselves a 2<sup>nd</sup> d20 for the roll, taking the better result for the check.

Only characters with one or more levels in a Hero class can spend their Action Points as Heroic Action Points.

## Fate Points

If your GM is running a Heroic Level 5 or higher scenario, then you’ll have access to Fate points for your Hero characters. There is one universal use for a Fate point available to all Hero characters, and then there are some additional uses of Fate Points for specific Hero character classes, depending on their chosen Talents;

- **Twist of Fate**; the universal use of a Fate Point, a character can permanently spend an Action Point to force a re-roll of any d20 result that directly affects the character;
- **Maximum Effort**; a Strong Hero with Extreme Effort can permanently spend an Action Point as a move-equivalent action to Take 20 on a Str-based check, including a melee attack roll;
- **Nick of Time**; a Fast Hero with Defensive Roll can permanently spend an Action Point as an immediate action to automatically succeed on a Defensive Roll attempt;
- **No Time to Bleed**; a Tough Hero with Second Wind can permanently spend an Action Point as an immediate action to use Second Wind;
- **Eureka!**; a Smart Hero with Linguist can permanently spend an Action Point as a full-round action to Take 20 on an Int-based check;
- **The Right Touch**; a Dedicated Hero with Healing Knack can permanently spend an Action Point as a standard action to heal another character 25% of their total hit points, up to a maximum of 50%;
- **Good and Lucky**; a Charismatic Hero with Allegiance to Good can permanently spend an Action Point as an immediate action in response to a failed saving throw to instead Take 20 on the saving throw, automatically succeeding.

Fate points are tracked as a negative modifier to be applied to a character’s AP pool whenever they gain a level and their pool replenishes. Again, only characters with one or more levels in a Hero class have access to Fate points. A character must have at least one AP available to spend it as a Fate point, spending the AP and noting the Fate point negative modifier to adjust future replenishment of the character’s AP pool since that “fateful” moment.

## The Hero’s Gift

Beyond their Action Points, every Hero is possessed of “the Hero’s Gift”, some ability above and beyond their peers that has always set them apart. This gift is an innate talent or feat that the character is known for.

All characters who take their 1<sup>st</sup> level in a Hero class get to select either one additional Talent, or one additional feat from that Hero’s bonus feat list for which they qualify, known as the Hero’s Gift. For example, a first level human Strong Hero would have the starting two feats all characters receive, plus one feat for being human, with the possibility of another feat depending on what Starting Occupation the Strong Hero takes. The starting Strong Hero also receives a Strong Talent at 1<sup>st</sup>-level, plus the Hero’s Gift, the player’s choice of either another Strong Talent or one feat from the Strong Hero bonus feat list. A character only ever receives a Hero’s Gift at first level, no matter how many Hero classes they might multiclass into afterwards.

Furthermore, in Heroic Level 5 or greater scenarios, keep in mind that only Heroes (characters with levels in one or more Hero classes) have the option of spending Action Points as Fate Points; a very valuable ability to have in determining your character’s fate when the dice are being especially fickle...!



## The Career Path

While a character is still only taking levels in Hero classes, they are permitted to multiclass into other Hero classes, as they continue to develop their heroic nature. However, once a character has one or more levels in a non-Hero class, then they may no longer multiclass into other Hero classes; they can only continue to develop in Hero classes that they already have one or more levels in. The character has now selected their “career path”, and their heroic nature is established.

**Strong Hero:** Focusing on physical strength, this character is typically the most dangerous one in melee, hitting often and hard. Be a Strong Hero if you want to be able to hit, damage, bend, or break whatever stands in your way.

**Fast Hero:** Taking one or more levels in Fast Hero means this character is exceptionally agile, coordinated, and/or quick. Be a Fast Hero if you prefer stealth and finesse with shadowy movements and athletic displays.

**Tough Hero:** A Tough Hero has a knack for taking a hit and staying up, possessing a greater fortitude and durability than most. Be a Tough Hero if you want to be able to withstand damage and be amongst the last standing when the situation gets messy.

**Smart Hero:** Usually the brains of the party, the Smart Hero is typically a bookworm, with an array of diverse knowledge and a tactical mindset. Be a Smart Hero if you want to be the character who can solve the situation when brute strength cannot prevail.

**Dedicated Hero:** The Dedicated Hero is one with a wisdom beyond their years, guiding them on a path of moral principle that seems to offer them insight and willpower. Be a Dedicated Hero if you want a character who fights “the good fight”, or who has a connection with a greater power than themselves.

**Charismatic Hero:** Whether through obvious physical comeliness or an unseen animal magnetism, the Charismatic Hero is typically the one at the center of the stage or action. Be a Charismatic Hero if you want to play a natural leader, or someone who has a glib tongue for swinging social interactions in their favour.

## Strong Hero

**Prerequisite Ability:** Strength 13

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Strong heroes gain a number of Action Points equal to 5 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Strong Hero’s class skills (and the key ability for each skill) are:

Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write/Speak Language (none), Repair (Int), and Swim (Str). The character’s Starting Occupation can provide additional class skills to choose from.

**Skill Points at 1<sup>st</sup> Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Strong Hero begins play with their Hero’s Gift and the Simple Weapons Proficiency feat.

### Strong Hero Class Statistics by Level

| Class Level     | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|-----------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup> | +1          | +1   | +0  | +0   | Talent         | +1            | +0         |
| 2 <sup>nd</sup> | +2          | +2   | +0  | +0   | Bonus feat     | +2            | +0         |
| 3 <sup>rd</sup> | +3          | +2   | +1  | +1   | Talent         | +2            | +0         |
| 4 <sup>th</sup> | +4          | +2   | +1  | +1   | Bonus feat     | +3            | +0         |
| 5 <sup>th</sup> | +5          | +3   | +1  | +1   | Talent         | +3            | +1         |
| 6 <sup>th</sup> | +6          | +3   | +2  | +2   | Bonus feat     | +3            | +1         |
| 7 <sup>th</sup> | +7          | +4   | +2  | +2   | Talent         | +4            | +1         |



|                  |     |    |    |    |            |    |    |
|------------------|-----|----|----|----|------------|----|----|
| 8 <sup>th</sup>  | +8  | +4 | +2 | +2 | Bonus feat | +4 | +1 |
| 9 <sup>th</sup>  | +9  | +4 | +3 | +3 | Talent     | +5 | +2 |
| 10 <sup>th</sup> | +10 | +5 | +3 | +3 | Bonus feat | +5 | +2 |

## Class Features

The following are class features of the Strong Hero.

### Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Strong Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Hero qualifies, they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Extreme Effort Talent Tree

These Strong Heroes can push themselves to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check; this could include a subsequent melee attack roll or parry attempt. You must decide to use this ability before making the check.

**Extreme Effort:** The effort requires a move action and provides a +2 bonus on the check.

**Improved Extreme Effort:** Prerequisite: Extreme Effort. The effort requires a move action and provides a +2 bonus that stacks with the bonus provided by Extreme Effort (+4 total).

**Advanced Extreme Effort:** Prerequisites: Extreme Effort, Improved Extreme Effort. The effort requires a move action and provides a +2 bonus that stacks with the bonuses provided by Extreme Effort and Improved Extreme Effort (+6 total).

**Supreme Effort:** Prerequisites: Extreme Effort, Supernatural Mutation, 3 MP. The Super-Strong Hero's effort requires a move action, providing a +5 bonus on the check for every tier of Extreme Effort; +10 bonus if character has Improved Extreme Effort, +15 bonus if the character has Advanced Extreme Effort. During a Supreme Effort the character's Carrying Capacity is increased by x4, and they are considered one size category larger for purposes of their natural attack damage dice, grappling, and the Jump skill.

#### Ignore Hardness Talent Tree

The Strong Hero has exceptional hand strength, with an innate talent for twisting and breaking objects. This allows a Strong Hero to ignore some of an object's hardness when making an unarmed melee attack to break it.

**Ignore Hardness:** The Strong Hero ignores 2 points of an object's hardness, and they reduce the break DC of any object grasped in both hands by 1.

**Improved Ignore Hardness:** Prerequisite: Ignore Hardness. The Strong Hero ignores 2 additional points of an object's hardness, and they reduce the break DC of any object grasped in both hands by an additional +1 (for a total of +2).

**Advanced Ignore Hardness:** Prerequisites: Ignore Hardness, Improved Ignore Hardness. The Strong Hero ignores 2 additional points of an object's hardness, and they reduce the break DC of any object grasped in both hands by an additional +1 (for a total of +3).

**Mangler:** Prerequisites: Ignore Hardness, Supernatural Mutation, 3 MP. Instead of the Ignore Hardness modifiers, the Super-Strong Hero ignores more of an object's hardness and reduces the break DC of any object held in both hands; ignore 5 points of an object's hardness and reduces the break DC by 2 for Ignore Hardness; ignore 10 points of hardness and break DC reduces by 5 if the character has Improved Ignore Hardness; ignore 20 points of hardness and the break DC reduces by 8 if the character has Advanced Ignore Hardness. The character's Carrying Capacity is also increased by x4, and they are considered one size category larger for purposes of their natural attack damage dice, grappling, and the Jump skill.

## Melee Smash Talent Tree

The Strong Hero has an innate talent that increases melee damage.

**Melee Smash:** The Strong Hero receives a +1 bonus on melee damage.

**Improved Melee Smash:** Prerequisite: Melee Smash. The Strong Hero receives an additional +1 bonus on melee damage (+2 total).

**Advanced Melee Smash:** Prerequisites: Melee Smash, Improved Melee Smash. The Strong Hero receives an additional +1 bonus on melee damage (+3 total).

**Super-Smash:** Prerequisites: Melee Smash, Supernatural Mutation, 5 MP. Instead of the Melee Smash modifiers, the Super-Strong Hero receives a +5 bonus to melee damage for each tier of Melee Smash; +5 damage bonus for Melee Smash; +10 bonus if the character has Improved Melee Smash; or +15 damage bonus if the character has Advanced Melee Smash. The character's Carrying Capacity is also increased by x4, and they are considered one size category larger for purposes of their natural attack damage dice, grappling, and the Jump skill.

## Apex Super-Strong Talent

**Titanic Strength:** Prerequisites: Two of either Supreme Effort, Mangler, or Super-Smash, 9 MP. The character gains a +10 bonus to their Strength score.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Greater Weapon Focus, Exotic Weapon Proficiency, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Overrun, Improved Sunder, Power Attack, Stand Still, Unstable Mutation I-V, Weapon Focus.



## Fast Hero

**Prerequisite Ability:** Dexterity 13

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Fast heroes gain a number of Action Points equal to 5 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Fast Hero's class skills (and the key ability for each skill) are:

Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Sleight of Hand (Dex), and Tumble (Dex). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Fast Hero begins play with their Hero's Gift and the Simple Weapons Proficiency feat.

## Fast Hero Class Statistics by Level

| Class Level     | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|-----------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup> | +0          | +0   | +1  | +0   | Talent         | +3            | +0         |
| 2 <sup>nd</sup> | +1          | +0   | +2  | +0   | Bonus feat     | +4            | +0         |
| 3 <sup>rd</sup> | +2          | +1   | +2  | +1   | Talent         | +4            | +1         |
| 4 <sup>th</sup> | +3          | +1   | +2  | +1   | Bonus feat     | +5            | +1         |
| 5 <sup>th</sup> | +3          | +1   | +3  | +1   | Talent         | +5            | +1         |
| 6 <sup>th</sup> | +4          | +2   | +3  | +2   | Bonus feat     | +6            | +2         |
| 7 <sup>th</sup> | +5          | +2   | +4  | +2   | Talent         | +6            | +2         |

|                  |    |    |    |    |            |    |    |
|------------------|----|----|----|----|------------|----|----|
| 8 <sup>th</sup>  | +6 | +2 | +4 | +2 | Bonus feat | +7 | +2 |
| 9 <sup>th</sup>  | +6 | +3 | +4 | +3 | Talent     | +7 | +3 |
| 10 <sup>th</sup> | +7 | +3 | +5 | +3 | Bonus feat | +8 | +3 |

## Class Features

All of the following are class features of the Fast Hero.

## Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Fast hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### Defensive Talent Tree

The Fast Hero gains the ability to improve their innate defensive talents as the hero attains new levels.

**Evasion:** If the Fast Hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast Hero suffers no damage if they make a successful saving throw. Evasion can only be used when wearing light armor or no armor.

**Uncanny Dodge 1:** Prerequisite: Evasion. The Fast Hero retains their Dexterity bonus to AC regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses their Dexterity bonus to AC if the hero is immobilized.)

**Uncanny Dodge 2:** Prerequisites: Evasion, Uncanny Dodge 1. Also known as “Improved Uncanny Dodge”, the Fast Hero can no longer be flanked; the hero can react to opponents on opposite sides of them as easily as they can react to a single attacker.

**Defensive Roll:** Prerequisites: Evasion, Uncanny Dodge 1. The Fast Hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Fast Hero can attempt to roll with the damage.

A Fast Hero spends an Action Point to use this talent. Once the point is spent, the hero tries to Dodge (DC = damage dealt). If the Dodge succeeds, they take only half damage. The Fast Hero must be able to react to the attack to execute a Defensive Roll; if the hero is immobilized, then they can't use this talent. A Defensive Roll is resolved as an immediate action.

**Opportunist:** Prerequisite: Evasion. By spending an Action Point, the Fast Hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast Hero's attack of opportunity for that round. Even a Fast Hero with the Combat Reflexes feat can't use this talent more than once per round.

**Preternatural Reflexes:** Prerequisites: Evasion, Supernatural Mutation, 10 MP. A Fast Hero with Preternatural Reflexes receives Improved Evasion, only taking ½ damage even on a failed Reflex save. The character also receives one free Dodge or Parry each round, declared as an immediate free action against any attack roll that they are aware of. Finally, the Fast super-hero with Preternatural Reflexes no longer needs to spend an Action Point to use Defensive Roll or Opportunist.

### Increased Speed Talent Tree

The Fast Hero can increase their natural base speed.

**Increased Speed:** The Fast Hero's base speed increases by 5 feet.

**Improved Increased Speed:** Prerequisite: Increased Speed. The Fast Hero's base speed increases by 5 feet. This talent stacks with Increased Speed (10 feet total).

**Advanced Increased Speed:** Prerequisites: Increased Speed, Improved Increased Speed. The Fast Hero's base speed increases by 5 feet. This talent stacks with Increased Speed and Improved Increased Speed (15 feet total).

**Hyper-Speed:** Prerequisites: Increased Speed, Supernatural Mutation, 5 MP. The Fast Hero multiplies their base speed depending on how many tiers of Increased Speed they possess; x2 for Increased Speed, x5 for Improved Increased Speed, x10 for Advanced Increased Speed. This is in addition to the static modifiers to base speed granted by these Talents.

### **Apex Super-Fast Talent**

**Lightning Fast:** Prerequisites: Preternatural Reflexes, Hyper-Speed, 5 MP. The Super-Fast Hero with Lightning Fast gets a +4 to Initiative, an additional attack at their highest attack bonus when performing a full-attack action, and an additional move action each round. The Lightning Fast Hero does not suffer from fatigue due to running if they do not run at maximum speed.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Fast Hero gains a bonus feat. This feat must be selected from the following list, and the Fast Hero must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Reflexes, Combat Throw, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Focused, Improved Disarm, Manyshot, Mobility, Personal Firearms Proficiency, Point-Blank Shot, Sidestep Charge, Stealthy, Unstable Mutation I-V, Vehicle Expert, Weapon Finesse.

## **Tough Hero**

A Tough Hero has a knack for taking a hit and staying up, possessing a greater fortitude and durability than most. Be a Tough Hero if you want to be amongst the last standing when the situation gets messy.

**Prerequisite Ability:** Constitution 13

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Tough heroes gain a number of Action Points equal to 5 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Tough Hero's class skills (and the key ability for each skill) are:

Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Spot (Wis), and Survival (Wis). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Tough Hero begins play with their Hero's Gift and the Simple Weapons Proficiency feat.

### **Tough Hero Class Statistics by Level**

| Class Level      | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|------------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup>  | +0          | +1   | +0  | +0   | Talent         | +1            | +0         |
| 2 <sup>nd</sup>  | +1          | +2   | +0  | +0   | Bonus feat     | +2            | +0         |
| 3 <sup>rd</sup>  | +2          | +2   | +1  | +1   | Talent         | +2            | +1         |
| 4 <sup>th</sup>  | +3          | +2   | +1  | +1   | Bonus feat     | +3            | +1         |
| 5 <sup>th</sup>  | +3          | +3   | +1  | +1   | Talent         | +3            | +1         |
| 6 <sup>th</sup>  | +4          | +3   | +2  | +2   | Bonus feat     | +3            | +2         |
| 7 <sup>th</sup>  | +5          | +4   | +2  | +2   | Talent         | +4            | +2         |
| 8 <sup>th</sup>  | +6          | +4   | +2  | +2   | Bonus feat     | +4            | +2         |
| 9 <sup>th</sup>  | +6          | +4   | +3  | +3   | Talent         | +5            | +3         |
| 10 <sup>th</sup> | +7          | +5   | +3  | +3   | Bonus feat     | +5            | +3         |

### **Class Features**

All of the following are class features of the Tough Hero.

### Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Tough Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Damage Reduction Talent Tree

The Tough Hero has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign). Before the hero can select a talent from this tree the hero must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

**Damage Reduction 1/-:** Prerequisite: One other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree. The Tough Hero ignores 1 point of damage from melee and ranged weapons.

**Damage Reduction 2/-:** Prerequisites: Damage Reduction 1/-, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree. The Tough Hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/- total).

**Damage Reduction 3/-:** Prerequisites: Damage Reduction 2/-, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree. The Tough Hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/- total).

**Bulletproof:** Prerequisites: Damage Reduction 1/-, Supernatural Mutation, 7 MP. The Super-Tough Hero's skin turns aside most common weapons, multiplying tiers of Damage Reduction by x5. Damage Reduction 1/- becomes Damage Reduction 5/-, Damage Reduction 2/- becomes Damage Reduction 10/-, and Damage Reduction 3/- becomes Damage Reduction 15/-.

#### Energy Resistance Talent Tree

The Tough Hero is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

**Acid Resistance:** The Tough Hero ignores an amount of acid damage equal to their Constitution modifier.

**Cold Resistance:** The Tough Hero ignores an amount of cold damage equal to their Constitution modifier.

**Electricity Resistance:** The Tough Hero ignores an amount of electricity damage equal to their Constitution modifier.

**Fire Resistance:** The Tough Hero ignores an amount of fire damage equal to their Constitution modifier.

**Sonic/Concussion Resistance:** The Tough Hero ignores an amount of sonic or concussion damage equal to their Constitution modifier.

**Energy Immunity:** Prerequisites: At least one type of Energy Resistance, Supernatural Mutation, 5 MP. Choose another Talent from the Energy Resistance Talent Tree. The Super-Tough Hero is now immune to any energy types for which they have the Energy Resistance talent.

#### Unbreakable Talent Tree

The Tough Hero is particularly resilient thanks to the following talents.

**Remain Conscious:** The Tough Hero gains the ability to continue to perform actions when they would otherwise be considered unconscious and dying. When the Tough Hero's hit points reach –[Constitution modifier], the hero can perform as though they were disabled, making either an attack action or a move action every round until the hero

reaches –[Constitution attribute] hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if they think that doing so might prevent them from taking more damage.

**Robust:** The Tough Hero becomes especially robust, gaining a number of hit points equal to their character level as soon as they select this talent. Thereafter, the hero gains +1 hit point with each level they gain.

**Second Wind:** The Tough Hero can spend 1 Action Point as a standard action to gain a Second Wind. When the hero does this, they recover a number of hit points equal 25% of their total hit points, healing the character up to a maximum of 50% of their total hit points.

**Stamina:** Prerequisite: Robust. The Tough Hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary attribute damage per evening of rest and awakens in half the normal time after being knocked unconscious.

**Super-Resilient:** Prerequisites: Any Talent from the Unbreakable Talent Tree, Supernatural Mutation, 3 MP. The Super-Tough Hero gains a Natural AC modifier equal to their Constitution modifier.

If the character has Remain Conscious, then they can operate at full efficiency until –[Constitution attribute] hit points, and they do not die until –[Constitution modifier x2] hit points.

If the character has Second Wind talent, then they can spend an Action Point as an immediate action to recover 25% of their total hit points, up to a maximum of 50% of their total hit points.

If the character has Stamina, then they ignore the first 2 points of attribute damage from attacks that can damage the character's physical attribute scores (ie. Str, Dex, or Con).

### **Apex Super-Tough Talent**

**Nigh-Invulnerable:** Prerequisites: Two of either Bulletproof, Energy Immunity, and/or Super-Resilient, 5 MP. The Nigh-Invulnerable character receives an increase of +5 to any Damage Reduction (to a minimum of Damage Reduction 5/-), a +5 to their Natural AC, and gains immunity to one energy type of choice.

Also, the character gets to re-roll any failed Fortitude save, including Massive Damage checks. However, the second roll stands, even if it's worse than the first roll.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Tough Hero gains a bonus feat. This feat must be selected from the following list, and the Tough Hero must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Diehard, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Investigator, Knockout Punch, Mind Over Body, Power Attack, Rapid Metabolism, Streetfighting, Toughness, Ultra Immune System, Unstable Mutation I-V, Vehicle Expert.

## **Smart Hero**

The brains of the party, the Smart Hero is typically a bookworm, with an array of diverse knowledge and a tactical mindset. Be a Smart Hero if you want to be the character with the bright idea or quick repair.

**Prerequisite Ability:** Intelligence 13

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Smart heroes gain a number of Action Points equal to 5 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Smart Hero's class skills (and the key ability for each skill) are:

Appraise (Int), Computer Use (Int), Craft (armorsmithing, bowmaking, chemical, electronic, mechanical, pharmaceutical, structural, trapmaking, visual art, weaponsmithing, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcana, architecture, art, behavioral sciences, business, civics, current events, dungeoneering, earth and life sciences, geography, history, local, nature, nobility, physical sciences, popular culture, psionics, religion, streetwise, tactics, technology, the planes, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write/Speak Language (none), Repair

(Int), Research (Int), and Search (Int). Also, the Starting Occupation the hero selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (8 + Int modifier) x5.

**Skill Points at Each Additional Level:** 8 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Smart hero begins play with their Hero's Gift and the Simple Weapons Proficiency feat.

### Smart Hero Class Statistics by Level

| Class Level      | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|------------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup>  | +0          | +0   | +1  | +1   | Talent         | +0            | +1         |
| 2 <sup>nd</sup>  | +1          | +0   | +2  | +2   | Bonus feat     | +1            | +1         |
| 3 <sup>rd</sup>  | +1          | +1   | +2  | +2   | Talent         | +1            | +1         |
| 4 <sup>th</sup>  | +2          | +1   | +2  | +2   | Bonus feat     | +1            | +2         |
| 5 <sup>th</sup>  | +2          | +1   | +3  | +3   | Talent         | +2            | +2         |
| 6 <sup>th</sup>  | +3          | +2   | +3  | +3   | Bonus feat     | +2            | +2         |
| 7 <sup>th</sup>  | +3          | +2   | +4  | +4   | Talent         | +2            | +3         |
| 8 <sup>th</sup>  | +4          | +2   | +4  | +4   | Bonus feat     | +3            | +3         |
| 9 <sup>th</sup>  | +4          | +3   | +4  | +4   | Talent         | +3            | +3         |
| 10 <sup>th</sup> | +5          | +3   | +5  | +5   | Bonus feat     | +3            | +4         |

### Class Features

All of the following are class features of the Smart Hero.

#### Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Smart Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order.

**Savant:** Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is “Trained Only”. The Smart Hero gets to add a bonus equal to their Smart level (minimum +1) when making checks with that skill. A Smart Hero can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

**Linguist:** Prerequisite: Read/Write/Speak Language for each of three different languages. With this talent, the Smart Hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that they do not know the Smart Hero can make an Intelligence check to determine if they can understand it. The check is made with a bonus equal to the hero's Smart level (minimum +1). For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write/Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a Smart Hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.



**Prodigy:** Prerequisites: Savant or Linguist, Supernatural Mutation, 3 MP. If the Smart Hero is a Savant, they receive an additional +4 insight bonus to all skills in which they are a Savant. If the character is a Linguist, then the character receives a +4 insight bonus to Computer Use and Decipher Script skill checks.

### **Strategy Talent Tree**

The Smart Hero has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree they must have previously selected at least one talent from the Research Talent Tree.

**Exploit Weakness:** Prerequisite: One talent from the Research Talent Tree. After 1 round of combat, the Smart Hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart Hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to their Smart level (minimum +1). If the check succeeds, for the rest of the combat the Smart Hero uses their Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink their opponent and notices weaknesses in their opponent's fighting style.

**Plan:** Prerequisite: One talent from the Research Talent Tree. Prior to an encounter the Smart Hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart Hero can't use this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute.

After creating the plan the Smart Hero makes an Intelligence check (DC 10) with a bonus equal to their Smart level (minimum +1). The result of the check provides the Smart Hero and allies with a circumstance bonus. A Smart Hero can't take 10 or 20 when making this check.

| Check Result | Bonus             |
|--------------|-------------------|
| 9 or lower   | +0 (check failed) |
| 10-14        | +1                |
| 15-24        | +2                |
| 25 or higher | +3                |



This bonus can be applied to all skill checks and attack rolls made by the Smart Hero and their allies, but the bonus only lasts for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

**Trick:** Prerequisite: One talent from the Research Talent Tree. The Smart Hero has the extraordinary ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding their Smart level (minimum +1) as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Will saving throw (DC 10 + Smart hero's class level [minimum +1] + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.

**Master Strategist:** Prerequisites: Any one Talent from the Strategy Talent Tree, Supernatural Mutation, 7 MP. This character has a supernatural knack for the art of war, using their resources to best advantage, anticipating their opponent's moves, and using their opponent's weaknesses against them. The character gets to re-roll any Intelligence check for a Strategy Tree talent (including the Master Strategist super-talent), if they wish; the second roll stands, even if it's worse than the first roll.



The Master Strategist also has the special option of readying an action to counter an opponent's action, declaring what they are going to do after the chosen target declares what they are doing with their action. The Master Strategist makes an opposed Intelligence check against the target, and if the Master Strategist wins the opposed check, then they declare their action after their target, but it resolves before their target's action. The Master Strategist's action may counter the target for which they were readied, or it may be an entirely different action. If the Master Strategist loses the opposed Intelligence check, then their action is delayed instead, and they get to take their action after the target's action is resolved. Their order in the initiative changes accordingly with the miscalculation.

If the Master Strategist can Exploit Weakness, then they receive their Intelligence bonus in addition to their Strength or Dexterity bonuses when they successfully Exploit Weakness. If the Master Strategist has Plan, they can formulate a Plan in 1 round. If the Master Strategist has Trick, the DC of the target's Will saving throw is increased by +4.

### **Apex Super-Smart Talent**

**Supra-Genius:** Prerequisites: Prodigy, Master Strategist, 10 MP. The Supra-Genius receives the extraordinary ability to recall any piece of information that they've ever been exposed to; if a Supra-Genius ever fails a Knowledge skill check, they get an immediate re-roll with an additional +4 bonus. However, the second roll stands, even if it's worse than the first roll.

The Supra-Genius Master Strategist is allowed to ready their action in regard to another creature's action without declaring specifically what it is, akin but superior to the Master Strategist ability. Instead, the Super-Smart Hero can opt to declare what they will do after hearing any other character's declared action, but before the target resolves the action on their initiative; change the Supra-Genius' initiative result to the one before the target's initiative, and resolve the Supra-Genius' action. Then resolve the target's previously-declared action; if the declared action becomes impossible, then the target's action is wasted in futility, leaving the target effectively Dazed as they're taken off-guard by the Supra-Genius' pre-emptive action. Otherwise, both the Supra-Genius and the target resolve their actions at normal, with the change in initiative order going forward.

Note that the Supra-Genius does NOT need to make an opposed Intelligence check to use this ability, unless facing off against another Supra-Genius; in the case of two Supra-Geniuses trying to use Master Strategist on one another, they make an opposed Intelligence check; the loser of the check declares their action first.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Smart Hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites.

Builder, Cautious, Closed Mind, Combat Expertise, Diligent, Educated, Gearhead, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Jack of All Trades, Lightning Reflexes, Meticulous, Open Minded, Studios, Unstable Mutation I-V, Vehicle Expert, Weapon Focus.

### **Dedicated Hero**

The Dedicated Hero is one with a wisdom beyond their years, guiding them on a path of moral principle. Be a Dedicated Hero if you want a character with useful insights and a greater sense of purpose than most.

**Prerequisite Ability:** Wisdom 13

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Dedicated heroes gain a number of Action Points equal to 5 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Dedicated Hero's class skills (and the key ability for each skill) are:

Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write/Speak Language (none), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Also, the Starting Occupation the hero selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (6 + Int modifier) x5.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Dedicated Hero begins play with their Hero's Gift and the Simple Weapons Proficiency feat.

### Dedicated Hero Class Statistics by Level

| Class Level      | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|------------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup>  | +0          | +1   | +0  | +1   | Talent         | +1            | +1         |
| 2 <sup>nd</sup>  | +1          | +2   | +0  | +2   | Bonus feat     | +2            | +1         |
| 3 <sup>rd</sup>  | +2          | +2   | +1  | +2   | Talent         | +2            | +1         |
| 4 <sup>th</sup>  | +3          | +2   | +1  | +2   | Bonus feat     | +3            | +2         |
| 5 <sup>th</sup>  | +3          | +3   | +1  | +3   | Talent         | +3            | +2         |
| 6 <sup>th</sup>  | +4          | +3   | +2  | +3   | Bonus feat     | +3            | +2         |
| 7 <sup>th</sup>  | +5          | +4   | +2  | +4   | Talent         | +4            | +3         |
| 8 <sup>th</sup>  | +6          | +4   | +2  | +4   | Bonus feat     | +4            | +3         |
| 9 <sup>th</sup>  | +6          | +4   | +3  | +4   | Talent         | +5            | +3         |
| 10 <sup>th</sup> | +7          | +5   | +3  | +5   | Bonus feat     | +5            | +4         |

### Class Features

The following are class features of the Dedicated Hero.

#### Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Dedicated Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### Empathic Talent Tree



The Dedicated Hero's inner connection gives them a great capacity for empathy.

**Empathy:** The Dedicated Hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing their target prior to making the skill check. The bonus is equal to the hero's Dedicated level (minimum +1).

**Improved Aid Another:** Prerequisite: Empathy. The Dedicated Hero's bonus on attempts to Aid Another increases by +1 on a successful Aid Another check. This talent can be selected multiple times, each time increasing the bonus by +1.

**Intuition:** Prerequisite: Empathy. The Dedicated Hero has an innate ability to sense trouble in the air. The Dedicated Hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level (minimum 1/day).

**Natural Empath:** Prerequisites: Empathy, Supernatural Mutation, 3 MP. The Dedicated Hero has the extraordinary ability of Empathy, as the power, except it is extraordinary in nature, meaning it is not suppressed by effects that suppress magic, psionic, and/or supernatural abilities.

If the character has the Improved Aid Another talent, then the bonus on attempts to Aid Another increases by an additional +1. If the character has the Intuition talent, they may use it one additional time per day.

#### Healing Talent Tree

The Dedicated Hero has a talent for healing.

**Healing Knack:** The Dedicated Hero has a knack for the healing arts. The hero receives a +2 bonus on all Treat Injury skill checks.

**Healing Touch 1:** Prerequisite: Healing Knack. The Dedicated Hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

**Healing Touch 2:** Prerequisites: Healing Knack, Healing Touch 1. The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with Healing Touch 1 for a total of +4 hit points.

**Healing Hands:** Prerequisites: Healing Knack, Supernatural Mutation, 5 MP. The character can restore a target's hit points up to 50% of the target's maximum hit points. The maximum amount of damage the Dedicated Hero can heal each day is equal to the character's Wisdom modifier times the character's Mutant level (minimum 1), which can be used over multiple applications of Healing Hands.

If the character has Healing Touch 1, then they can also Remove Paralysis as an extraordinary ability 1/day. If the character has Healing Touch 2, then they can also Remove Disease as an extraordinary ability 1/day. The Dedicated Hero with Healing Hands can spend an Action Point to replenish the amount of hit points they can heal for the day, or to activate either Remove Paralysis or Remove Disease, if available to the Hero.

### **Insightful Talent Tree**

The Dedicated Hero's innate insightfulness serves them well.

**Skill Emphasis:** The Dedicated Hero chooses a single skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

**Aware:** Prerequisite: Skill Emphasis. The Dedicated Hero is intuitively aware of their surroundings. The hero adds their base Will saving throw bonus to Listen or Spot checks to avoid surprise.

**Faith:** Prerequisite: Skill Emphasis. The Dedicated Hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Dedicated Hero to add their Wisdom modifier to the die roll whenever the hero spends 1 Action Point to improve the result of an attack roll, skill check, saving throw, or ability check.

**Cool Under Pressure:** Prerequisite: Skill Emphasis plus either Faith or Aware. The Dedicated Hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated Hero can take 10 even when distracted or under duress.

**Uncanny Insight:** Prerequisites: Skill Emphasis, Supernatural Mutation, 3 MP. The Dedicated Hero's emphasis on a skill gives them new insights into the inner workings of that skill; if the Dedicated Hero ever fails a skill check with a skill that they have Skill Emphasis for, the Dedicated Hero may re-roll the result. The hero must accept the second result, even if it's worse than the first one.

If the Dedicated Hero is Aware with Uncanny Insight, then they have the option of spending an Action Point to nullify surprise and roll initiative as normal.

If the Dedicated Hero has Faith with Uncanny Insight, then they have the option of spending an Action Point to re-roll any d20 roll originally made by the Dedicated Hero, with a bonus equal to the Dedicated Hero's Wisdom modifier.

If the Dedicated Hero is Cool Under Pressure with Uncanny Insight, then they have the option of re-rolling any failed Fortitude or Will save. The hero must accept the result of the second roll, even if it's worse than the first roll.

### **Apex Super-Dedicated Talent**

**Indomitable Will:** Prerequisites: Any two of Natural Empath, Healing Hands, and/or Uncanny Insight, Supernatural Mutation, 9 MP. This hero has an unassailable spirit and is thus immune to ability damage to their mental attributes (i.e., Int, Wis, Cha). Also, the character gains Mettle; any Fortitude or Will saving throws for “half” damage or “partial” effects are instead “negated” with a successful save.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Dedicated Hero gains a bonus feat. This feat must be from this list, and the Dedicated Hero must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Burst Fire, Deceptive, Educated, Far Shot, Force of Will, Improved Initiative, Investigator, Iron Will, Medical Expert, Mental Resistance, Meticulous, Negotiator, Surgery, Track, Unstable Mutation I-V, Weapon Focus.

## Charismatic Hero

From the charming scoundrel to the intrepid entrepreneur, the Charismatic Hero seems to have a way with words and the favor of the fates when it comes to doing their thing.

**Prerequisite Ability:** Charisma 13

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Charismatic heroes gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Charismatic Hero’s class skills (and the key ability for each skill) are:

Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), and Read/Write/Speak Language (none). Also, the Starting Occupation the hero selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (6 + Int modifier) x5.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Charismatic hero begins play with their Hero’s Gift and the Simple Weapons Proficiency feat.

## Charismatic Hero Class Statistics by Level

| Class Level      | Base Attack | Fort | Ref | Will | Class Features | Defense Bonus | Reputation |
|------------------|-------------|------|-----|------|----------------|---------------|------------|
| 1 <sup>st</sup>  | +0          | +1   | +1  | +1   | Talent         | +0            | +2         |
| 2 <sup>nd</sup>  | +1          | +2   | +2  | +2   | Bonus feat     | +1            | +2         |
| 3 <sup>rd</sup>  | +1          | +2   | +2  | +2   | Talent         | +1            | +2         |
| 4 <sup>th</sup>  | +2          | +2   | +2  | +2   | Bonus feat     | +1            | +3         |
| 5 <sup>th</sup>  | +2          | +3   | +3  | +3   | Talent         | +2            | +3         |
| 6 <sup>th</sup>  | +3          | +3   | +3  | +3   | Bonus feat     | +2            | +3         |
| 7 <sup>th</sup>  | +3          | +4   | +4  | +4   | Talent         | +2            | +4         |
| 8 <sup>th</sup>  | +4          | +4   | +4  | +4   | Bonus feat     | +3            | +4         |
| 9 <sup>th</sup>  | +4          | +4   | +4  | +4   | Talent         | +3            | +4         |
| 10 <sup>th</sup> | +5          | +5   | +5  | +5   | Bonus feat     | +3            | +5         |

## Class Features

All of the following are class features of the Charismatic Hero.

## Talents

At 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> level, the Charismatic Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies,

they can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

### **Charm Talent Tree**

The Charismatic Hero has an innate talent for being charming and captivating.

**Charm:** The Charismatic Hero gets a competence bonus on all Charisma-based skill checks made to influence others. The bonus is equal to the character's Charismatic level (minimum +1).

A Charismatic Hero can only use their Charm bonus on Gamemaster characters with attitudes of indifferent or better. The Charm bonus can't be used against characters who are unfriendly or hostile.

**Favor:** Prerequisite: Charm. The Charismatic Hero has the ability to acquire minor aid from anyone they meet. By making a Favor check, a Charismatic Hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic Hero spends 1 Action Point to activate this talent. To make a Favor check, roll a d20 and add the character's Favor bonus, equal to the character's Charismatic level (minimum +1). The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic Hero can't take 10 or take 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a Favor check.

The GM should carefully monitor a Charismatic Hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission typically shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any Favor deemed to be disruptive to the game.

**Captivate:** Prerequisites: Charm, Favor. The Charismatic Hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

To Captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding their Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic Hero's class level [minimum +1] + Charismatic hero's Cha bonus). If the saving throw fails, the target becomes fascinated with the hero, who becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic Hero concentrates all their effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

**Animal Magnetism:** Prerequisites: Charm, Supernatural Mutation, 3 MP. The Charismatic Hero with Animal Magnetism can Charm any creature with which they can communicate, as an extraordinary ability. The target must have an Intelligence score of 1 or higher to be susceptible to a Charm attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero. If the hero has Favor, then they can also make a Suggestion to a Charmed target 1/day. If the hero has Captivate, then the Will save DC to resist being captivated is increased by +4.

### **Fast-Talk Talent Tree**

The Charismatic Hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

**Fast-Talk:** The Charismatic Hero has a way with words when attempting to con and deceive. With this talent, they apply their Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

**Dazzle:** Prerequisite: Fast-Talk. The Charismatic Hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To Dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding their Charismatic level (minimum +1) as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the Dazzle attempt by making a Will saving throw (DC 10 + Charismatic Hero's class level [minimum +1] + Charismatic Hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level (minimum 1 round).

This talent can be selected multiple times, each time worsening the Dazzled penalty by -1. This is a Mind-Affecting ability.

**Taunt:** Prerequisites: Fast-Talk, Dazzle. The Charismatic Hero has the ability to temporarily rattle and enrage a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a Taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To Taunt a target, the hero must use a standard action and make a Charisma check (DC 15), adding their Charismatic level (minimum +1) as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the Taunt by making a Will saving throw (DC 10 + Charismatic Hero's class level [minimum +1] + Charismatic Hero's Cha bonus). If the save fails, the target becomes fixated on directing their next action against the hero for the next round. This is a Mind-Affecting ability.

**Silver Tongue:** Prerequisites: Fast-Talk, Supernatural Mutation, 3 MP. The Charismatic Hero with a Silver Tongue receives their Fast-Talk modifier to all Bluff, Diplomacy, Gamble, Gather Information, and Intimidate checks. Also, the Silver Tongue can spend an Action Point to re-roll a skill check from the above-listed skills, but the character must accept the result of the second roll, even if it's worse than the first roll.

If the Silver Tongue can Dazzle, then the Dazzled penalty becomes equal to the hero's Charisma modifier. If the Silver Tongue can Taunt, then they can attempt to Taunt a target as a move action if they wish.

### **Leadership Talent Tree**

The Charismatic Hero has a talent for leadership and inspiration.

**Coordinate:** The Charismatic Hero has a knack for getting people to work together. When the hero can spend a full round directing their allies and makes a Charisma check (DC 10), the hero provides any of their allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier. The hero can coordinate a number of allies equal to one-half their Charismatic level, rounded down (to a minimum of one ally).

**Inspiration:** Prerequisite: Coordinate. The Charismatic Hero can inspire their allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic Hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Charismatic Hero can't inspire themselves. The hero can inspire a number of allies equal to one-half their Charismatic level, rounded down (to a minimum of one ally).

**Greater Inspiration:** Prerequisites: Coordinate, Inspiration. The Charismatic Hero can inspire their allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the

Charismatic Hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from Inspiration for a total of a +3 morale bonus.

A Charismatic Hero can't inspire themselves. The hero can inspire a number of allies equal to one-half their Charismatic level, rounded down (to a minimum of one ally).

**Inspiring Aura:** Prerequisites: Coordinate, Supernatural Mutation, 3 MP. The Charismatic Hero with Inspiring Aura has a bolstering presence that always gives allies within 30' a +1 bonus to their attack rolls and skill checks. When the character uses their ability to Coordinate, they can Coordinate a number of allies equal to their Charisma modifier (minimum 1 ally), giving an additional +1 bonus to attack rolls and skill checks that stacks with this one.

If the character has Inspiration, then the ability can be used as a standard action. If the character has Greater Inspiration, then the additional bonus applied is +2, for a net morale bonus of +4 to the ally's saving throws, attack rolls, and damage rolls when using Greater Inspiration.

### **Apex Charismatic Super-Talent**

**Karmic Crusader:** Prerequisites: Two of Animal Magnetism, Silver Tongue, and/or Inspiring Aura, Supernatural Mutation, 11 MP. The Charismatic Super-Hero, when required to roll a d20, rolls 2d20, taking the desired result.

**Bonus Feats:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> level, the Charismatic Hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic Hero must meet any prerequisites.

Agile Riposte, Creative, Deceitful, Deceptive, Dodge, Iron Will, Jack of All Trades, Leadership, Lightning Reflexes, Low Profile, Negotiator, Persuasive, Point-Blank Shot, Renown, Trustworthy, Unstable Mutation I-V, Windfall.

## The Basic Classes

Basic classes are available from 1<sup>st</sup> level. Like the Hero classes, the Basic classes have minimal prerequisites; they are usable for medieval scenarios onward (ie. Tech Levels 1+), and with some re-skinning are perfectly fine for more modern and futuristic campaigns. Here is a brief description of each of the Basic classes.

### **A Quick Synopsis of the Basic Classes**

**Aristocrat:** Typically wealthy and/or politically powerful, Aristocrats specialize in the subtle powers of influence offered by the upper echelon of society. Charisma is an Aristocrat's key attribute.

**Bard:** Originating from the skalds and minstrels of old, Bards are typically outgoing, itinerant musicians or orators, picking up esoteric bits of knowledge along their travels. Charisma is a Bard's key attribute.

**Berserker:** Warriors fueled by rage in the heat of the moment, Berserkers are fearsome to behold, capable of giving and receiving heinous injuries in battle. Strength is a Berserker's key attribute.

**Cleric:** A priest imbued with divine power, the Cleric possesses the favor of the gods. A specialized Cleric of nature is known as a Druid, who strives to maintain the natural balance. Wisdom is a Cleric's key attribute.

**Expert:** As the name implies, the Expert is a skilled artisan of diverse nature, a catch-all title for the types who would focus on skills more so than magic, psionics, or combat capabilities. Intelligence is an Expert's key attribute.

**Fighter:** The Fighter is the student of warfare, continually on the quest to better themselves in the art of war. Whereas the Berserker thrives on passion, the Fighter strives for strategy. Strength is a Fighter's key attribute.

**Monk:** Seeking the paths of inward enlightenment, the Monk abandons the aesthetic aspects of the world, turning their attention inward to master their own mind and body. Constitution is a Monk's key attribute.



**Paladin:** Dedicated to the vanquishing of evil, the Paladin has a strength of will and purpose that few can match, let alone exceed. Their efforts do not go unrewarded by their gods. Wisdom is a Paladin's key attribute.

**Psion:** A potent psychic specialized in one of the six schools of mental mastery, the Psion is capable of great and terrible manifestations born purely of the mind. Intelligence is a Psion's key attribute.

**Ranger:** A guerrilla fighter emphasizing stealth and finesse, the Ranger has an innate connection to nature, and a special hatred for a Favored Enemy. Dexterity is a Ranger's key attribute.

**Rogue:** The Rogue is a scoundrel, a scout, and a sneak who strikes from the shadows. With their training in trapfinding, Rogues are considered near-indispensable for most expeditions. Dexterity is a Rogue's key attribute.

**Saint:** A divinely-ordained representative of their deity, a Saint wields the power of their god with an instinctive ease. They are zealous in their devotion, at one with their god-given purpose. Charisma is a Saint's key attribute.

**Sorcerer:** Seemingly possessed of an inborn arcane power, Sorcerers are feared, and rightly so; no two Sorcerers are the same, save their unpredictably dangerous nature. Charisma is a Sorcerer's key attribute.

**Warmind:** The Warmind divides their efforts in self-mastery between the mental and the physical worlds, learning powers and techniques that augment their combat capabilities. Wisdom is a Warmind's key attribute.

**Wilder:** Possessing potent psychic powers fueled by passion, the Wilder is aptly named. A frenzied flurry of psionic power on the battlefield, the Wilder eludes attacks with impossible ease. Charisma is a Wilder's key attribute.

**Wizard:** The Wizard is a formal student of the ritualized arcane arts. With spellbook in hand, the Wizard has an arsenal of magic solutions for almost every problem. Intelligence is a Wizard's key attribute.

### How the GM's Six Levels Affects Basic Class Availability

Depending on the Six Levels of your scenario, one or more of these classes may be unavailable. The Berserker and the Fighter are always options. If there's no magic in your GM's world, then the Bard, Sorcerer, and Wizard are ruled out. If there are no psionics, then the Psion, Warmind, and Wilder would be unavailable. If there are no gods, then the Cleric, Paladin, Ranger, and Saint are unavailable. If there is no established society or technology, akin to living in the Stone Ages, then there are no Aristocrats, Clerics, Experts, Rogues, or Wizards.

**Table: Starting Class Availability Based on GM Scenario Levels**

| Starting Class | Heroic 0 | Arcane 0 | Divine 0 | Mutant 0 | Psionic 0 | Tech 0 |
|----------------|----------|----------|----------|----------|-----------|--------|
| Aristocrat     | Y        | Y        | Y        | Y        | Y         | N      |
| Bard           | Y        | Y        | Y        | Y        | Y         | Y      |
| Berserker      | Y        | Y        | Y        | Y        | Y         | Y      |
| Cleric (Druid) | Y        | Y        | N        | Y        | Y         | N (Y)* |
| Expert         | Y        | Y        | Y        | Y        | Y         | N      |
| Fighter        | Y        | Y        | Y        | Y        | Y         | Y      |
| Hero, Any      | N        | Y        | Y        | Y        | Y         | Y      |
| Monk           | Y        | Y        | Y        | Y        | Y         | Y      |
| Paladin        | Y        | Y        | N        | Y        | Y         | Y      |
| Psion          | Y        | Y        | Y        | Y        | N         | Y      |
| Ranger         | Y        | Y        | Y        | Y        | Y         | Y      |
| Rogue          | Y        | Y        | Y        | Y        | Y         | N      |
| Saint          | Y        | Y        | N        | Y        | Y         | Y      |
| Sorcerer       | Y        | N        | Y        | Y        | Y         | Y      |
| Warmind        | Y        | Y        | Y        | Y        | Y         | Y      |
| Wilder         | Y        | Y        | Y        | Y        | N         | Y      |
| Wizard         | Y        | N        | Y        | Y        | Y         | N      |

\* The Druid subclass option of Cleric is available in Tech 0 scenarios.



## Aristocrat

Whether born of high society or aspiring to join it, the Aristocrat harnesses the power of their society to do their bidding. It is through diplomacy and business (or deceit and bribery) that the Aristocrat gains prestige and power.

**Campaign Prerequisites:** Minimum Tech Level 1 scenario.

**Hit Die (of the Hero):** d6 (1d3+3)

**Action Points:** Aristocrats gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Aristocrat's class skills (and the key ability for each skill) are:

Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (6 + Int modifier) x5.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, an Aristocrat begins play with the Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armour Proficiency feat, Medium Armour Proficiency feat, Heavy Armour Proficiency feat, and the Shield Proficiency feat.

### Aristocrat Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features            | DB | Rep. |
|------------------|-----|------|-----|------|---------------------------|----|------|
| 1 <sup>st</sup>  | +0  | +0   | +0  | +2   | Influence, Decorum        | +0 | +1   |
| 2 <sup>nd</sup>  | +1  | +0   | +0  | +3   | Improved Competence       | +0 | +1   |
| 3 <sup>rd</sup>  | +2  | +1   | +1  | +3   | Refinement                | +1 | +1   |
| 4 <sup>th</sup>  | +3  | +1   | +1  | +4   | Improved Competence       | +1 | +2   |
| 5 <sup>th</sup>  | +3  | +1   | +1  | +4   | Bonus Feat, Mental Acuity | +1 | +2   |
| 6 <sup>th</sup>  | +4  | +2   | +2  | +5   | Improved Competence       | +2 | +3   |
| 7 <sup>th</sup>  | +5  | +2   | +2  | +5   | Windfall                  | +2 | +3   |
| 8 <sup>th</sup>  | +6  | +2   | +2  | +6   | Improved Competence       | +2 | +4   |
| 9 <sup>th</sup>  | +6  | +3   | +3  | +6   | Leadership                | +3 | +4   |
| 10 <sup>th</sup> | +7  | +3   | +3  | +7   | Bonus Feat, Mental Acuity | +3 | +5   |
| 11 <sup>th</sup> | +8  | +3   | +3  | +7   | Renown                    | +3 | +5   |
| 12 <sup>th</sup> | +9  | +4   | +4  | +8   | Improved Competence       | +4 | +6   |
| 13 <sup>th</sup> | +9  | +4   | +4  | +8   | Windfall                  | +4 | +6   |
| 14 <sup>th</sup> | +10 | +4   | +4  | +9   | Improved Competence       | +4 | +7   |
| 15 <sup>th</sup> | +11 | +5   | +5  | +9   | Bonus Feat, Mental Acuity | +5 | +7   |
| 16 <sup>th</sup> | +12 | +5   | +5  | +10  | Improved Competence       | +5 | +8   |
| 17 <sup>th</sup> | +12 | +5   | +5  | +10  | Mental Acuity             | +5 | +8   |
| 18 <sup>th</sup> | +13 | +6   | +6  | +11  | Improved Competence       | +6 | +9   |
| 19 <sup>th</sup> | +14 | +6   | +6  | +11  | Land & Title              | +6 | +9   |
| 20 <sup>th</sup> | +15 | +6   | +6  | +12  | Bonus Feat, Mental Acuity | +6 | +10  |

### Class Features

All of the following are class features of the Aristocrat.

**Influence:** An Aristocrat knows how to leverage reputation into power. They use "favors" that they can dole out or they can call in, as circumstances warrant. This works like the Charismatic Hero's Favor talent, except the Aristocrat uses their Reputation modifier for the Favor check. For every successful Favor called in, the Aristocrat suffers a -1 Influence modifier to their Reputation score, until they can "return the favor". Your GM will help you determine how a favor can be returned, and thus remove the -1 Influence modifier.

In a similar vein, an Aristocrat can grant Favors. The Aristocrat can make a Reputation check DC 20 to see if someone in aristocratic circles needs a Favor; confirm with your GM before rolling to see if there are any circumstance modifiers to be considered for the Reputation check when proactively looking to fulfill a Favor. Conversely, one such as a fellow Aristocrat or a Charismatic Hero may approach the Aristocrat for a Favor (a great lead-in for adventure hooks!). In either case, the GM will provide the specifics, and the Aristocrat can decide whether or not to try and fulfill the Favor.

If the Aristocrat does fulfill the Favor, and the fulfillment of the Favor is public in nature, then the Aristocrat receives a +1 Influence modifier to their Reputation score going forward. Multiple public Favors provide bonuses that stack, but the maximum Influence modifier an Aristocrat can have to their Reputation score is equal to their Charisma modifier.

Conversely, if the Favor is private in nature, then the Aristocrat simply has a Favor that they can automatically call in with that individual; no Favor check is required (unless the Favor requested is not commensurate with the Favor originally gained, GM's adjudication), and the Favor does not give the Aristocrat a negative Influence modifier.

Note that an Aristocrat can owe multiple Favors, generating a maximum negative Influence modifier up to their Reputation score. In such a case, the Aristocrat's Reputation score is not actually 0; it simply represents the maximum amount of Influence that they wield. While an Aristocrat's Influence modifier is the negative equivalent of the character's Reputation score, making it effectively zero (0), they cannot "call in" any more Favors.

When a Favor is called in, the indebted Aristocrat must make an attempt to pay it back, or else suffer a permanent -1 modifier to their Reputation as an "oathbreaker". They need not always pay back immediately, or in the way that the benefactor necessarily had in mind (this is where the Aristocrat's social skills come into play!), but they must pay it back in some way that fulfills a mutually agreed-upon contract between the two parties.

**Decorum:** Every budding Aristocrat has a natural bent for one of the social skills. Select one Charisma-based class skill and receive the Skill Focus feat for that skill.

**Improved Competence:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup>, and 18<sup>th</sup> levels, the Aristocrat's competence in one of their class skills improves; the character receives a +1 competence bonus to one class skill of their choice. Each time the Aristocrat receives an instance of Improved Competence, they must select a different class skill.

**Refinement:** At 3<sup>rd</sup> level, the Aristocrat has developed a niche for a particular sphere of knowledge. Select one Intelligence-based class skill and receive the Skill Focus feat for that skill.

**Bonus Feat:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, the Aristocrat selects a bonus feat from the following list of feats, keeping in mind the character must have any prerequisites for the feat in order to select it:

Alertness, Combat Martial Arts, Confident, Deceitful, Deceptive, Defensive Martial Arts, Educated, Investigator, Meticulous, Mounted Combat, Negotiator, Persuasive, Skill Focus, Track, Urban Tracking, Weapon Finesse, Weapon Focus.

**Mental Acuity:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> levels, the Aristocrat's mind is better honed for their efforts; the character gains an innate +1 to one of their three mental attributes (+1 to Int, Wis, or Cha, player's choice).

**Windfall:** At 7<sup>th</sup> and 13<sup>th</sup> levels, the seasoned Aristocrat's well-established business dealings have resulted in a bumper crop of yields; take the Windfall feat.

**Leadership:** At 9<sup>th</sup> level, the veteran Aristocrat has built a business or political structure that includes a confidante / 2<sup>nd</sup>-in-command; receive the Leadership feat.

**Renown:** By 11<sup>th</sup> level the Aristocrat's adventures and exploits have become known, giving the character a certain amount of fame (or infamy!) that they can leverage; the character gains the Renown feat.

**Land & Title:** The Aristocrat's political maneuverings and/or legendary exploits have gained them favor with the highest power in the land, and they have been granted a piece of territory and formal title for their accomplishments. In game terms, the land is the equivalent of a +4 Wealth score bonus, while the title gives the Aristocrat an additional +1 bonus to Reputation and a Steward.

The Steward is a second Cohort who represents the will of the Aristocrat in either foreign affairs or domestic affairs. In the case of a domestic affairs Steward, the Cohort must have at least 1 level of Bodyguard. In the case of a foreign affairs Steward, the Cohort must have at least 1 level of Ambassador. Otherwise the Steward is exactly like a Cohort, utterly loyal to the Aristocrat and their agenda.

## Bard

The Bard comes in many forms; storyteller, thespian, musician, jester, demagogue, to name but a few. What all Bards have in common is a way with words capable of stirring the souls of those who hear them. In fact, a Bard's mastery of words is so great it even gives them access to the arcane arts.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Bards gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Bard's class skills (and the key ability for each skill) are:

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read/Write/Speak Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (6 + Int modifier) x5.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Bard begins play with Simple Weapons Proficiency feat, Light Armour Proficiency feat, Shield Proficiency feat, and the following specific Weapon Proficiency feats; longsword, rapier, sap, shortsword, shortbow, whip.

### Bard Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                                                                            | DB  | Rep. |
|------------------|-----|-----|------|-----|------|-----------------------------------------------------------------------------------------------------------|-----|------|
| 1 <sup>st</sup>  | 2   | +0  | +0   | +2  | +2   | Bardic Music, Bardic Knowledge, <u>Arcane Spells</u> , Countersong, <i>Fascinate</i> , Inspire Courage +1 | +0  | +1   |
| 2 <sup>nd</sup>  | 3   | +1  | +0   | +3  | +3   | <u>1<sup>st</sup>-level spells</u> or Storyteller +1                                                      | +1  | +1   |
| 3 <sup>rd</sup>  | 4   | +2  | +1   | +3  | +3   | Inspire Competence                                                                                        | +1  | +2   |
| 4 <sup>th</sup>  | 6   | +3  | +1   | +4  | +4   | <u>2<sup>nd</sup>-level spells</u> or Storyteller +1                                                      | +2  | +2   |
| 5 <sup>th</sup>  | 9   | +3  | +1   | +4  | +4   | Bonus Feat                                                                                                | +2  | +2   |
| 6 <sup>th</sup>  | 12  | +4  | +2   | +5  | +5   | <i>Suggestion</i>                                                                                         | +3  | +3   |
| 7 <sup>th</sup>  | 15  | +5  | +2   | +5  | +5   | <u>3<sup>rd</sup>-level spells</u> or Storyteller +1                                                      | +3  | +3   |
| 8 <sup>th</sup>  | 20  | +6  | +2   | +6  | +6   | Inspire Courage +2                                                                                        | +4  | +3   |
| 9 <sup>th</sup>  | 25  | +6  | +3   | +6  | +6   | Inspire Greatness                                                                                         | +4  | +4   |
| 10 <sup>th</sup> | 29  | +7  | +3   | +7  | +7   | <u>4<sup>th</sup>-level spells</u> or Storyteller +1                                                      | +5  | +4   |
| 11 <sup>th</sup> | 37  | +8  | +3   | +7  | +7   | Bonus Feat                                                                                                | +5  | +4   |
| 12 <sup>th</sup> | 44  | +9  | +4   | +8  | +8   | Song of Freedom                                                                                           | +6  | +5   |
| 13 <sup>th</sup> | 49  | +9  | +4   | +8  | +8   | <u>5<sup>th</sup>-level spells</u> or Storyteller +1                                                      | +6  | +5   |
| 14 <sup>th</sup> | 61  | +10 | +4   | +9  | +9   | Inspire Courage +3                                                                                        | +7  | +5   |
| 15 <sup>th</sup> | 71  | +11 | +5   | +9  | +9   | Inspire Heroics                                                                                           | +7  | +6   |
| 16 <sup>th</sup> | 80  | +12 | +5   | +10 | +10  | <u>6<sup>th</sup>-level spells</u> or Storyteller +1                                                      | +8  | +6   |
| 17 <sup>th</sup> | 99  | +12 | +5   | +10 | +10  | Bonus Feat                                                                                                | +8  | +6   |
| 18 <sup>th</sup> | 117 | +13 | +6   | +11 | +11  | <i>Mass Suggestion</i>                                                                                    | +9  | +7   |
| 19 <sup>th</sup> | 137 | +14 | +6   | +11 | +11  | Magnum Opus                                                                                               | +9  | +7   |
| 20 <sup>th</sup> | 148 | +15 | +6   | +12 | +12  | Inspire Courage +4                                                                                        | +10 | +7   |

### Table: Bard Spells Known

| Class Level     | -----Spells Known----- |                 |                 |                 |                 |                 |                 |
|-----------------|------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
|                 | 0 <sup>th</sup>        | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> |
| 1 <sup>st</sup> | 4                      | --              | --              | --              | --              | --              | --              |
| 2 <sup>nd</sup> | 5                      | 2               | --              | --              | --              | --              | --              |
| 3 <sup>rd</sup> | 6                      | 3               | --              | --              | --              | --              | --              |
| 4 <sup>th</sup> | 6                      | 3               | 2               | --              | --              | --              | --              |
| 5 <sup>th</sup> | 6                      | 4               | 3               | --              | --              | --              | --              |

|                  |   |   |   |    |    |    |    |
|------------------|---|---|---|----|----|----|----|
| 6 <sup>th</sup>  | 6 | 4 | 3 | -- | -- | -- | -- |
| 7 <sup>th</sup>  | 6 | 4 | 4 | 2  | -- | -- | -- |
| 8 <sup>th</sup>  | 6 | 4 | 4 | 3  | -- | -- | -- |
| 9 <sup>th</sup>  | 6 | 4 | 4 | 3  | -- | -- | -- |
| 10 <sup>th</sup> | 6 | 4 | 4 | 4  | 2  | -- | -- |
| 11 <sup>th</sup> | 6 | 4 | 4 | 4  | 3  | -- | -- |
| 12 <sup>th</sup> | 6 | 4 | 4 | 4  | 3  | -- | -- |
| 13 <sup>th</sup> | 6 | 4 | 4 | 4  | 4  | 2  | -- |
| 14 <sup>th</sup> | 6 | 4 | 4 | 4  | 4  | 3  | -- |
| 15 <sup>th</sup> | 6 | 4 | 4 | 4  | 4  | 3  | -- |
| 16 <sup>th</sup> | 6 | 5 | 4 | 4  | 4  | 4  | 2  |
| 17 <sup>th</sup> | 6 | 5 | 5 | 4  | 4  | 4  | 3  |
| 18 <sup>th</sup> | 6 | 5 | 5 | 5  | 4  | 4  | 3  |
| 19 <sup>th</sup> | 6 | 5 | 5 | 5  | 5  | 4  | 4  |
| 20 <sup>th</sup> | 6 | 5 | 5 | 5  | 5  | 5  | 4  |

## Class Features

All of the following are class features of the Bard.

**Spells (Arcane Level 1+ Scenarios):** A Bard casts arcane spells, which are drawn from the Bard spell list. They can cast any spell they know without preparing it ahead of time. Every Bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a Bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a Bard's spell is 10 + the spell level + the Bard's Charisma modifier.

Like other spellcasters, a Bard can cast only a certain number of spells per day. Their base daily arcane power point allotment is given on Table: Bard Class Statistics by Level. In addition, they receive bonus power points per day if they have a Charisma score 12 or higher. Table: Bard Spells Known assumes the Bard has a sufficiently high Charisma (10 + the spell level to be able to learn and know spells of that spell level); a Bard requires a minimum Charisma of 16 to be able to know 6<sup>th</sup>-level Bard spells.

The Bard's selection of spells is extremely limited. A Bard begins play knowing four 0-level spells of your choice. At most new Bard levels, they gain one or more new spells, as indicated on Table: Bard Spells Known. (Unlike power points per day, the number of spells a Bard knows is not affected by their Charisma score; the numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third Bard level after that (8th, 11th, and so on), a Bard can choose to learn a new spell in place of one they already know. In effect, the Bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level Bard spell the Bard can cast. A Bard may swap only a single spell at any given level, and they must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

As noted above, a Bard need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up all their arcane power points.

**Storyteller (Arcane Level 0 Scenarios):** The Bard has honed their craft regarding the use of colorful language and engrossing performances; gain a +1 competence bonus to one Cha-based class skill of choice. Multiple instances of Storyteller may be applied to the same skill; in this case the competence bonuses given by Storyteller stack with each other.

**Bardic Knowledge:** A Bard may make a special Bardic Knowledge check with a bonus equal to their Bard level + their Intelligence modifier to see whether they know some relevant information about local notable people, legendary items, or noteworthy places. (If the Bard has 5+ ranks in Knowledge (history), they gain a +2 bonus on this check.)

A successful Bardic Knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A Bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

## DC Type of Knowledge

10 Common, known by at least a substantial minority drinking; common legends of the local population.

|    |                                                                                                                                                       |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| 20 | Uncommon but available, legends known by only a few people.                                                                                           |
| 25 | Obscure, known by few, hard to come by.                                                                                                               |
| 30 | Extremely obscure, known by very few, forgotten by most who once knew it, known only by those who don't understand the significance of the knowledge. |

**Bardic Music:** Once per day per Bard level, a Bard can use their song, poetics, or oratory to produce magical effects on those around them (usually including themselves, if desired). While these abilities fall under the category of Bardic Music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, making a speech, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum Bard level and a minimum number of ranks in the Perform skill to qualify; if a Bard does not have the required number of ranks in at least one Perform skill, they do not gain the bardic music ability until they acquire the needed ranks. Starting a Bardic Music effect is a standard action. Some Bardic Music abilities require concentration, which means the Bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a Bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just like casting a spell with a verbal component, a deaf Bard has a 20% chance to fail when attempting to use Bardic Music. If they fail, the attempt still counts against their daily limit.

**Countersong (Su):** A Bard with 3 or more ranks in a Perform skill can use their music, poetics, or oratory to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the Countersong, they make a Perform check. Any creature within 30 feet of the Bard (including the Bard) that is affected by a sonic or language-dependent magical attack may use the Bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the Countersong, but it must use the Bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The Bard may keep up the Countersong for 10 rounds.

**Fascinate (Sp):** A Bard with 3 or more ranks in a Perform skill can use their music, poetics, or oratory to cause one or more creatures to become fascinated with them. Each creature to be fascinated must be within 90 feet, able to see and hear the Bard, and able to pay attention to the Bard. The Bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a Bard attains beyond 1st, they can target one additional creature with a single use of this ability.

To use the ability, a Bard makes a Perform check. Their check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the Bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the Bard continues to play and concentrate (up to a maximum of 1 round per Bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the Bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

**Inspire Courage (Su):** A Bard with 5 or more ranks in a Perform skill can use song, poetics, or oratory to inspire courage in themselves and their allies, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the Bard sing. The effect lasts for as long as the ally hears the Bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six Bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, etc.). Inspire Courage is a mind-affecting ability.

**Inspire Competence (Su):** A Bard of 3rd level or higher with 7 or more ranks in a Perform skill can use their music, poetics, or oratory to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the Bard. The Bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as they continue to hear the Bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the Bard concentrates, up to a

maximum of 2 minutes. A Bard can't inspire competence in themselves. Inspire Competence is a mind-affecting ability.

**Suggestion (Sp):** A Bard of 6th level or higher with 10 or more ranks in a Perform skill can make a Suggestion (as the spell) to a creature that they have already fascinated (see above). Using this ability does not break the Bard's concentration on the *Fascinate* effect, nor does it allow a second saving throw against the *Fascinate* effect.

Making a *Suggestion* doesn't count against a Bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 Bard's level + Bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *Mass Suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

**Inspire Greatness (Su):** A Bard of 9th level or higher with 13 or more ranks in a Perform skill can use music, poetics, or oratory to inspire greatness in themselves or a single willing ally within 30 feet, granting them extra fighting capability. For every three levels a Bard attains beyond 9th, they can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a Bard must perform and an ally must hear him perform. The effect lasts for as long as the ally hears the bard perform and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability.

**Song of Freedom (Sp):** A Bard of 12th level or higher with 15+ ranks in a Perform skill can use music, poetics, or oratory to create an effect equivalent to the Break Enchantment spell (caster level equals the character's Bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A Bard can't use *Song of Freedom* on themselves.

**Inspire Heroics (Su):** A Bard of 15th level or higher with 19 or more ranks in a Perform skill can use music, poetics, or oratory to inspire tremendous heroism in themselves or a single willing ally within 30 feet. For every three Bard levels the character attains beyond 15th, they can inspire heroics in one additional creature. To inspire heroics, a Bard must perform as a full-round action, and an ally must hear the bard perform. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the Bard sing and for up to 5 rounds thereafter. Inspire Heroics is a mind-affecting ability.

**Mass Suggestion (Sp):** This ability functions like *Suggestion*, above, except that a Bard of 18th level or higher with 20 or more ranks in a Perform skill can make the *Suggestion* simultaneously to any number of creatures that they have already fascinated (see above). Mass Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

**Bonus Feat:** At 5<sup>th</sup>, 11<sup>th</sup>, and 17<sup>th</sup> levels, the Bard receives a bonus feat. The feat may be any feat for which the Bard qualifies.

**Magnum Opus:** By 19<sup>th</sup> level the Bard has composed (at least) one epic ballad, a song that has begun to spread of its own accord across the land. The Bard gains the equivalent of the Renown feat, and they get a +2 circumstance modifier to all Cha-based skill checks when dealing with someone who recognizes them as the author of the ballad.

## Berserker

Not so much a class as an inborn combat mentality, the Berserker is one who exults in the roar of battle. Once their blood reaches its boiling point, there is little save death that will stop a Berserker from attacking its quarry.

**Hit Die (of the Hero):** d12 (d6+6)

**Action Points:** Berserkers gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Berserker's class skills (and the key ability for each skill) are:

Climb (Str), Craft (Int), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.



**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Berserker begins play with Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armour Proficiency feat, Medium Armour Proficiency feat, and Shield Proficiency feat.

### Berserker Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features                   | DB | Rep. |
|------------------|-----|------|-----|------|----------------------------------|----|------|
| 1 <sup>st</sup>  | +1  | +2   | +0  | +0   | Fast Movement, Rage 1/day        | +1 | +0   |
| 2 <sup>nd</sup>  | +2  | +3   | +0  | +0   | Uncanny Dodge                    | +1 | +0   |
| 3 <sup>rd</sup>  | +3  | +3   | +1  | +1   | Trap Sense +1                    | +2 | +1   |
| 4 <sup>th</sup>  | +4  | +4   | +1  | +1   | Rage 2/day                       | +2 | +1   |
| 5 <sup>th</sup>  | +5  | +4   | +1  | +1   | Improved Uncanny Dodge           | +2 | +1   |
| 6 <sup>th</sup>  | +6  | +5   | +2  | +2   | Trap Sense +2                    | +3 | +1   |
| 7 <sup>th</sup>  | +7  | +5   | +2  | +2   | Damage Reduction 1/-             | +3 | +2   |
| 8 <sup>th</sup>  | +8  | +6   | +2  | +2   | Rage 3/day                       | +3 | +2   |
| 9 <sup>th</sup>  | +9  | +6   | +3  | +3   | Trap Sense +3                    | +4 | +2   |
| 10 <sup>th</sup> | +10 | +7   | +3  | +3   | Damage Reduction 2/-             | +4 | +2   |
| 11 <sup>th</sup> | +11 | +7   | +3  | +3   | Greater Rage                     | +4 | +3   |
| 12 <sup>th</sup> | +12 | +8   | +4  | +4   | Rage 4/day, Trap Sense +4        | +5 | +3   |
| 13 <sup>th</sup> | +13 | +8   | +4  | +4   | Damage Reduction 3/-             | +5 | +3   |
| 14 <sup>th</sup> | +14 | +9   | +4  | +4   | Indomitable Intent               | +5 | +3   |
| 15 <sup>th</sup> | +15 | +9   | +5  | +5   | Trap Sense +5                    | +6 | +4   |
| 16 <sup>th</sup> | +16 | +10  | +5  | +5   | Damage Reduction 4/-, Rage 5/day | +6 | +4   |
| 17 <sup>th</sup> | +17 | +10  | +5  | +5   | Tireless Rage                    | +6 | +4   |
| 18 <sup>th</sup> | +18 | +11  | +6  | +6   | Trap Sense +6                    | +7 | +4   |
| 19 <sup>th</sup> | +19 | +11  | +6  | +6   | Damage Reduction 5/-             | +7 | +5   |
| 20 <sup>th</sup> | +20 | +12  | +6  | +6   | Mighty Rage, Rage 6/day          | +7 | +5   |

### Class Features



All of the following are class features of the Berserker.

**Fast Movement (Ex):** A Berserker's land speed is faster than the norm for their race by +10 feet. This benefit applies only when they are wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the Berserker's speed because of any load carried or armor worn.

**Rage (Ex):** A Berserker can fly into a rage a certain number of times per day. In a Rage, a Berserker temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the Berserker's hit points by 2 points per level, but these hit points go away at the end of the rage when their Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a Berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can they cast spells or activate items that require a command word, a trigger (such as a wand or dorje), or spell completion (such as a scroll) to function. They can use any feat they have except Combat Expertise, Magic feats, and Power feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Berserker may prematurely end their rage. At the end of the rage, the Berserker loses the rage modifiers and restrictions and becomes Fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless they are a 17th-level Berserker; see below).

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

**Uncanny Dodge (Ex):** At 2nd level, a Berserker retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized. If a

Berserker already has Uncanny Dodge from a different class, they automatically gain Improved Uncanny Dodge (see below) instead.

**Trap Sense (Ex):** Starting at 3rd level, a Berserker gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps (note that surprise attacks from ambushes and the like also constitute a type of trap). These bonuses rise by +1 every three Berserker levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap Sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a Berserker can no longer be flanked. This defense denies a Rogue the ability to sneak attack the Berserker by flanking them, unless the attacker has at least four more Rogue levels than the target has Berserker levels. If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum level a Rogue must be to flank the character.

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

**Greater Rage (Ex):** At 11th level, a Berserker's bonuses to Strength and Constitution during their Rage each increase to +6, and their morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

**Indomitable Intent (Ex):** While in a Rage, a Berserker of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves they also receive during their Rage.

**Tireless Rage (Ex):** At 17th level and higher, a Berserker no longer becomes fatigued at the end of their Rage.

**Mighty Rage (Ex):** At 20th level, a Berserker's bonuses to Strength and Constitution during their Rage each increase to +8, and their morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

## Cleric

A Cleric is a formal follower of a deity or principle, having been educated in esoteric tenets under holy tutelage. They learn powerful prayers to invoke the powers of their gods, and only if they are truly devout are their prayers answered.

**Campaign Prerequisites:** Minimum Tech Level 1 scenario for Cleric (does not apply to the Druid); minimum Divine Level 1 scenario.

**Character Prerequisite:** Alignment: A Cleric's alignment must be within one step of their deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A Cleric may not be true neutral unless their deity's alignment is also true neutral.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Clerics gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Cleric's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana, history, religion, the planes, theology and philosophy) (Int), Profession (Wis), Spellcraft (Int), and Treat Injury (Wis). The Starting Occupation the character selects can provide additional class skills to choose from.

**Domains and Class Skills:** A Cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the Cleric class skills listed above. A Cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A Cleric who chooses the Travel domain adds Survival (Wis) to the list. A Cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Domains, under Spells & Powers for more information.

**Skill Points at 1st Level:** (2 + Int modifier) x5.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Cleric begins play with Simple Weapons Proficiency feat, Light Armour Proficiency feat, Medium Armour Proficiency feat, Heavy Armour Proficiency feat, and Shield Proficiency feat. A Cleric who chooses the War domain receives the Weapon Focus feat related to their



deity's weapon as a bonus feat. They also receive the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

### Cleric Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                     | DB | Rep. |
|------------------|-----|-----|------|-----|------|----------------------------------------------------|----|------|
| 1 <sup>st</sup>  | 5   | +0  | +2   | +0  | +2   | <u>Divine Spells</u> , Turn or Rebuke Undead, Aura | +0 | +0   |
| 2 <sup>nd</sup>  | 6   | +1  | +3   | +0  | +3   | Esoteric Knowledge                                 | +0 | +1   |
| 3 <sup>rd</sup>  | 13  | +2  | +3   | +1  | +3   | <u>2<sup>nd</sup>-level Cleric spell access</u>    | +1 | +1   |
| 4 <sup>th</sup>  | 18  | +3  | +4   | +1  | +4   | Bonus Feat                                         | +1 | +2   |
| 5 <sup>th</sup>  | 28  | +3  | +4   | +1  | +4   | <u>3<sup>rd</sup>-level Cleric spell access</u>    | +1 | +2   |
| 6 <sup>th</sup>  | 36  | +4  | +5   | +2  | +5   | Esoteric Knowledge                                 | +2 | +2   |
| 7 <sup>th</sup>  | 54  | +5  | +5   | +2  | +5   | <u>4<sup>th</sup>-level Cleric spell access</u>    | +2 | +3   |
| 8 <sup>th</sup>  | 66  | +6  | +6   | +2  | +6   | Expanded Domain                                    | +2 | +3   |
| 9 <sup>th</sup>  | 87  | +6  | +6   | +3  | +6   | <u>5<sup>th</sup>-level Cleric spell access</u>    | +3 | +3   |
| 10 <sup>th</sup> | 103 | +7  | +7   | +3  | +7   | Esoteric Knowledge                                 | +3 | +4   |
| 11 <sup>th</sup> | 131 | +8  | +7   | +3  | +7   | <u>6<sup>th</sup>-level Cleric spell access</u>    | +3 | +4   |
| 12 <sup>th</sup> | 151 | +9  | +8   | +4  | +8   | Bonus Feat                                         | +4 | +4   |
| 13 <sup>th</sup> | 187 | +9  | +8   | +4  | +8   | <u>7<sup>th</sup>-level Cleric spell access</u>    | +4 | +5   |
| 14 <sup>th</sup> | 211 | +10 | +9   | +4  | +9   | Esoteric Knowledge                                 | +4 | +5   |
| 15 <sup>th</sup> | 255 | +11 | +9   | +5  | +9   | <u>8<sup>th</sup>-level Cleric spell access</u>    | +5 | +5   |
| 16 <sup>th</sup> | 283 | +12 | +10  | +5  | +10  | Expanded Domain                                    | +5 | +6   |
| 17 <sup>th</sup> | 335 | +12 | +10  | +5  | +10  | <u>9<sup>th</sup>-level Cleric spell access</u>    | +5 | +6   |
| 18 <sup>th</sup> | 367 | +13 | +11  | +6  | +11  | Esoteric Knowledge                                 | +6 | +6   |
| 19 <sup>th</sup> | 406 | +14 | +11  | +6  | +11  | Additional Domain                                  | +6 | +7   |
| 20 <sup>th</sup> | 438 | +15 | +12  | +6  | +12  | Bonus Feat                                         | +6 | +7   |

### Class Features

All of the following are class features of the Cleric.

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

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

A 1<sup>st</sup>-level Cleric begins with access to the 1<sup>st</sup>-level Cleric spell list. To prepare or cast a spell, a Cleric must have a Wisdom score equal to at least 10 + the spell level, and they must be of the minimum level capable of casting the spell (ie. 3<sup>rd</sup>-level Cleric for 2<sup>nd</sup>-level Cleric spell access, 5<sup>th</sup>-level Cleric for 3<sup>rd</sup>-level Cleric spell access, etc.). The Difficulty Class for a saving throw against a Cleric's spell is 10 + the spell level + the Cleric's Wisdom modifier.

Like other spellcasters, a Cleric can cast only a certain number of spells per day. Their base daily divine power point allotment is given on Table: Cleric Class Statistics by Level. In addition, they receive bonus spell points per day if they have a Wisdom score of 12 or higher. A Cleric must also memorize one domain spell of each spell level they can cast, starting at 1st level. When a Cleric prepares their spells for the day, at least one spell of each spell level the Cleric has access to must be a domain spell; at least one spell per spell level per day must come from one of their two domains (see Domains, under Spells & Powers, below).

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

**Deity, Domains, and Domain Spells:** A Cleric's deity influences their alignment, what magic they can perform, their values, and how others see them. A Cleric chooses two domains from among those belonging to their deity. A Cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if their own alignment matches that domain.

Conversely, a Cleric with at least one Neutral aspect of their alignment can spend both their domains to take the Druid option (see below).

If a Cleric is not devoted to a particular deity, they still select two domains to represent their spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the Cleric access to a domain spell at each spell level they can cast, from 1st on up, as well as a granted power. The Cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a Cleric prepares at least one or the other each day as their obligatory domain spell for each spell level.

**Spontaneous Casting:** A good Cleric (or a neutral Cleric of a good deity) can channel stored spell energy into healing spells that the Cleric did not prepare ahead of time. The Cleric can “lose” any prepared spell that is not a domain spell in order to cast any Cure spell of the same spell level or lower (a *Cure* spell is any spell with “Cure” in its name).

An evil Cleric (or a neutral Cleric of an evil deity), can’t convert prepared spells to *Cure* spells but can convert them to Inflict spells (an *Inflict* spell is one with “Inflict” in its name).

A Cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *Cure* spells or *Inflict* spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the Cleric turns or commands undead (see below).

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

**Turn or Rebuke Undead (Su):** Any Cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of their faith through their holy (or unholy) symbol (see Turn or Rebuke Undead under Combat, below).

A good Cleric (or a neutral Cleric who worships a good deity) can turn or destroy undead creatures. An evil Cleric (or a neutral Cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral Cleric of a neutral deity must choose whether their turning ability functions as that of a good Cleric or an evil Cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the Cleric can cast spontaneous *Cure* or *Inflict* spells (see above).

A Cleric may attempt to turn undead a number of times per day equal to 3 + their Charisma modifier. A Cleric with 5+ ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Bonus Languages:** A Cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively).

**Esoteric Knowledge:** At 2<sup>nd</sup>, 6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, and 18<sup>th</sup> levels, the Cleric learns some obscure information related to a Knowledge skill; receive a +1 competence bonus on one Knowledge skill in which the character has 1 or more ranks. Note that the competence bonus may be applied to the same Knowledge skill or different Knowledge skills, but once it is selected, it cannot be changed.

**Expanded Domain:** At 8<sup>th</sup> and 16<sup>th</sup> level, the Cleric can petition their god to grant them one spell or power not normally available to the Cleric as a new Domain spell. The spell or power in question must relate to one of the Cleric’s domains (GM’s judgment), and if the petition is granted then the spell or power becomes a domain spell for the Cleric.

**Additional Domain:** At 19<sup>th</sup> level, the Cleric becomes a more complete representative of their god, gaining access to the granted power and domain spell list of another one of their god’s domains. If their god has no new domain to offer the character, then they gain a bonus Magic feat instead.

**Bonus Feat:** At 4<sup>th</sup>, 12<sup>th</sup>, and 20<sup>th</sup> levels, the Cleric gets to select a bonus feat from the Magic feat list. They must meet any prerequisites necessary in order to select the feat.

**Ex-Clerics (“Excommunicatus”):** A Cleric who grossly violates the code of conduct required by their god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. They cannot thereafter gain levels as a divine spellcaster of that god until they atone (see the Atonement spell description).

## The Druid Option

A priest of nature, a Druid is a specialized Cleric who reveres the concept of balance as a natural norm. If a player wishes, they may give up their ability to turn undead and both of their Domain choices to instead make their Cleric a Druid. If you do, then apply the following rules to the generation of your Druid; anything not expressly mentioned is the same as the Cleric.

**Prerequisite:** As a worshipper of nature in some way, the Druid must have an aspect of their alignment that is expressly neutral; thus, alignment options are (true) Neutral, Chaotic/Neutral, Lawful/Neutral, Neutral/Evil, or Neutral/Good. However, unlike other Clerics, the Druid does not require a minimum Tech Level 1 scenario.

**Skills:** Add Knowledge (nature) and Survival to the list of Cleric class skills for your Druid.

**Feats:** Druids are not allowed to wield any metal weapons, or wear any metal armor, except for those weapons that are implements of the field (ie. a sickle or scythe). They do not have proficiency with them as weapons, only that they are permitted to use them. A Druid that wields metal weapons of war or wears metal armor loses all access to their Druid spells until they stop using the prohibited equipment and perform an Atonement.

### Class Features:

**Aura:** Because of their philosophy of balance, Druids do not have the typical Aura that Clerics do.

**Divine Spells:** A Druid has access to a specialized list of spells, based on their focus in natural magic. See the Druid's spell list for more details. They are otherwise identical to Clerics in how they receive and memorize spells.

**Deity, Domain, and Domain Spells:** Your GM can help you determine which deity your character worships (if not "Mother Nature"). As mentioned earlier, it costs your Cleric both Domain choices and the ability to Turn Undead to select the Druid option. Instead, the Druid has access to the Druid spell list.

**Spontaneous Casting:** Instead of the spontaneous casting of a Cleric into *Cure* spells (for a good Cleric) or *Inflict* spells (for an evil Cleric), A Druid can spontaneously convert any spell they have memorized into the equivalent-level version of Summon Nature's Ally, "losing" any prepared spell in order to cast a *Summon Nature's Ally* spell of the same spell level or lower.

**Animal Companion (Ex):** At 1<sup>st</sup> level, a Druid gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the Druid's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the Druid on adventures as appropriate for its kind. See the section below on Animal Companions and Familiars.

**Wild Empathy (Ex):** From 1<sup>st</sup> level, a Druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Druid rolls 1d20 and adds their Druid level and their Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A Druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but they take a -4 penalty on the check.

**Woodland Stride (Ex):** Starting at 3<sup>rd</sup> level, a Druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

**Wildshape (Sp):** Once a Druid reaches 5<sup>th</sup> level and gains access to 3<sup>rd</sup>-level spells, then they can also spontaneously convert any spell of equivalent level or higher to manifest *Wildshape* (see Metamorphosis for more details), as a spell-like ability equal to the character's level.

**Ex-Druids:** A Druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruidic spellcaster, loses all spells and Druid abilities (including their animal companion, but not including weapon, armor, and shield proficiencies). They cannot thereafter gain levels as a Druid until they atone (see the Atonement spell description).

## Expert

The Expert is one who focuses on a skill or skillset, an authority on a given subject or sphere of expertise. They range from sages to artificers to engineers to combat pilots.

**Campaign Prerequisites:** Minimum Tech Level 1 scenario.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Experts gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Expert can choose any ten skills to be class skills, plus one additional class skill per point of Intelligence modifier. Once selected, they cannot be changed. The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (8 + Int modifier) x5.

**Skill Points at Each Additional Level:** 8 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, an Expert begins play with Simple Weapons Proficiency feat and Light Armour Proficiency feat.

### Expert Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features                           | DB | Rep. |
|------------------|-----|------|-----|------|------------------------------------------|----|------|
| 1 <sup>st</sup>  | +0  | +0   | +0  | +2   | Expert Feat                              | +0 | +0   |
| 2 <sup>nd</sup>  | +1  | +0   | +0  | +3   | Superior Competence                      | +0 | +0   |
| 3 <sup>rd</sup>  | +2  | +1   | +1  | +3   | Expert Feat                              | +1 | +1   |
| 4 <sup>th</sup>  | +3  | +1   | +1  | +4   | Superior Competence                      | +1 | +1   |
| 5 <sup>th</sup>  | +3  | +1   | +1  | +4   | Artisan, Expert Feat                     | +1 | +1   |
| 6 <sup>th</sup>  | +4  | +2   | +2  | +5   | Superior Competence                      | +2 | +2   |
| 7 <sup>th</sup>  | +5  | +2   | +2  | +5   | Expert Feat                              | +2 | +2   |
| 8 <sup>th</sup>  | +6  | +2   | +2  | +6   | Superior Competence                      | +2 | +2   |
| 9 <sup>th</sup>  | +6  | +3   | +3  | +6   | Expert Feat                              | +3 | +3   |
| 10 <sup>th</sup> | +7  | +3   | +3  | +7   | Renowned Artisan, Superior Competence    | +3 | +3   |
| 11 <sup>th</sup> | +8  | +3   | +3  | +7   | Expert Feat                              | +3 | +3   |
| 12 <sup>th</sup> | +9  | +4   | +4  | +8   | Superior Competence                      | +4 | +4   |
| 13 <sup>th</sup> | +9  | +4   | +4  | +8   | Expert Feat                              | +4 | +4   |
| 14 <sup>th</sup> | +10 | +4   | +4  | +9   | Superior Competence                      | +4 | +4   |
| 15 <sup>th</sup> | +11 | +5   | +5  | +9   | Master Artisan, Expert Feat              | +5 | +5   |
| 16 <sup>th</sup> | +12 | +5   | +5  | +10  | Superior Competence                      | +5 | +5   |
| 17 <sup>th</sup> | +12 | +5   | +5  | +10  | Expert Feat                              | +5 | +5   |
| 18 <sup>th</sup> | +13 | +6   | +6  | +11  | Superior Competence                      | +6 | +6   |
| 19 <sup>th</sup> | +14 | +6   | +6  | +11  | Expert Feat                              | +6 | +6   |
| 20 <sup>th</sup> | +15 | +6   | +6  | +12  | Grandmaster Artisan, Superior Competence | +6 | +6   |

### Class Features

All of the following are class features of the Expert class.

**Bonus Expert Feat:** The Expert is an avid learner, and as such picks up things along their travels. At every other level starting from 1<sup>st</sup> level, the Expert receives a bonus Expert feat. The feat can be any one for which the Expert has the prerequisites, as long as it is from the Expert feat list. These feats are in addition to the feats gained by the character for advancing in level.

**Superior Competence:** At every even-numbered level, the Expert gains a +1 increase to their competence bonus in any Expert class skill of their choice. Each instance of Superior Competence can be applied to a different or to the same class skill. Note that this bonus stacks with other competence bonuses.

**Artisan:** At 5<sup>th</sup>-level, the Expert has become so honed in their craft that they seldom make errors in their specialty. Choose any Expert class skill (except Concentration) that the character has 5 or more ranks in; the chosen skill is

the Expert's Artisan skill. Whenever making skill checks with the chosen Artisan skill, the Artisan rolls 2d20 and takes the desired result.

**Master Artisan:** Assuming the character has 10 or more ranks in their Artisan skill, the Expert has reached a point where they are extremely efficient in their craft. The Master Artisan can always Take 10 on their chosen Artisan skill, even when under duress or when a negative result is possible with a failed check.

**Renowned Artisan:** By 15<sup>th</sup>-level, if the character has 15 or more ranks in their Artisan skill, then the Expert's work has become known to others in the same circles. The Expert gains the Renown feat (ie. +3 Reputation) when dealing in matters of their Artisan skill (GM's discretion as to when it would apply). This also means that the Renowned Artisan earns a +1 Purchase DC modifier on all their work (roughly 20-40% more).

**Grandmaster Artisan:** If the character has 20 or more ranks in their Artisan skill, then they are considered a Grandmaster; they take only half as long when they opt to Take 20 on their chosen Artisan skill. Furthermore, the Grandmaster Artisan always receives a +2 modifier to the Purchase DC of their works (roughly 50-90% more; replaces the Renowned Artisan modifier).

## Fighter

Where there are conflicts, there are Fighters. More of a catch-all category than a formal title, a Fighter is one who focuses their education on the martial arts, developing their own unique fighting style in the process.

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Fighters gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Fighter's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Drive (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Navigate (Int), Pilot (Dex), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tumble (Dex). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Fighter begins play with Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armour Proficiency feat, Medium Armour Proficiency feat, Heavy Armour Proficiency feat, Shield Proficiency feat, and Tower Shield Proficiency feat.

### Fighter Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features      | DB | Rep. |
|------------------|-----|------|-----|------|---------------------|----|------|
| 1 <sup>st</sup>  | +1  | +2   | +0  | +0   | Fighter Feat        | +1 | +0   |
| 2 <sup>nd</sup>  | +2  | +3   | +0  | +0   | Fighter Feat        | +1 | +0   |
| 3 <sup>rd</sup>  | +3  | +3   | +1  | +1   | Improved Competence | +2 | +1   |
| 4 <sup>th</sup>  | +4  | +4   | +1  | +1   | Fighter Feat        | +2 | +1   |
| 5 <sup>th</sup>  | +5  | +4   | +1  | +1   | Battle-Hardened     | +2 | +1   |
| 6 <sup>th</sup>  | +6  | +5   | +2  | +2   | Fighter Feat        | +3 | +1   |
| 7 <sup>th</sup>  | +7  | +5   | +2  | +2   | Improved Competence | +3 | +2   |
| 8 <sup>th</sup>  | +8  | +6   | +2  | +2   | Fighter Feat        | +3 | +2   |
| 9 <sup>th</sup>  | +9  | +6   | +3  | +3   | Battle-Hardened     | +4 | +2   |
| 10 <sup>th</sup> | +10 | +7   | +3  | +3   | Fighter Feat        | +4 | +2   |
| 11 <sup>th</sup> | +11 | +7   | +3  | +3   | Improved Competence | +4 | +3   |
| 12 <sup>th</sup> | +12 | +8   | +4  | +4   | Fighter Feat        | +5 | +3   |
| 13 <sup>th</sup> | +13 | +8   | +4  | +4   | Battle-Hardened     | +5 | +3   |
| 14 <sup>th</sup> | +14 | +9   | +4  | +4   | Fighter Feat        | +5 | +3   |
| 15 <sup>th</sup> | +15 | +9   | +5  | +5   | Improved Competence | +6 | +4   |
| 16 <sup>th</sup> | +16 | +10  | +5  | +5   | Fighter Feat        | +6 | +4   |
| 17 <sup>th</sup> | +17 | +10  | +5  | +5   | Battle-Hardened     | +6 | +4   |
| 18 <sup>th</sup> | +18 | +11  | +6  | +6   | Fighter Feat        | +7 | +4   |
| 19 <sup>th</sup> | +19 | +11  | +6  | +6   | Improved Competence | +7 | +5   |
| 20 <sup>th</sup> | +20 | +12  | +6  | +6   | Fighter Feat        | +7 | +5   |

## Class Features

All of the following are class features of the Fighter.

**Bonus Fighter Feat:** At 1<sup>st</sup> level, a Fighter gets a bonus combat-oriented feat in addition to the two feats that any 1<sup>st</sup>-level character gets. The Fighter gains an additional bonus feat at 2<sup>nd</sup> level and every two Fighter levels thereafter (4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, 10<sup>th</sup>, 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup>, 18<sup>th</sup>, and 20<sup>th</sup>). These bonus feats must be drawn from the feats noted as Fighter feats. A Fighter must still meet all prerequisites for a Fighter feat, including attribute score and base attack bonus minimums. These feats are in addition to the feat that a character of any class gets from advancing levels.

**Improved Competence:** At 3<sup>rd</sup>, 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, and 19<sup>th</sup> levels, the Fighter gains a +1 competence bonus to any Fighter class skill. Each time the character develops Improved Competence, they must select a different skill.

**Battle-Hardened:** At 5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> levels, the Fighter's many conflicts have taught them some lessons on how to avoid and/or resist certain attacks. For each instance of Battle-Hardened, the Fighter gains a +1 bonus to the saving throw of their choice.

## Monk

The Monk is a student of an esoteric martial art, formally studied under the training of a monastery or master. While there are many such styles, they all focus on tapping one's internal energy to be able to accomplish supernatural feats of strength and endurance.

**Prerequisite:** Lawful alignment.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Monks gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Monk's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Knowledge (theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Monk begins play with the Simple Weapons Proficiency feat, Combat Martial Arts, and Defensive Martial Arts.

## Monk Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features                               | DB | Rep. |
|------------------|----|------|-----|------|----------------------------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +2   | +2  | +2   | Flurry of Blows, 1 <sup>st</sup> Degree Belt | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +3   | +3  | +3   | Evasion, 2 <sup>nd</sup> Degree Belt         | +2 | +0   |
| 3 <sup>rd</sup>  | +2 | +3   | +3  | +3   | Still Mind, Wild Talent                      | +2 | +0   |
| 4 <sup>th</sup>  | +3 | +4   | +4  | +4   | Ki Strike (Magic), Slow Fall 20'             | +3 | +0   |
| 5 <sup>th</sup>  | +3 | +4   | +4  | +4   | Purity of Body                               | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +5   | +5  | +5   | 3 <sup>rd</sup> Degree Belt, Slow Fall 30'   | +4 | +1   |
| 7 <sup>th</sup>  | +5 | +5   | +5  | +5   | Wholeness of Body                            | +4 | +1   |
| 8 <sup>th</sup>  | +6 | +6   | +6  | +6   | Power Fist, Slow Fall 40'                    | +5 | +1   |
| 9 <sup>th</sup>  | +6 | +6   | +6  | +6   | Improved Evasion                             | +5 | +2   |
| 10 <sup>th</sup> | +7 | +7   | +7  | +7   | Ki Strike (Lawful), Slow Fall 50'            | +6 | +2   |
| 11 <sup>th</sup> | +8 | +7   | +7  | +7   | Diamond Body, Greater Flurry                 | +6 | +2   |
| 12 <sup>th</sup> | +9 | +8   | +8  | +8   | Abundant Step, Slow Fall 60'                 | +7 | +2   |
| 13 <sup>th</sup> | +9 | +8   | +8  | +8   | Diamond Soul                                 | +7 | +3   |



|                  |     |     |     |     |                                          |     |    |
|------------------|-----|-----|-----|-----|------------------------------------------|-----|----|
| 14 <sup>th</sup> | +10 | +9  | +9  | +9  | Greater Power Fist, Slow Fall 70'        | +8  | +3 |
| 15 <sup>th</sup> | +11 | +9  | +9  | +9  | Quivering Palm                           | +8  | +3 |
| 16 <sup>th</sup> | +12 | +10 | +10 | +10 | Ki Strike (Adamantine), Slow Fall 80'    | +9  | +3 |
| 17 <sup>th</sup> | +12 | +10 | +10 | +10 | Ageless Body, Tongue of the Sun and Moon | +9  | +4 |
| 18 <sup>th</sup> | +13 | +11 | +11 | +11 | Slow Fall 90'                            | +10 | +4 |
| 19 <sup>th</sup> | +14 | +11 | +11 | +11 | Empty Body                               | +10 | +4 |
| 20 <sup>th</sup> | +15 | +12 | +12 | +12 | Perfect Self, Slow Fall (any distance)   | +11 | +4 |

### Class Features

All of the following are class features of the Monk.

**Flurry of Blows** (Ex): The Monk has the virtual feat Two-Weapon Fighting when using only unarmed attacks, or a quarterstaff, and unarmed.

**First Degree Belt**: The Monk has developed some aspect of their martial arts style; select from among Elusive Target, Improved Grapple, Nerve Pinch, or Stunning Fist. The Monk need not have any of the prerequisites normally required for these feats to select them when chosen as a “Degree Belt”.

**Evasion**: The character avoids taking any damage on a successful Reflex save for half damage.

**Second Degree Belt**: The Monk’s style continues to develop; select from among Blind-Fight, Combat Reflexes, Combat Throw, or Deflect Arrows. The Monk need not have any of the prerequisites normally required for these feats to select them when chosen as a “Degree Belt”.

**Still Mind** (Ex): A Monk of 3<sup>rd</sup> level or higher gains a +2 bonus on saving throws against spells and effects with the mind-affecting descriptor while focused (see Concentration skill).

**Wild Talent**: The Monk’s self-mastery has resulted in the development of what some call “ki” or “chi”, effectively becoming a psionic character with 2 PP and access to the Power feat list. As a psionic character the Monk can become psionically focused with a full round Concentration check (see Concentration skill).

**Ki Strike: Magic** (Su): The Monk’s mastery of ki now infuses their unarmed attacks. While focused, the Monk’s unarmed attacks are considered magical for purposes of damage reduction, and they ignore 5 points of hardness with their unarmed strikes.

**Slow Fall** (Ex): The Monk can slow a fall to reduce the effective distance fallen. As long as the Monk is within 10’ of a wall, they can reduce the damage suffered by the fall by an amount equal to the distance given. At 4<sup>th</sup> level, the Monk can reduce the damage suffered by a fall by 2d6 (the amount suffered from a 20’ fall), as long as the Monk is within 10’ of a wall during the fall. In effect, the Monk uses the wall to slow their descent. A Monk of 20<sup>th</sup> level can fall any distance, as long as the Monk is within 10’ of a wall for the length of the fall.

**Purity of Body** (Ex): The Monk gains greater control of their internal processes. The Monk becomes immune to disease (but not supernatural and magical diseases) and gains the Speed of Thought virtual feat.

**Third Degree Belt**: The Monk’s personal style develops further; select from among Improved Disarm, Improved Trip, Sidestep Charge, or Unbalance Opponent. The Monk need not have any of the prerequisites normally required for these feats to select them when chosen as a “Degree Belt”.

**Wholeness of Body** (Ex): The Monk is able to heal their own wounds, capable of healing a number of hit points equal to twice their Monk level, spread out over several partial applications if desired.

**Power Fist**: The Monk gains the Power Fist feat; the Monk need not have any of the prerequisites normally required for the feat.

**Improved Evasion** (Ex): The Monk’s evasion ability improves. They still take no damage on a successful Reflex saving throw against attacks, but henceforth they may expend their focus to take only half damage on a failed save. A helpless Monk cannot gain the benefit of improved evasion.

**Ki Strike: Lawful** (Su): The manifestation of the Monk’s ki in their unarmed strikes reaches a new level; whenever the Monk is focused and makes a successful unarmed melee attack, they deal an extra 1d6 points of damage, and their attack is treated as a lawful attack for the purpose of overcoming damage reduction.

**Diamond Body** (Su): The Monk gains immunity to poisons of all kinds.

**Greater Flurry**: The Monk’s flurry of blows comes even faster now; the Monk gains an additional attack at their highest attack bonus when performing a full-round attack with their unarmed strikes.



**Abundant Step** (Su): The Monk can slip magically between spaces, as if using the spell *Dimension Door*, once per day. Their caster level for this effect is one-half their Monk level (rounded down).

**Diamond Soul** (Ex): The Monk gains spell resistance equal to their current Monk level + 10. In order to affect the Monk with a spell or psionic power, a manifester must get a result on a manifester level check (1d20 + manifester level) that equals or exceeds the Monk's spell resistance.

**Greater Power Fist**: The Monk gains the Greater Power Fist feat; the Monk need not have any of the prerequisites normally required for the feat.

**Quivering Palm** (Su): The Monk can set up vibrations within the body of another creature that can thereafter be fatal if the Monk so desires. They can use this quivering palm attack once a week, they must be focused when making the attempt, and they must announce their intent before making their attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the Monk strikes successfully and the target takes damage from the blow, the Monk expends their focus and the quivering palm attack succeeds. Thereafter the Monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to the Monk's class level. To make such an attempt, the Monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the Monk's class level + the Monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

**Ki Strike: Adamantine** (Su): The Monk's unarmed blows are now considered adamantine for purposes of damage reduction and hardness penetration; the Monk's unarmed attacks ignore the first 20 points of the target's hardness.

**Timeless Body** (Ex): The Monk no longer takes penalties to their ability scores for aging and cannot be magically aged. Any such penalties that have already been taken, however, remain in place. Bonuses still accrue, and the Monk still dies of old age when their time is up.

**Tongue of the Sun and Moon** (Ex): The Monk can speak with any living creature.

**Empty Body** (Su): The Monk gains the ability to assume an ethereal state for 1 round per Monk level per day, as though using the spell *Etherealness*. They may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed their Monk level.

**Perfect Self**: At 20<sup>th</sup> level, the Monk becomes a magical creature. They are forevermore treated as an outsider rather than as a humanoid (or whatever the Monk's creature type was) for the purpose of spells and magical effects. Additionally, the Monk gains damage reduction 10/magic, which allows them to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the Monk can still be brought back from the dead as if they were a member of their previous creature type.

**Ex-Monks**: A Monk who becomes nonlawful cannot gain new levels as a Monk but retains all Monk abilities. Like a member of any other class, a Monk may be a multiclass character, but multiclass Monks face a special restriction; a Monk who gains a new class or (if already multiclass) raises another class by a level may never again raise their Monk level, though they retain all their Monk abilities.

## Paladin

A holy warrior dedicated to a deity or principles of Law and Good, the Paladin has sworn an oath to uphold those principles. Actively venturing into the world to face the enemy head-on, the Paladin studies both the divine and the martial arts.

**Prerequisite**: Divine Level 1 or higher scenario, Lawful/Good alignment.

**Hit Die (of the Hero)**: d10 (d5+5)

**Action Points**: Paladins gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills**: The Paladin's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (theology and philosophy), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Treat Injury (Wis). The Starting Occupation the character selects can provide additional class skills.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Paladin begins play with the Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, and Shield Proficiency feats.

### Paladin Class Statistics by Level

| Level            | PP | BA  | Fort | Ref | Will | Class Features                                        | DB | Rep. |
|------------------|----|-----|------|-----|------|-------------------------------------------------------|----|------|
| 1 <sup>st</sup>  | -- | +1  | +2   | +0  | +0   | Aura of Good, Detect Evil, Smite Evil 1/day           | +1 | +1   |
| 2 <sup>nd</sup>  | -- | +2  | +3   | +0  | +0   | Divine Grace, Lay on Hands                            | +1 | +1   |
| 3 <sup>rd</sup>  | -- | +3  | +3   | +1  | +1   | Aura of Courage, Divine Health                        | +2 | +2   |
| 4 <sup>th</sup>  | 1  | +4  | +4   | +1  | +1   | 1 <sup>st</sup> -level Spells, Turn Undead            | +2 | +2   |
| 5 <sup>th</sup>  | 1  | +5  | +4   | +1  | +1   | Smite Evil 2/day, Special Mount                       | +2 | +3   |
| 6 <sup>th</sup>  | 1  | +6  | +5   | +2  | +2   | Remove Disease 1/week                                 | +3 | +3   |
| 7 <sup>th</sup>  | 1  | +7  | +5   | +2  | +2   | Mettle                                                | +3 | +4   |
| 8 <sup>th</sup>  | 3  | +8  | +6   | +2  | +2   | 2 <sup>nd</sup> -level Spell Access                   | +3 | +4   |
| 9 <sup>th</sup>  | 3  | +9  | +6   | +3  | +3   | Remove Disease 2/week                                 | +4 | +5   |
| 10 <sup>th</sup> | 4  | +10 | +7   | +3  | +3   | Bonus Feat, Smite Evil 3/day                          | +4 | +5   |
| 11 <sup>th</sup> | 8  | +11 | +7   | +3  | +3   | 3 <sup>rd</sup> -level Spell Access                   | +4 | +6   |
| 12 <sup>th</sup> | 9  | +12 | +8   | +4  | +4   | Remove Disease 3/week                                 | +5 | +6   |
| 13 <sup>th</sup> | 9  | +13 | +8   | +4  | +4   | Pious Grace +1                                        | +5 | +7   |
| 14 <sup>th</sup> | 16 | +14 | +9   | +4  | +4   | 4 <sup>th</sup> -level Spell Access                   | +5 | +7   |
| 15 <sup>th</sup> | 17 | +15 | +9   | +5  | +5   | Remove Disease 4/week, Smite Evil 4/day               | +6 | +8   |
| 16 <sup>th</sup> | 20 | +16 | +10  | +5  | +5   | Favor of the Gods 1/day                               | +6 | +8   |
| 17 <sup>th</sup> | 33 | +17 | +10  | +5  | +5   | 5 <sup>th</sup> -level Spell Access                   | +6 | +9   |
| 18 <sup>th</sup> | 37 | +18 | +11  | +6  | +6   | Remove Disease 5/week                                 | +7 | +9   |
| 19 <sup>th</sup> | 42 | +19 | +11  | +6  | +6   | Pious Grace +2                                        | +7 | +10  |
| 20 <sup>th</sup> | 60 | +20 | +12  | +6  | +6   | 6 <sup>th</sup> -level Spell Access, Smite Evil 5/day | +7 | +10  |

### Class Features

All of the following are class features of the Paladin.

**Aura of Good (Ex):** The power of a Paladin's aura of good (see the *Detect Good* spell) is equal to their Paladin level.

**Detect Evil (Sp):** At will, a Paladin can use *Detect Evil*, as the spell.

**Smite Evil (Su):** Once per day, a Paladin may attempt to smite evil with one normal melee attack. They add their Charisma bonus (if any) to their attack roll and deal 1 extra point of damage per Paladin level. If the Paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the Paladin may smite evil one additional time per day, as indicated on Table: Paladin Class Statistics by Level, to a maximum of five times per day at 20th level.

**Divine Grace (Su):** At 2<sup>nd</sup> level, a Paladin gains a bonus equal to their Charisma bonus (minimum +1) on all saving throws.

**Lay on Hands (Su):** Beginning at 2<sup>nd</sup> level, a Paladin can heal wounds (their own or those of others) by touch. Each day they can heal a total number of hit points of damage equal to their Paladin level x their Charisma bonus (minimum x1). A Paladin may choose to divide their healing among multiple recipients, and they don't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a Paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The Paladin decides how many of their daily allotment of points to use as damage after successfully touching an undead creature.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a Paladin is immune to fear (magical or otherwise). Each ally within 10 feet of the Paladin gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Paladin is conscious, but not if they are unconscious or dead.

**Divine Health (Ex):** At 3<sup>rd</sup> level, a Paladin gains immunity to all diseases, including supernatural and magical diseases.

**Turn Undead (Su):** When a Paladin reaches 4<sup>th</sup> level, they gain the supernatural ability to turn undead. They may use this ability a number of times per day equal to 3 + their Charisma modifier. The Paladin turns undead as a Cleric of three levels lower would.

**Spells:** Beginning at 4<sup>th</sup> level, a Paladin gains the ability to cast a small number of divine spells, only those from their god's Domain lists. A Paladin casts their spells spontaneously, like a Saint.

To be able cast a spell, a Paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Paladin's spell is 10 + the spell level + the Paladin's Wisdom or Charisma modifier, whichever is better.

Like other spellcasters, a Paladin can cast only a certain number of spells per day. The Paladin's base daily divine power point allotment is given on Table: Paladin Class Statistics by Level. In addition, they receive bonus power points per day if they have a high Wisdom or Charisma score, whichever is better. When Table: Paladin Class Statistics by Level indicates that the Paladin gets 0 power points per day, they gain only the bonus power points they would be entitled to based on their Wisdom or Charisma score, whichever is better. The Paladin does not receive any domain granted powers, as a Cleric does.

Through 3<sup>rd</sup> level, a Paladin has no caster level. At 4<sup>th</sup> level and higher, their caster level is equal to one-half their Paladin level, rounded up. Furthermore, 6<sup>th</sup>-level spells only cost 10 power points for a 20<sup>th</sup> level (10<sup>th</sup> level spellcaster) Paladin.

**Special Mount (Sp):** Upon reaching 5<sup>th</sup> level, a Paladin gains the service of an unusually intelligent, strong, and loyal steed to serve them in their crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium Paladin) or a warpony (for a Small Paladin). However, in scenarios where a horse is not an ideal mount, other options may be discussed with your GM. The mount is fully trained, being capable of every trick listed under the Handle Animal skill description.

Should the Paladin's mount die, the Paladin may not summon another mount for thirty days or until they gain a Paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the Paladin takes a -1 penalty on attack and weapon damage rolls.

**Remove Disease (Sp):** At 6<sup>th</sup> level, a Paladin can produce a *Remove Disease* effect, as the spell, once per week. The Paladin can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth). A Paladin may also use an instance of Remove Disease to Lay on Hands (see above) for an amount of damage equal to their Paladin level plus their Cha modifier.

**Mettle (Ex):** At 7<sup>th</sup> level, the Paladin's strength of conviction is so great that they can slough off even the most dangerous effects. Whenever the Paladin makes a successful Fortitude or Will save against an effect that saves for "half" or "partial" effects, the Paladin instead negates the effect, ignoring it completely, with a successful save.

**Bonus Feat:** At 10<sup>th</sup> level the Paladin gains a bonus feat; select any feat for which the Paladin qualifies.

**Pious Grace:** At 13<sup>th</sup> and 19<sup>th</sup> levels, the Paladin's bonus to each of their saving throws from Divine Grace (see above) increases by +1.

**Favor of the Gods (Ex):** At 16<sup>th</sup> level, the Paladin can elect to re-roll any d20 roll 1/day. They must, however, accept the result of the 2<sup>nd</sup> roll, even if it's worse than the first (their god has spoken!).

**Code of Conduct:** A Paladin must be of lawful good alignment and loses all class abilities if they ever willingly commit an evil act.

Additionally, a Paladin's code requires that they respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While they may adventure with characters of any good or neutral alignment, a Paladin will never knowingly associate with evil characters, nor will they continue an association with someone who consistently offends their moral code. A Paladin may accept only henchmen, followers, or cohorts who are lawful good.

**Ex-Paladins:** A Paladin who ceases to be Lawful Good, who willfully commits an evil act, or who grossly violates the code of conduct loses all Paladin spells and abilities (including the service of the Paladin's mount, but not

weapon, armor, and shield proficiencies). They may not progress any farther in levels as a Paladin. They regain their abilities and advancement potential if they atone for their violations (see the *Atonement* spell description), as appropriate.

Like a member of any other class, a Paladin may be a multiclass character, but multiclass Paladins face a special restriction; a Paladin who gains a level in any class other than Paladin may never again raise their Paladin level, though they retain all their Paladin abilities.

## Psion

The Psion is a master of mental power, able to control minds or lift objects with a thought. There are six general distinctions of psychic power known as Disciplines, and every Psion has a natural ability in one of these Disciplines.

**Campaign Prerequisites:** Minimum Psionic Level 1 scenario.

**Hit Die (of the Hero):** d4 (d2+2)

**Action Points:** Psions gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Psion's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Psicraft (Int).

The Starting Occupation the character selects can provide additional class skills to choose from. In addition, a Psion gains access to additional class skills based on their discipline:

*Seer (Clairsentience):* Gather Information (Cha), Listen (Wis), Research (Int), and Spot (Wis).

*Shaper (Metacreativity):* Bluff (Cha), Disguise (Cha), and Use Psionic Device (Cha).

*Kineticist (Psychokinesis):* Autohypnosis (Wis), Disable Device (Dex), and Intimidate (Cha).

*Egoist (Psychometabolism):* Autohypnosis (Wis), Balance (Dex) and Treat Injury (Wis).

*Nomad (Psychoportation):* Climb (Str), Jump (Str), Navigate (Int), Ride (Dex), Survival (Wis), and Swim (Str).

*Telepath (Telepathy):* Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x5.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Psion begins play with Simple Weapons Proficiency feat.

### Psion Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                             | DB | Rep. |
|------------------|-----|-----|------|-----|------|------------------------------------------------------------|----|------|
| 1 <sup>st</sup>  | 2   | +0  | +0   | +0  | +2   | <u>Psionics</u> , 3 Powers, <u>Discipline</u> , Bonus Feat | +0 | +0   |
| 2 <sup>nd</sup>  | 6   | +1  | +0   | +0  | +3   | 5 Powers, Mental Acumen                                    | +0 | +1   |
| 3 <sup>rd</sup>  | 11  | +1  | +1   | +1  | +3   | 7 Powers, <u>2<sup>nd</sup>-level powers</u>               | +1 | +1   |
| 4 <sup>th</sup>  | 17  | +2  | +1   | +1  | +4   | 9 Powers, Mental Acumen                                    | +1 | +2   |
| 5 <sup>th</sup>  | 25  | +2  | +1   | +1  | +4   | 11 Powers, <u>3<sup>rd</sup>-level powers</u> , Bonus Feat | +1 | +2   |
| 6 <sup>th</sup>  | 35  | +3  | +2   | +2  | +5   | 13 Powers, Profound Realization +1                         | +2 | +2   |
| 7 <sup>th</sup>  | 46  | +3  | +2   | +2  | +5   | 15 Powers, <u>4<sup>th</sup>-level powers</u>              | +2 | +3   |
| 8 <sup>th</sup>  | 58  | +4  | +2   | +2  | +6   | 17 Powers, Mental Acumen                                   | +2 | +3   |
| 9 <sup>th</sup>  | 72  | +4  | +3   | +3  | +6   | 19 Powers, <u>5<sup>th</sup>-level powers</u>              | +3 | +3   |
| 10 <sup>th</sup> | 88  | +5  | +3   | +3  | +7   | 21 Powers, Bonus Feat                                      | +3 | +4   |
| 11 <sup>th</sup> | 106 | +5  | +3   | +3  | +7   | 22 Powers, <u>6<sup>th</sup>-level powers</u>              | +3 | +4   |
| 12 <sup>th</sup> | 126 | +6  | +4   | +4  | +8   | 24 Powers, Profound Realization +2                         | +4 | +4   |
| 13 <sup>th</sup> | 147 | +6  | +4   | +4  | +8   | 25 Powers, <u>7<sup>th</sup>-level powers</u>              | +4 | +5   |
| 14 <sup>th</sup> | 170 | +7  | +4   | +4  | +9   | 27 Powers, Slippery Mind                                   | +4 | +5   |
| 15 <sup>th</sup> | 195 | +7  | +5   | +5  | +9   | 28 Powers, <u>8<sup>th</sup>-level powers</u> , Bonus Feat | +5 | +5   |
| 16 <sup>th</sup> | 221 | +8  | +5   | +5  | +10  | 30 Powers, Mental Acumen                                   | +5 | +6   |
| 17 <sup>th</sup> | 250 | +8  | +5   | +5  | +10  | 31 Powers, <u>9<sup>th</sup>-level powers</u>              | +5 | +6   |
| 18 <sup>th</sup> | 280 | +9  | +6   | +6  | +11  | 33 Powers, Profound Realization +3                         | +6 | +6   |
| 19 <sup>th</sup> | 311 | +9  | +6   | +6  | +11  | 35 Powers, Unassailable Mind                               | +6 | +7   |
| 20 <sup>th</sup> | 343 | +10 | +6   | +6  | +12  | 36 Powers, Bonus Feat                                      | +6 | +7   |

## Class Features

All the following are class features of the Psion.

**Power Points/Day:** A Psion's ability to manifest powers is limited by the power points they have available. The Psion's base daily psionic power point allotment is given on Table: Psion Class Statistics by Level. In addition, they receive bonus power points per day if they have an Intelligence score of 12 or higher. The Psion's race may also provide bonus power points per day, as may certain feats and items.

**Discipline:** A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

**Clairsentience:** A Psion who chooses clairsentience is known as a Seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

**Metacreativity:** A Psion specializing in metacreativity is known as a Shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

**Psychokinesis:** A Psion who specializes in psychokinesis is known as a Kineticist. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

**Psychometabolism:** A Psion who specializes in psychometabolism is known as an Egoist. This discipline consists of powers that alter the Psion's psychobiology, or that of creatures near them. An egoist can both heal and transform themselves into a fearsome fighter.

**Psychoportation:** A Psion who relies on psychoportation powers is known as a Nomad. Nomads can wield powers that propel or displace objects in space or time.

**Telepathy:** A Psion who chooses the discipline of telepathy is known as a Telepath. They are masters of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of their enemies with ease.

Every Psion must decide at 1st level which psionic discipline they will specialize in. Choosing a discipline provides a Psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the Psion cannot learn powers that are restricted to other disciplines. They can't even use such powers by employing psionic items.

**Powers Known:** A Psion begins play knowing three 1<sup>st</sup>-level Psion powers of your choice. Each time they achieve a new level, they unlock the knowledge of new powers.

Choose the powers known from the Psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feat Expanded Knowledge allows a Psion to learn powers from the lists of other disciplines or even other classes.) A Psion can manifest any power that has a power point cost equal to or lower than their manifester level. The number of times a Psion can manifest powers in a day is limited only by their daily power points.

A Psion simply knows their powers; they are ingrained in the Psion's mind. The Psion does not need to prepare them (in the way that some spellcasters prepare their spells), though they must get a good night's sleep each day to regain all their spent power points. The Difficulty Class for saving throws against Psion powers is 10 + the power's level + the Psion's Intelligence modifier.

**Maximum Power Level Known:** A Psion begins play with the ability to learn 1<sup>st</sup>-level powers. As they attain higher levels, a Psion may gain the ability to master more complex powers, with the option to learn new powers up to, but not necessarily at, their maximum known power level. To learn or manifest a power, a Psion must have an Intelligence score of at least 10 + the power's level.

**Bonus Feats:** A Psion gains a bonus feat at 1<sup>st</sup> level, 5<sup>th</sup> level, 10<sup>th</sup> level, 15<sup>th</sup> level, and 20<sup>th</sup> level. This feat must be a Power feat.

**Mental Acumen:** At 2<sup>nd</sup>, 4<sup>th</sup>, 8<sup>th</sup>, and 16<sup>th</sup> levels, the Psion gains a +1 competence bonus to the Int-, Wis-, or Cha-based skill of their choice. It may be the same skill or a different skill each time.

**Profound Realization:** Starting at 6<sup>th</sup> level Psion, and for every 6 levels after (so again at 12<sup>th</sup> and 18<sup>th</sup> level Psion), the character gains a +1 innate bonus to their Intelligence attribute.

**Slippery Mind (Ex):** Whenever the Psion fails a Will save, they may expend their psionic focus to immediately make another attempt; however, the second roll stands, even if it is worse than the original roll.

**Unassailable Mind (Ex):** Whenever the Psion suffers attribute damage to their Intelligence, Wisdom, or Charisma, they may expend their psionic focus to reduce it by an amount equal to their Intelligence modifier.

## Ranger

Rangers are warriors of the wild, students of nature with a knack for befriending animals and hunting their chosen enemies. They are skilled in tracking and living off the land.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Rangers gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Ranger's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Drive (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (dungeoneering, geography, nature) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex), and Use Rope (Dex). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (6 + Int modifier) x5.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Ranger begins play with Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armour Proficiency feat, and Shield Proficiency feat.

### Ranger Class Statistics by Level

| Level            | PP | BA  | Fort | Ref | Will | Class Features                                                                                   | DB  | Rep. |
|------------------|----|-----|------|-----|------|--------------------------------------------------------------------------------------------------|-----|------|
| 1 <sup>st</sup>  | -- | +1  | +2   | +2  | +0   | Favored Enemy, Track, Wild Empathy                                                               | +1  | +0   |
| 2 <sup>nd</sup>  | -- | +2  | +3   | +3  | +0   | Combat Style                                                                                     | +2  | +1   |
| 3 <sup>rd</sup>  | -- | +3  | +3   | +3  | +1   | Endurance                                                                                        | +2  | +1   |
| 4 <sup>th</sup>  | 1  | +4  | +4   | +4  | +1   | Divine Spells, <u>1<sup>st</sup>-level spell access</u> or Nature's Secrets +1, Animal Companion | +3  | +2   |
| 5 <sup>th</sup>  | 1  | +5  | +4   | +4  | +1   | 2 <sup>nd</sup> Favored Enemy                                                                    | +3  | +2   |
| 6 <sup>th</sup>  | 1  | +6  | +5   | +5  | +2   | Improved Combat Style                                                                            | +4  | +2   |
| 7 <sup>th</sup>  | 1  | +7  | +5   | +5  | +2   | 1 <sup>st</sup> Favored Terrain, Woodland Stride                                                 | +4  | +3   |
| 8 <sup>th</sup>  | 2  | +8  | +6   | +6  | +2   | <u>2<sup>nd</sup>-level spell access</u> or Nature's Secrets +1, Swift Tracker                   | +5  | +3   |
| 9 <sup>th</sup>  | 2  | +9  | +6   | +6  | +3   | Evasion                                                                                          | +5  | +3   |
| 10 <sup>th</sup> | 4  | +10 | +7   | +7  | +3   | 3 <sup>rd</sup> Favored Enemy                                                                    | +6  | +4   |
| 11 <sup>th</sup> | 7  | +11 | +7   | +7  | +3   | <u>3<sup>rd</sup>-level spell access</u> or Nature's Secrets +1, Combat Style Mastery            | +6  | +4   |
| 12 <sup>th</sup> | 9  | +12 | +8   | +8  | +4   | Camouflage                                                                                       | +7  | +4   |
| 13 <sup>th</sup> | 9  | +13 | +8   | +8  | +4   | 2 <sup>nd</sup> Favored Terrain                                                                  | +7  | +5   |
| 14 <sup>th</sup> | 16 | +14 | +9   | +9  | +4   | <u>4<sup>th</sup>-level spell access</u> or Nature's Secrets +1                                  | +8  | +5   |
| 15 <sup>th</sup> | 17 | +15 | +9   | +9  | +5   | 4 <sup>th</sup> Favored Enemy                                                                    | +8  | +5   |
| 16 <sup>th</sup> | 20 | +16 | +10  | +10 | +5   | Hide in Plain Sight                                                                              | +9  | +6   |
| 17 <sup>th</sup> | 33 | +17 | +10  | +10 | +5   | <u>5<sup>th</sup>-level spell access</u> or Nature's Secrets +1                                  | +9  | +6   |
| 18 <sup>th</sup> | 37 | +18 | +11  | +11 | +6   | Undeclared Territory                                                                             | +10 | +6   |
| 19 <sup>th</sup> | 42 | +19 | +11  | +11 | +6   | 3 <sup>rd</sup> Favored Terrain                                                                  | +10 | +7   |
| 20 <sup>th</sup> | 60 | +20 | +12  | +12 | +6   | <u>6<sup>th</sup>-level spell access</u> or Nature's Secrets +1, 5 <sup>th</sup> Favored Enemy   | +11 | +7   |

### Class Features

All of the following are class features of the Ranger.



**Favored Enemy (Ex):** At 1<sup>st</sup> level, a Ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The Ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, they get a +2 bonus on weapon damage rolls against such creatures.

At 5<sup>th</sup> level and every five levels thereafter (10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level), the Ranger may select an additional Favored Enemy from those given on the table. In addition, at each such interval, the bonus against any one Favored Enemy (including the one just selected, if so desired) increases by 2.

If the Ranger chooses Constructs, Humanoids, or Outsiders as a Favored Enemy, they must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of Favored Enemy, the Ranger's bonuses do not stack; they simply use whichever bonus is higher.

**Table: Ranger Favored Enemies**

| Type (Subtype)         | Type (Subtype)       |
|------------------------|----------------------|
| Aberration             | Humanoid (reptilian) |
| Animal                 | Magical Beast        |
| Construct (Magic/Tech) | Monstrous Humanoid   |
| Dragon                 | Ooze                 |
| Elemental              | Outsider (air)       |
| Fey                    | Outsider (chaotic)   |
| Giant                  | Outsider (earth)     |
| Humanoid (aquatic)     | Outsider (evil)      |
| Humanoid (dwarf)       | Outsider (fire)      |
| Humanoid (elf)         | Outsider (good)      |
| Humanoid (gnome)       | Outsider (lawful)    |
| Humanoid (goblinoid)   | Outsider (native)    |
| Humanoid (halfling)    | Outsider (water)     |
| Humanoid (human)       | Plant                |
| Humanoid (mutant)      | Undead               |
| Humanoid (orc)         | Vermin               |

**Track:** A Ranger gains Track as a bonus feat.

**Wild Empathy (Ex):** A Ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The Ranger rolls 1d20 and adds their Ranger level and their Charisma bonus to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use Wild Empathy, the Ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The Ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but they take a –4 penalty on the check.

**Combat Style (Ex):** At 2<sup>nd</sup> level, a Ranger must select one of two combat styles to pursue: ranged or two-weapon combat. This choice affects the character's class features but does not restrict their selection of feats or special abilities in any way.

If the Ranger selects ranged, they are treated as having the Rapid Shot feat, even if they do not have the normal prerequisites for that feat.

If the Ranger selects two-weapon combat, they are treated as having the Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat.

The benefits of the Ranger's chosen style apply only when they wear light or no armor. The Ranger loses all benefits of their combat style when wearing medium or heavy armor.

**Endurance:** A Ranger gains Endurance as a bonus feat at 3<sup>rd</sup> level.

**Animal Companion (Ex):** At 4<sup>th</sup> level, a Ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or



wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the Ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the Ranger on adventures as appropriate for its kind. See the section below on Animal Companions and Familiars.

**Spells (Divine Level 1+ Scenarios):** Beginning at 4<sup>th</sup> level, a Ranger gains the ability to cast a small number of divine spells, which are drawn from the Druid spell list. A Ranger must choose and prepare their spells in advance (see below). To prepare or cast a spell, a Ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Ranger's spell is 10 + the spell level + the Ranger's Wisdom modifier.

Like other spellcasters, a Ranger can cast only a certain number of spells each day. The Ranger's base daily divine power point allotment is given on Table: Ranger Class Statistics by Level. In addition, they receive bonus power points per day if they have a Wisdom score of 12 or higher.

A Ranger prepares and casts spells the way a Cleric does (ie. 1 hour of meditation after a full night's rest), though they cannot lose a prepared spell to cast a *Cure* spell in its place. A Ranger may prepare and cast any spell on the Druid spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily meditation.

Through 3<sup>rd</sup> level, a Ranger has no caster level. At 4<sup>th</sup> level and higher, their caster level is one-half their Ranger level, rounded up. Furthermore, the 20<sup>th</sup> level Ranger, as a 10<sup>th</sup> level spellcaster, casts 6<sup>th</sup>-level Druid spells for 10 power points.

**Nature's Secrets (Divine Level 0 Scenarios):** Each time the Ranger learns another of Nature's Secrets, apply a +1 competence bonus to any Wis-based class skill of choice. Note that this bonus may be applied to the same skill multiple times, if desired, stacking with other competence bonuses.

**Improved Combat Style (Ex):** At 6<sup>th</sup> level, a Ranger's aptitude in their chosen combat style (ranged or two-weapon combat) improves.

If they selected ranged at 2<sup>nd</sup> level, they are treated as having the ManysHOT feat, even if they do not have the normal prerequisites for that feat.

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

As before, the benefits of the Ranger's chosen style apply only when they wear light or no armor. The Ranger loses all benefits of their combat style when wearing medium or heavy armor.

**Terrain Mastery:** At 7<sup>th</sup>, 13<sup>th</sup>, and 19<sup>th</sup> levels, the Ranger becomes so experienced with a certain type of terrain that they gain additional bonuses while in such areas. The Ranger must have been exposed to the terrain in order to select it, and once a terrain is chosen it cannot be changed.

In every instance of Terrain Mastery, the Ranger gains a +1 insight bonus to all d20 rolls and damage rolls against creatures with that terrain mentioned in their Environment entry of their descriptions (see the *Foe Folio*). The Ranger's options for particular types of Terrain Mastery and the bonuses they offer include;

**Aquatic:** You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on d20 rolls and damage rolls against aquatic creatures.

**Desert:** You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead (Note: A Ranger who selects a desert as their Undeclared Territory is immune to exhaustion and fatigue while in their home desert). You gain a +1 insight bonus on d20 rolls and damage rolls against desert creatures.

**Forest:** You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on d20 rolls and damage rolls against forest creatures.

**Hills:** You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on d20 rolls and damage rolls against hills creatures.

**Marsh:** You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on d20 rolls and damage rolls against marsh creatures.

**Mountains:** You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on d20 rolls and damage rolls against mountain creatures.

**Plains:** You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on d20 rolls and damage rolls against plains creatures.

**Underground:** You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on d20 rolls and damage rolls against underground creatures.

**Woodland Stride (Ex):** Starting at 7<sup>th</sup> level, a Ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

**Swift Tracker (Ex):** Beginning at 8<sup>th</sup> level, a Ranger can move at their normal speed while following tracks without taking the normal –5 penalty. The Ranger takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Evasion (Ex):** At 9<sup>th</sup> level, a Ranger can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the Ranger instead takes no damage. Evasion can be used only if the Ranger is wearing light armor or no armor. A helpless Ranger does not gain the benefit of Evasion.

**Combat Style Mastery (Ex):** At 11<sup>th</sup> level, a Ranger's aptitude in their chosen combat style (ranged or two-weapon combat) improves again.

If they selected ranged at 2<sup>nd</sup> level, they are treated as having the Improved Precise Shot feat, even if they do not have the normal prerequisites for that feat.

If the Ranger selected two-weapon combat at 2<sup>nd</sup> level, they are treated as having the Greater Two-Weapon Fighting feat, even if they do not have the normal prerequisites for that feat.

As before, the benefits of the Ranger's chosen style apply only when they wear light or no armor. They lose all benefits of their combat style when wearing medium or heavy armor.

**Camouflage (Ex):** A Ranger of 12<sup>th</sup> level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a Ranger of 16<sup>th</sup> level or higher can use the Hide skill even while being observed.

**Undeclared Territory:** More at home in the wild than in the city, the 18<sup>th</sup> level Ranger has silently made themselves the steward of a tract of land the same terrain type as their 1<sup>st</sup> Terrain Mastery. In this undeclared territory the Ranger receives double the usual bonuses for being within their fully-mastered terrain. Your GM will work with you in determining where the tract of land is, but it should be no smaller than 100 square miles. Note that any tract of land that someone else also considers their land may lead to power struggles for control of the area. Of course, this is assuming that the Ranger lets the other party know of their presence in the area, either directly through diplomacy, or indirectly through spontaneous encounters.

## Rogue

The Rogue is one who specializes in stealth, subterfuge, and guile to accomplish their goals. From the trapsmith to the cat burglar to the dagger in the shadows, the Rogue does by finesse what the Fighter cannot do by force.

**Campaign Prerequisite:** Minimum Tech Level 1 scenario.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Rogues gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Rogue's class skills (and the key ability for each skill) are:

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local, streetwise) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), 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). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (8 + Int modifier) x5.

**Skill Points at Each Additional Level:** 8 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Rogue begins play with Simple Weapons Proficiency feat, Light Armour Proficiency feat, Shield Proficiency feat, and the following specific Weapon

Proficiency feats; hand crossbow (Personal Firearms Proficiency in TL 4+ scenarios), longsword, rapier, sap, shortsword, shortbow.

### Rogue Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features                                      | DB  | Rep. |
|------------------|-----|------|-----|------|-----------------------------------------------------|-----|------|
| 1 <sup>st</sup>  | +0  | +0   | +2  | +0   | Sneak Attack +1d6, Trapfinding                      | +0  | +0   |
| 2 <sup>nd</sup>  | +1  | +0   | +3  | +0   | Evasion                                             | +1  | +1   |
| 3 <sup>rd</sup>  | +2  | +1   | +3  | +1   | Sneak Attack +2d6, Trap Sense +1                    | +1  | +1   |
| 4 <sup>th</sup>  | +3  | +1   | +4  | +1   | Uncanny Dodge                                       | +2  | +2   |
| 5 <sup>th</sup>  | +3  | +1   | +4  | +1   | Sneak Attack +3d6                                   | +2  | +2   |
| 6 <sup>th</sup>  | +4  | +2   | +5  | +2   | Trap Sense +2                                       | +3  | +2   |
| 7 <sup>th</sup>  | +5  | +2   | +5  | +2   | Sneak Attack +4d6                                   | +3  | +3   |
| 8 <sup>th</sup>  | +6  | +2   | +6  | +2   | Improved Uncanny Dodge                              | +4  | +3   |
| 9 <sup>th</sup>  | +6  | +3   | +6  | +3   | Sneak Attack +5d6, Trap Sense +3                    | +4  | +3   |
| 10 <sup>th</sup> | +7  | +3   | +7  | +3   | 1 <sup>st</sup> Special Ability                     | +5  | +4   |
| 11 <sup>th</sup> | +8  | +3   | +7  | +3   | Sneak Attack +6d6                                   | +5  | +4   |
| 12 <sup>th</sup> | +9  | +4   | +8  | +4   | Trap Sense                                          | +6  | +4   |
| 13 <sup>th</sup> | +9  | +4   | +8  | +4   | Sneak Attack +7d6, 2 <sup>nd</sup> Special Ability  | +6  | +5   |
| 14 <sup>th</sup> | +10 | +4   | +9  | +4   | Improved Evasion                                    | +7  | +5   |
| 15 <sup>th</sup> | +11 | +5   | +9  | +5   | Sneak Attack +8d6, Trap Sense +5                    | +7  | +5   |
| 16 <sup>th</sup> | +12 | +5   | +10 | +5   | 3 <sup>rd</sup> Special Ability                     | +8  | +6   |
| 17 <sup>th</sup> | +12 | +5   | +10 | +5   | Sneak Attack +9d6                                   | +8  | +6   |
| 18 <sup>th</sup> | +13 | +6   | +11 | +6   | Trap Sense +6                                       | +9  | +6   |
| 19 <sup>th</sup> | +14 | +6   | +11 | +6   | Sneak Attack +10d6, 4 <sup>th</sup> Special Ability | +9  | +7   |
| 20 <sup>th</sup> | +15 | +6   | +12 | +6   | 5 <sup>th</sup> Special Ability                     | +10 | +7   |

### Class Features

All of the following are class features of the Rogue.

**Sneak Attack:** If a Rogue can catch an opponent unable to defend itself effectively from their attack, they can strike a vital spot for extra damage.

The Rogue's attack deals extra damage any time their target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Rogue flanks their target. This extra damage is 1d6 at 1<sup>st</sup> level, and it increases by 1d6 every two Rogue levels thereafter. Should the Rogue score a critical hit with a Sneak Attack, this extra damage is not multiplied.

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a Rogue can make a Sneak Attack that deals nonlethal damage instead of lethal damage. The Rogue cannot use a weapon that deals lethal damage to deal nonlethal damage in a Sneak Attack, not even with the usual –4 penalty.

A Rogue can Sneak Attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Rogue cannot Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Trapfinding:** Rogues (and other characters with Trapfinding) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic/psionic trap has a DC of 25 + the level of the spell or power used to create it.

Rogues (and only Rogues) can use the Disable Device skill to disarm magic/psionic traps. A magic/psionic trap generally has a DC of 25 + the level of the spell or power used to create it.

A Rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with their party) without disarming it.

**Evasion (Ex):** At 2<sup>nd</sup> level and higher, a Rogue can avoid even magical and unusual attacks with great agility. If the Rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful

save, they instead take no damage. Evasion can be used only if the Rogue is wearing light armor or no armor. A helpless Rogue does not gain the benefit of Evasion.

**Trap Sense (Ex):** At 3<sup>rd</sup> level, a Rogue gains an intuitive sense that alerts them to danger from traps, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the Rogue reaches 6th level, to +3 when they reach 9th level, to +4 when they reach 12th level, to +5 at 15th, and to +6 at 18th level. Trap Sense bonuses gained from multiple classes stack.

**Uncanny Dodge (Ex):** Starting at 4<sup>th</sup> level, a Rogue can react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, the Rogue still loses their Dexterity bonus to AC if immobilized. If a Rogue already has Uncanny Dodge from a different class they automatically gain Improved Uncanny Dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** A Rogue of 8<sup>th</sup> level or higher can no longer be flanked. This defense denies another Rogue the ability to sneak attack the character by flanking them, unless the attacker has at least four more Rogue levels than the target does. If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum Rogue level required to flank the character.

**Special Abilities:** On attaining 10<sup>th</sup> level, and at every three levels thereafter (13th, 16th, and 19th), with a crowning achievement at 20<sup>th</sup> level, a Rogue gains a Special Ability of their choice from among the following options:

**Crippling Strike (Ex):** A Rogue with this ability can Sneak Attack opponents with such precision that their blows weaken and hamper the target. An opponent damaged by such a Sneak Attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

**Defensive Roll (Ex):** The Rogue can roll with a potentially lethal blow to take less damage from it than they otherwise would. Once per day, or whenever the character opts to spend an action point to do so, the Rogue may attempt to “roll” with the damage if they would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability). To use this ability, the Rogue must attempt a Dodge (DC = damage dealt). If the Defensive Roll succeeds, they take only half damage from the blow; if it fails, they take full damage. The Rogue must be aware of the attack and able to react to it in order to execute the defensive roll—if the Rogue is denied their Dexterity bonus to AC, they can’t use this ability.

**Improved Evasion (Ex):** This ability works like Evasion, except that while the Rogue still takes no damage on a successful Reflex saving throw against attacks; henceforth the Rogue takes only half damage on a failed save. A helpless Rogue (ie. one denied their Dexterity bonus to AC) does not gain the benefit of Improved Evasion.

**Opportunist (Ex):** Once per round, the Rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Rogue’s attack of opportunity for that round. Even a Rogue with the Combat Reflexes feat can’t use the Opportunist ability more than once per round.

**Skill Mastery:** The Rogue becomes so certain in the use of certain skills that they can use them reliably even under adverse conditions.

Upon gaining this ability, the Rogue selects a number of skills equal to 3 + their Intelligence modifier. When making a skill check with one of these skills, the Rogue may Take 10 even if stress and distractions would normally prevent them from doing so. A Rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

**Slippery Mind (Ex):** This ability represents the Rogue’s ability to wriggle free from mind-affecting effects that would otherwise control or compel her. If a Rogue with Slippery Mind is affected by a mind-affecting spell or effect and fails their saving throw, they can attempt it again 1 round later at the same DC. The Rogue gets only this one extra chance to succeed on their saving throw.

**Bonus Feat:** A Rogue may gain a bonus feat in place of a special ability. The feat may be any feat that the Rogue qualifies for.

**Improved Evasion:** At 14<sup>th</sup> level the Rogue has mastered the art of evading area-effect attacks; with the same limitations as Evasion, the character only takes half damage even on a failed Reflex saving throw for half damage.

## Saint

The chosen vessel of their god's will, the Saint is capable of great feats of divine power. Unlike the Cleric, the Saint has no formal training or study; they are simply chosen by their deity to help fulfill their god's agenda.

**Campaign Prerequisites:** Minimum Divine Level 1 scenario.

**Character Prerequisite:** Alignment: A Saint's alignment is always the same as their deity's alignment.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Saints gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Saint's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion, the planes, theology & philosophy), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Treat Injury (Wis). The Starting Occupation the character selects can provide additional class skills to choose from.

**Domains and Class Skills:** A Saint who has access to the Animal or Plant domain adds Knowledge (nature) (Int) to the Saint class skills listed above. A Saint who has access to the Knowledge domain adds all Knowledge (Int) skills to the list. A Saint who has access to the Travel or Weather domain adds Survival (Wis) to the list. A Saint who has access to the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Domains, under Spells & Powers for more information.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Saint begins play with Simple Weapons Proficiency feat and Light Armor Proficiency feat. If the character's god has dominion over only 3 domains, then the character also receives a bonus Magic feat. A Saint who has access to the War domain receives the Martial Weapon Proficiency as well as the Weapon Focus feat related to their deity's weapon as a bonus feat.

### Saint Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                                     | DB  | Rep. |
|------------------|-----|-----|------|-----|------|--------------------------------------------------------------------|-----|------|
| 1 <sup>st</sup>  | 8   | +0  | +2   | +2  | +2   | Divine Spells, 1 <sup>st</sup> -level spell access, <u>Domains</u> | +1  | +1   |
| 2 <sup>nd</sup>  | 10  | +1  | +3   | +3  | +3   | 1 <sup>st</sup> Miracle                                            | +1  | +1   |
| 3 <sup>rd</sup>  | 11  | +2  | +3   | +3  | +3   | Personal Domain spell                                              | +2  | +2   |
| 4 <sup>th</sup>  | 21  | +3  | +4   | +4  | +4   | 2 <sup>nd</sup> -level spell access                                | +2  | +2   |
| 5 <sup>th</sup>  | 24  | +3  | +4   | +4  | +4   | Bonus Feat, Personal Domain spell                                  | +3  | +2   |
| 6 <sup>th</sup>  | 42  | +4  | +5   | +5  | +5   | 3 <sup>rd</sup> -level spell access                                | +3  | +3   |
| 7 <sup>th</sup>  | 50  | +5  | +5   | +5  | +5   | 2 <sup>nd</sup> Miracle, Personal Domain spell                     | +4  | +3   |
| 8 <sup>th</sup>  | 76  | +6  | +6   | +6  | +6   | 4 <sup>th</sup> -level spell access                                | +4  | +3   |
| 9 <sup>th</sup>  | 88  | +6  | +6   | +6  | +6   | Personal Domain spell                                              | +5  | +4   |
| 10 <sup>th</sup> | 122 | +7  | +7   | +7  | +7   | 5 <sup>th</sup> -level spell access, Bonus Feat                    | +5  | +4   |
| 11 <sup>th</sup> | 138 | +8  | +7   | +7  | +7   | Personal Domain spell                                              | +6  | +4   |
| 12 <sup>th</sup> | 180 | +9  | +8   | +8  | +8   | 6 <sup>th</sup> -level spell access                                | +6  | +5   |
| 13 <sup>th</sup> | 200 | +9  | +8   | +8  | +8   | 3 <sup>rd</sup> Miracle, Personal Domain spell                     | +7  | +5   |
| 14 <sup>th</sup> | 250 | +10 | +9   | +9  | +9   | 7 <sup>th</sup> -level spell access                                | +7  | +5   |
| 15 <sup>th</sup> | 274 | +11 | +9   | +9  | +9   | Personal Domain spell                                              | +8  | +6   |
| 16 <sup>th</sup> | 332 | +12 | +10  | +10 | +10  | 8 <sup>th</sup> -level spell access                                | +8  | +6   |
| 17 <sup>th</sup> | 364 | +12 | +10  | +10 | +10  | Personal Domain spell                                              | +9  | +6   |
| 18 <sup>th</sup> | 430 | +13 | +11  | +11 | +11  | 9 <sup>th</sup> -level spell access                                | +9  | +7   |
| 19 <sup>th</sup> | 462 | +14 | +11  | +11 | +11  | Miracle 1/day, Personal Domain spell                               | +10 | +7   |
| 20 <sup>th</sup> | 496 | +15 | +12  | +12 | +12  | Sainthood (Divine Rank 0)                                          | +10 | +7   |

All of the following are class features of the Saint.

**Aura (Ex):** A Saint has a particularly powerful aura corresponding to their deity's alignment (see the Detect Alignment spell for details).

**Spells:** A Saint casts divine spells which are drawn purely from the Domains of their god. Most gods have dominion over 3-4 domains, meaning the Saint will have access to 3-4 spells of each spell level. The Saint can cast any spell they know without preparing it ahead of time, like a Sorcerer (see below).

To be able to cast a spell, a Saint must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Saint's spell is 10 + the spell level + the Saint's Charisma modifier.

Like other spellcasters, a Saint can cast only a certain number of spells each day. The Saint's base daily divine power point allotment is given on Table: Saint Class Statistics by Level. In addition, they receive bonus spell points per day if they have a Charisma score of 12 or higher.

A Saint's selection of spells is extremely limited. A Saint has access to the Domain spells of their god, plus any spells granted through their Personal Domain (see below).

Unlike a Cleric, a Saint need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up all their divine power points for the day. The Saint does not have to decide ahead of time which spells they'll cast that day.

**Deity, Domains, and Domain Spells:** A Saint's deity dictates their alignment, what magic they can perform, their values, and how others see them. A Saint gains the granted powers and access to all the domains belonging to their deity.

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

**Bonus Languages:** A Saint's bonus language options include Abyssal, Axiomatic, Celestial, and Infernal (the languages of chaotic evil, lawful, good, and lawful evil outsiders, respectively).

**Bonus Feat:** At 2<sup>nd</sup> level the Saint intuitively gains a greater understanding of their new divine powers; select a feat from the Magic feat list. The character must have any prerequisites in order to select it.

**Miracle:** At 2<sup>nd</sup>, 7<sup>th</sup>, 13<sup>th</sup>, and 19<sup>th</sup> level, the Saint gains some sort of miraculous ability, as approved by their deity / GM. In each case, the Miracle supernatural power is manifested at a level equal to the Saint's total character level.

At 2<sup>nd</sup> level, the Saint gains a 1<sup>st</sup>-level spell or power as a supernatural ability, usable 3/day or for its regular point cost. The spell or power chosen must be one that would be an aspect of their deity's domains.

At 7<sup>th</sup> level, the Saint gains a 2<sup>nd</sup>- or 3<sup>rd</sup>-level spell or power as a supernatural ability, usable 2/day or for its regular point cost. The spell or power chosen must be one that would be an aspect of their deity's domains.

At 13<sup>th</sup> level, the Saint gains a 4<sup>th</sup>-, 5<sup>th</sup>-, or 6<sup>th</sup>-level spell or power as a supernatural ability, usable 1/day or for its regular point cost. The spell or power chosen must be one that would be an aspect of their deity's domains.

At 19<sup>th</sup> level, the Saint gains the supernatural power to perform a *Miracle* 1/day. Note that this ability never costs the Saint any experience points (but as always it is privy to their deity's will / GM's discretion).

**Personal Domain:** Starting at 3<sup>rd</sup> level and every other level thereafter, the Saint begins to build a Personal Domain spell list, as approved by their deity (ie. the GM). The Saint may add one spell of their choice, up to their maximum spell level, from the Cleric spell list. If the GM allows the selection, then the Saint adds the Cleric spell to their list of spells known. Like the domain spells, these additions are permanent additions to the Saint's spell list and cannot be changed once chosen and approved.

Note that in the cases of certain Domains, like the Animal and/or Plant domains, the Magic domain, or the Mind domain, it may be permissible for the Saint's deity to grant a spell from the Druid spell list, or the Sorcerer / Wizard spell list, or a power from the Psion / Wilder power list, respectively. Your GM will determine if your god is feeling generous...

**True Sainthood (Divine Rank 0):** At 20<sup>th</sup> level, the devoted Saint ascends (or descends) into the eternal service of their god, becoming a Hero with Divine Rank 0 (ask your GM about Divine Ranks). Amongst other things, this means that the Saint becomes an Outsider.

As an Outsider the Saint now possesses the following traits;

—Darkvision out to 60 feet.

—Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose, instead returning to its plane of origin. Spells that restore souls to their bodies, such as *Raise Dead*, *Reincarnate*, and *Resurrection*, don't work on an Outsider. It takes a different magical effect, such as a *Miracle*, a *Reality Revision*, a *Wish*, or a *True Resurrection* to restore it to the Prime Material Plane.

—Proficient with all simple and martial weapons and any weapons mentioned in its entry.



—Proficient with whatever types of armor (light, medium, or heavy) it has the proficiencies for. Outsiders are also proficient with shields if they are proficient with any form of armor.

—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Also, as a sign of their god's favor, the Saint receives a +4 inherent bonus to the attribute of their choice.

**Ex-Saints ("Excommunication"):** A Saint who grossly violates the code of conduct required by their god loses all spells and class features, except for armor and weapon proficiencies. They cannot thereafter gain levels as a Saint or Cleric of that god until they atone (see the *Atonement* spell description). Representatives of the ex-Saint's god may seek retribution for the violation (GM's choice).

## Sorcerer

Innately gifted with arcane power, each Sorcerer is unique, with their own personal array of spells. One thing all Sorcerers have in common is a Familiar, an animal ally with whom they share a powerful connection.

**Campaign Prerequisites:** Minimum Arcane Level 1 scenario.

**Hit Die (of the Hero):** d4 (d2+2)

**Action Points:** Sorcerers gain a number of *Action Points* equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Sorcerer's class skills (and the key ability for each skill) are:

*Bluff* (Cha), *Concentration* (Con), *Craft* (Int), *Knowledge* (arcana) (Int), *Profession* (Wis), and *Spellcraft* (Int). The *Starting Occupation* the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (2 + Int modifier) x5.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Sorcerer begins play with *Simple Weapons Proficiency* feat.

### Sorcerer Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                               | DB | Rep. |
|------------------|-----|-----|------|-----|------|--------------------------------------------------------------|----|------|
| 1 <sup>st</sup>  | 8   | +0  | +0   | +0  | +2   | Arcane Spells, 1 <sup>st</sup> -level spell access, Familiar | +0 | +0   |
| 2 <sup>nd</sup>  | 10  | +1  | +0   | +0  | +3   | Strong Personality +1                                        | +0 | +1   |
| 3 <sup>rd</sup>  | 11  | +1  | +1   | +1  | +3   | Bonus Feat                                                   | +1 | +1   |
| 4 <sup>th</sup>  | 21  | +2  | +1   | +1  | +4   | 2 <sup>nd</sup> -level spell access                          | +1 | +2   |
| 5 <sup>th</sup>  | 24  | +2  | +1   | +1  | +4   | Strong Personality +2                                        | +1 | +2   |
| 6 <sup>th</sup>  | 42  | +3  | +2   | +2  | +5   | 3 <sup>rd</sup> -level spell access                          | +2 | +2   |
| 7 <sup>th</sup>  | 50  | +3  | +2   | +2  | +5   | Bonus Feat                                                   | +2 | +3   |
| 8 <sup>th</sup>  | 76  | +4  | +2   | +2  | +6   | 4 <sup>th</sup> -level spell access                          | +2 | +3   |
| 9 <sup>th</sup>  | 88  | +4  | +3   | +3  | +6   | Strong Personality +3                                        | +3 | +3   |
| 10 <sup>th</sup> | 122 | +5  | +3   | +3  | +7   | 5 <sup>th</sup> -level spell access                          | +3 | +4   |
| 11 <sup>th</sup> | 138 | +5  | +3   | +3  | +7   | Bonus Feat                                                   | +3 | +4   |
| 12 <sup>th</sup> | 180 | +6  | +4   | +4  | +8   | 6 <sup>th</sup> -level spell access                          | +4 | +4   |
| 13 <sup>th</sup> | 200 | +6  | +4   | +4  | +8   | Strong Personality +4                                        | +4 | +5   |
| 14 <sup>th</sup> | 250 | +7  | +4   | +4  | +9   | 7 <sup>th</sup> -level spell access                          | +4 | +5   |
| 15 <sup>th</sup> | 274 | +7  | +5   | +5  | +9   | Bonus Feat                                                   | +5 | +5   |
| 16 <sup>th</sup> | 332 | +8  | +5   | +5  | +10  | 8 <sup>th</sup> -level spell access                          | +5 | +6   |
| 17 <sup>th</sup> | 364 | +8  | +5   | +5  | +10  | Strong Personality +5                                        | +5 | +6   |
| 18 <sup>th</sup> | 430 | +9  | +6   | +6  | +11  | 9 <sup>th</sup> -level spell access                          | +6 | +6   |
| 19 <sup>th</sup> | 462 | +9  | +6   | +6  | +11  | Bonus Feat                                                   | +6 | +7   |
| 20 <sup>th</sup> | 476 | +10 | +6   | +6  | +12  | Innate Mastery                                               | +6 | +7   |

### Table: Sorcerer Spells Known

| Sorcerer        | Spells Known |                 |                 |                 |                 |                 |                 |                 |                 |                 |
|-----------------|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Level           | 0            | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> | 7 <sup>th</sup> | 8 <sup>th</sup> | 9 <sup>th</sup> |
| 1 <sup>st</sup> | 4            | 3               | —               | —               | —               | —               | —               | —               | —               | —               |



|                  |   |   |   |   |   |   |   |   |   |   |
|------------------|---|---|---|---|---|---|---|---|---|---|
| 2 <sup>nd</sup>  | 5 | 3 | — | — | — | — | — | — | — | — |
| 3 <sup>rd</sup>  | 5 | 4 | — | — | — | — | — | — | — | — |
| 4 <sup>th</sup>  | 6 | 4 | 2 | — | — | — | — | — | — | — |
| 5 <sup>th</sup>  | 6 | 5 | 3 | — | — | — | — | — | — | — |
| 6 <sup>th</sup>  | 7 | 5 | 3 | 2 | — | — | — | — | — | — |
| 7 <sup>th</sup>  | 7 | 6 | 4 | 3 | — | — | — | — | — | — |
| 8 <sup>th</sup>  | 8 | 6 | 4 | 3 | 2 | — | — | — | — | — |
| 9 <sup>th</sup>  | 8 | 6 | 5 | 4 | 3 | — | — | — | — | — |
| 10 <sup>th</sup> | 9 | 6 | 5 | 4 | 3 | 2 | — | — | — | — |
| 11 <sup>th</sup> | 9 | 6 | 6 | 5 | 4 | 3 | — | — | — | — |
| 12 <sup>th</sup> | 9 | 6 | 6 | 5 | 4 | 3 | 2 | — | — | — |
| 13 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 4 | 3 | — | — | — |
| 14 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 4 | 3 | 2 | — | — |
| 15 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 5 | 4 | 3 | — | — |
| 16 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 5 | 4 | 3 | 2 | — |
| 17 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | — |
| 18 <sup>th</sup> | 9 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 |
| 19 <sup>th</sup> | 9 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 |
| 20 <sup>th</sup> | 9 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 3 |

### Class Features

All of the following are class features of the Sorcerer.

**Spells:** A Sorcerer casts arcane spells which are drawn from the Sorcerer/Wizard spell list. The Sorcerer can cast any spell they know without preparing it ahead of time the way a Wizard must (see below).

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

Like other spellcasters, a Sorcerer can cast only a certain number of spells each day. The Sorcerer's base daily arcane power point allotment is given on Table: Sorcerer Class Statistics by Level. In addition, they receive bonus spell points per day if they have a Charisma score of 12 or higher.

A Sorcerer's selection of spells is extremely limited. A Sorcerer begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new Sorcerer level, the character gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spell points per day, the number of spells a Sorcerer knows is not affected by their Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.)

Upon reaching 4th level, and at every even-numbered Sorcerer level after that (6th, 8th, and so on), a Sorcerer can choose to learn a new spell in place of one they already know. In effect, the Sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level Sorcerer spell the Sorcerer can cast. A Sorcerer may swap only a single spell at any given level, and they must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Unlike a Wizard, a Sorcerer need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up all their arcane power points for the day. The Sorcerer does not have to decide ahead of time which spells they'll cast that day.

**Familiar:** A Sorcerer can obtain a Familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. A character with more than one class that grants a familiar may have only one familiar at a time.

The Sorcerer chooses the kind of familiar they get. As the Sorcerer advances in level, their familiar also increases in power. If the familiar dies or is dismissed by the Sorcerer, the Sorcerer must attempt a DC 15 Fortitude saving throw. Failure means the Sorcerer loses 200 experience points per Sorcerer level (!); success reduces the loss to one-half that amount. However, a Sorcerer's experience point total can never go below 0 as the

result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

**Strong Personality:** Every Sorcerer has a strong self-belief and/or a supernatural power source, allowing them to resist Fort- and Will-based magical attacks better than most; the character gains a cumulative +1 bonus to their Fortitude and Will saving throws against supernatural, magic, or psionic effects, at 2<sup>nd</sup>, 5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> level.

**Bonus Feat:** At 3<sup>rd</sup>, 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, and 19<sup>th</sup> levels, the Sorcerer gains a bonus feat from the Magic feat list. They must meet all the prerequisites of the feat in order to select it.

**Innate Mastery:** At 20<sup>th</sup> level the Sorcerer has mastered some aspect of arcane power; select one special ability from the following list.

**Arcane Fire (Su):** The Sorcerer 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 Sorcerer) that deals 1d6 points of damage plus 1d6 points of damage per 2 power points spent to create the effect, up to the Sorcerer's power point limit. Note that, for 0 PP, the Sorcerer can manifest a bolt of arcane fire that deals the base 1d6 points of damage. Arcane fire damage is only prevented by Universal Energy Resistance, but it has to penetrate Hardness as normal.

**Arcane Reach (Su):** The Sorcerer can use spells with a range of touch on a target up to 30 feet away. The character must make a ranged touch attack instead of the usual touch attack for the spell.

**Mastery of Counterspelling:** When the Sorcerer counterspells a spell, they may use any spell of the same level or higher and the same school as the targeted spell, and it is successfully counterspelled.

**Mastery of Elements:** The Sorcerer 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.

**Mastery of Shaping:** The Sorcerer 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.

## Warmind

A psychic student of warfare, a Warmind splits their studies between the mental and the martial arts. Their balanced approach to battle means they can adapt to almost any combat situation.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Warmins gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Warmind's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics, tactics) (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Swim (Str), and Tumble (Dex). The Starting Occupation can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Warmind begins play with Simple Weapons Proficiency feat, Martial Weapons Proficiency feat, Light Armour Proficiency feat, Medium Armour Proficiency feat, Heavy Armour Proficiency feat, and Shield Proficiency feat.

### Warmind Class Statistics by Level

| Level           | PP | BA | Fort | Ref | Will | Class Features                                          | DB | Rep. |
|-----------------|----|----|------|-----|------|---------------------------------------------------------|----|------|
| 1 <sup>st</sup> | 1  | +0 | +1   | +1  | +1   | <u>Psionics</u> or Battle Focus +1, 1 Power, Bonus Feat | +0 | +0   |
| 2 <sup>nd</sup> | 2  | +1 | +2   | +2  | +2   | 2 Powers, Bonus Feat                                    | +1 | +0   |

|                  |     |     |    |    |    |                                                                  |     |    |
|------------------|-----|-----|----|----|----|------------------------------------------------------------------|-----|----|
| 3 <sup>rd</sup>  | 3   | +2  | +2 | +2 | +2 | 3 Powers, Self Control +1                                        | +1  | +1 |
| 4 <sup>th</sup>  | 5   | +3  | +2 | +2 | +2 | 4 Powers, <u>2<sup>nd</sup>-level powers</u> or Battle Focus +2  | +2  | +1 |
| 5 <sup>th</sup>  | 7   | +3  | +3 | +3 | +3 | 5 Powers, Bonus Feat                                             | +2  | +1 |
| 6 <sup>th</sup>  | 11  | +4  | +3 | +3 | +3 | 6 Powers, Mind Over Matter 1/day                                 | +3  | +2 |
| 7 <sup>th</sup>  | 15  | +5  | +4 | +4 | +4 | 7 Powers, <u>3<sup>rd</sup>-level powers</u> or Battle Focus +3  | +3  | +2 |
| 8 <sup>th</sup>  | 19  | +6  | +4 | +4 | +4 | 8 Powers, Bonus Feat                                             | +4  | +2 |
| 9 <sup>th</sup>  | 23  | +6  | +4 | +4 | +4 | 9 Powers, Self-Control +2                                        | +4  | +3 |
| 10 <sup>th</sup> | 27  | +7  | +5 | +5 | +5 | 10 Powers, <u>4<sup>th</sup>-level powers</u> or Battle Focus +4 | +5  | +3 |
| 11 <sup>th</sup> | 35  | +8  | +5 | +5 | +5 | 11 Powers, Bonus Feat                                            | +5  | +3 |
| 12 <sup>th</sup> | 43  | +9  | +6 | +6 | +6 | 12 Powers, Mind Over Matter 2/day                                | +6  | +4 |
| 13 <sup>th</sup> | 51  | +9  | +6 | +6 | +6 | 13 Powers, <u>5<sup>th</sup>-level powers</u> or Battle Focus +5 | +6  | +4 |
| 14 <sup>th</sup> | 59  | +10 | +6 | +6 | +6 | 14 Powers, Bonus Feat                                            | +7  | +4 |
| 15 <sup>th</sup> | 67  | +11 | +7 | +7 | +7 | 15 Powers, Self-Control +3                                       | +7  | +5 |
| 16 <sup>th</sup> | 79  | +12 | +7 | +7 | +7 | 16 Powers, <u>6<sup>th</sup>-level powers</u> or Battle Focus +6 | +8  | +5 |
| 17 <sup>th</sup> | 91  | +12 | +8 | +8 | +8 | 17 Powers, Bonus Feat                                            | +8  | +5 |
| 18 <sup>th</sup> | 103 | +13 | +8 | +8 | +8 | 18 Powers, Mind Over Matter 3/day                                | +9  | +6 |
| 19 <sup>th</sup> | 115 | +14 | +8 | +8 | +8 | 19 Powers, Self-Mastery                                          | +9  | +6 |
| 20 <sup>th</sup> | 127 | +15 | +9 | +9 | +9 | 20 Powers, Bonus Feat                                            | +10 | +6 |

### Class Features

All the following are class features of the Warmind.

**Power Points/Day:** A Warmind's ability to manifest powers is limited by the psionic power points they have available. The Warmind's base daily psionic power point allotment is given on Table: Warmind Class Statistics by Level. In addition, they receive bonus psionic power points per day if they have a Wisdom score 12 or higher. Their race may also provide bonus power points per day, as may certain feats and items.

**Powers Known (Psionic Level 1+ Scenarios):** A Warmind begins play knowing one 1<sup>st</sup>-level Warmind power of your choice. Each time they achieve a new level, they unlock the knowledge of a new power.

Choose the powers known from the Warmind power list. (*Exception:* The feat Expanded Knowledge does allow a Warmind to learn powers from the lists of other classes.) A Warmind can manifest any power that has a power point cost equal to or lower than their manifester level. The total number of powers a Warmind can manifest in a day is limited only by their daily power points.

A Warmind simply knows their powers; they are ingrained in the Warmind's mind. They do not need to prepare them (in the way that some spellcasters prepare their spells), though they must get a good night's sleep each day to regain all their spent power points. The Difficulty Class for saving throws against Warmind powers is 10 + the power's level + the Warmind's Wisdom modifier.

**Maximum Power Level Known:** A Warmind begins play with the ability to learn 1st-level powers. As they attain higher levels, a Warmind may gain the ability to master more complex powers, with the option to learn new powers up to, but not necessarily at, their maximum known power level. To learn or manifest a power, a Warmind must have a Wisdom score of at least 10 + the power's level.

**Battle Focus (Psionic Level 0 Scenario):** The Warmind has learned how to maintain a meditative state when in combat, the still at the eye of the storm. While focused (see Concentration skill), the Warmind gets a bonus to hit, damage, dodge, and parry equal to half their Battle Focus modifier, rounded up. If the Warmind wishes, they can expend their focus to get a bonus equal to their full Battle Focus modifier to any roll to hit, damage, dodge, or parry. This must be declared before the die roll is made.

**Bonus Feats:** At 1st level, a Warmind gets a bonus combat-oriented feat in addition to the two feats that any 1st level character gets. The Warmind gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). These bonus feats must be drawn from the feats noted as Fighter feats or Power feats. The Warmind must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A Warmind cannot choose feats that specifically require levels in the Fighter class (like Weapon Specialization) unless they are a multiclass character with the requisite levels in the Fighter class.

**Self-Control** (Ex): Starting at 3<sup>rd</sup> level, and for every 6 levels in Warmind after that (so again at 9<sup>th</sup> and 15<sup>th</sup> level Warmind), the character gains a +1 innate bonus to their Wisdom attribute and an additional +1 bonus to all saving throws.

**Mind Over Matter** (Ex): At 6<sup>th</sup> level, the Warmind learns how to instantly focus their mind in surviving the subtle and brute forces of the outer world. Once per day, the Warmind can elect to roll a second d20 for a defensive action (i.e., a saving throw, a dodge, or a parry) after seeing the result of the first d20 and take the desired result. Regardless of how many times a Warmind has this ability available (2/day at 12<sup>th</sup> level, 3/day at 18<sup>th</sup> level), it may only be used once per defensive action.

**Self-Mastery** (Ex): At 19<sup>th</sup> level, the Warmind gains Mettle; whenever they are targeted by an effect that offers a Fortitude or Will saving throw with a partial or half effect on a successful save, the Warmind with Self-Mastery saves for no effect instead (ie. the Warmind changes the effect's saving throw from "Fort/Will half/partial" to "Fort/Will negates"). Effects that allow no saving throw are not affected.

The Warmind also gains another +1 innate bonus to their Wisdom attribute (a total of +4 by 19<sup>th</sup> level from Self-Control and Self-Mastery).

## Wilder

Where the Psion formally studies the manifestation of psychic power, the Wilder simply "feels" it. Their emotions affect their powers, causing them to surge in combat and giving the Wilder a battle-induced feeling of euphoria.

**Campaign Prerequisite:** Minimum Psionic Level 1 scenario.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Wilders gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Wilder's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (4 + Int modifier) x5.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Wilder begins play with the Simple Weapons Proficiency, Light Armor Proficiency, and Shield Proficiency feats.

### Wilder Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                                              | DB | Rep. |
|------------------|-----|-----|------|-----|------|-------------------------------------------------------------|----|------|
| 1 <sup>st</sup>  | 2   | +0  | +0   | +2  | +2   | Psionics, 2 Powers, Neuralgia, Wild Surge +1                | +0 | +0   |
| 2 <sup>nd</sup>  | 6   | +1  | +0   | +3  | +3   | 3 Powers, Elude Touch                                       | +1 | +1   |
| 3 <sup>rd</sup>  | 11  | +2  | +1   | +3  | +3   | 4 Powers, Wild Surge +2                                     | +1 | +1   |
| 4 <sup>th</sup>  | 17  | +3  | +1   | +4  | +4   | 6 Powers, <u>2<sup>nd</sup>-level Powers</u> , Euphoric +1  | +2 | +1   |
| 5 <sup>th</sup>  | 25  | +3  | +1   | +4  | +4   | 7 Powers, Bonus Feat                                        | +2 | +2   |
| 6 <sup>th</sup>  | 35  | +4  | +2   | +5  | +5   | 9 Powers, <u>3<sup>rd</sup>-level Powers</u>                | +3 | +2   |
| 7 <sup>th</sup>  | 46  | +5  | +2   | +5  | +5   | 10 Powers, Wild Surge +3                                    | +3 | +2   |
| 8 <sup>th</sup>  | 58  | +6  | +2   | +6  | +6   | 12 Powers, <u>4<sup>th</sup>-level Powers</u>               | +4 | +3   |
| 9 <sup>th</sup>  | 72  | +6  | +3   | +6  | +6   | 13 Powers, Bonus Feat                                       | +4 | +3   |
| 10 <sup>th</sup> | 88  | +7  | +3   | +7  | +7   | 15 Powers, <u>5<sup>th</sup>-level Powers</u>               | +5 | +3   |
| 11 <sup>th</sup> | 106 | +8  | +3   | +7  | +7   | 16 Powers, Wild Surge +4                                    | +5 | +4   |
| 12 <sup>th</sup> | 126 | +9  | +4   | +8  | +8   | 18 Powers, <u>6<sup>th</sup>-level Powers</u> , Euphoric +2 | +6 | +4   |
| 13 <sup>th</sup> | 147 | +9  | +4   | +8  | +8   | 19 Powers, Bonus Feat                                       | +6 | +4   |
| 14 <sup>th</sup> | 170 | +10 | +4   | +9  | +9   | 21 Powers, <u>7<sup>th</sup>-level Powers</u>               | +7 | +5   |
| 15 <sup>th</sup> | 195 | +11 | +5   | +9  | +9   | 22 Powers, Wild Surge +5                                    | +7 | +5   |
| 16 <sup>th</sup> | 221 | +12 | +5   | +10 | +10  | 23 Powers, <u>8<sup>th</sup>-level Powers</u>               | +8 | +5   |
| 17 <sup>th</sup> | 250 | +12 | +5   | +10 | +10  | 24 Powers, Bonus Feat                                       | +8 | +6   |
| 18 <sup>th</sup> | 280 | +13 | +6   | +11 | +11  | 25 Powers, <u>9<sup>th</sup>-level Powers</u>               | +9 | +6   |

|                  |     |     |    |     |     |                          |     |    |
|------------------|-----|-----|----|-----|-----|--------------------------|-----|----|
| 19 <sup>th</sup> | 311 | +14 | +6 | +11 | +11 | 27 Powers, Wild Surge +6 | +9  | +6 |
| 20 <sup>th</sup> | 343 | +15 | +6 | +12 | +12 | 30 Powers, Euphoric +3   | +10 | +7 |

## Class Features

All of the following are class features of the Wilder.

**Power Points/Day:** A Wilder's ability to manifest powers is limited by the power points that they have available. Their base daily allotment of power points is given on Table: Wilder Class Statistics by Level. In addition, they receive bonus power points per day if they have a high Charisma score (see the Hero's Handbook for more on bonus power points for exceptional key attribute scores). Their race may also provide bonus power points per day, as may certain feats and items.

**Powers Known:** A Wilder begins play knowing two Wilder powers of your choice. As per the table above, the character unlocks the knowledge of new powers at most new levels.

Choose the powers known from the Wilder power list. (*Exception:* The feat Expanded Knowledge allows a Wilder to learn powers from the lists of other classes.) A Wilder can manifest any power that has a power point cost equal to or lower than their manifester level. The total number of powers a Wilder can manifest in a day is limited only by their daily power points.

A Wilder simply knows their powers; they are ingrained in the character's mind. They do not need to prepare them (in the way that some spellcasters prepare their spells), though they must get a good night's sleep each day to regain all their spent power points.

The Difficulty Class for saving throws against Wilder powers is 10 + the power's level + the Wilder's Charisma modifier.

**Maximum Power Level Known:** A Wilder begins play with the ability to learn 1<sup>st</sup>-level powers. As they attain higher levels, they may gain the ability to master more complex powers. To learn or manifest a power, a Wilder must have a Charisma score of at least 10 + the power's level.

**Wild Surge (Su):** A Wilder can let their passion and emotion rise to the surface in a wild surge when they manifest a power. During a wild surge, a Wilder gains phenomenal psionic strength, but may harm themselves by the reckless use of their power (see Neuralgia, below).

A Wilder can choose to invoke a wild surge whenever they manifest a power. When they do so, they gain +1 to their manifester level with that manifestation of the power. The manifester level boost gives them the ability to augment their powers to a higher degree than they otherwise could; however, they pay no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a Wilder manifests with their wild surge. This improvement in manifester level does not grant them any other benefits (psicrystal abilities do not advance, they do not gain higher-level class abilities, and so on). A Wilder cannot use the Overchannel power feat and invoke their wild surge at the same time.

At 3<sup>rd</sup> level, a Wilder can choose to boost their manifester level by two instead of one. At 7<sup>th</sup> level, she can boost their manifester level by up to three; at 11<sup>th</sup> level, by up to four; at 15<sup>th</sup> level, by up to five; and at 19<sup>th</sup> level, by up to six. In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the Wilder's power point reserve.

**Neuralgia (Ex):** Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a Wilder may be overcome by the strain of their effort. The chance of suffering a moment of neuralgia (an extreme blast of pain in the brain / mind) is equal to 5% per manifester level added with the wild surge.

A Wilder who is overcome by neuralgia is dazed until the end of their next turn and loses a number of power points equal to their Wilder level.

**Elude Touch (Ex):** Starting at 2<sup>nd</sup> level, a Wilder's intuition supersedes their intellect, alerting them to danger from touch attacks (including rays). The Wilder gains a bonus to Armor Class against all touch attacks equal to their Charisma bonus.

**Euphoric (Ex):** Starting at 4<sup>th</sup> level, when a Wilder uses their wild surge ability, they gain a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of their wild surge.

If a Wilder is overcome by neuralgia following a wild surge, they do not gain the morale bonus for this use of their wild surge ability.

At 12<sup>th</sup> level, the morale bonus on a Wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20<sup>th</sup> level, the bonus increases to +3.

**Bonus Feat:** At 5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>, and 17<sup>th</sup> levels, the Wilder receives a bonus feat from the Power feat list. They must meet any prerequisites for the feat in order to select it.

## Wizard

The classic student of the arcane arts, the Wizard formally studies magic. With their ability to add spells to their repertoire via their spellbook, a Wizard's power is only limited by the spells they can unearth.

**Campaign Prerequisites:** Minimum Arcane Level 1 and Tech Level 1 scenario.

**Hit Die (of the Hero):** d4 (d2+2)

**Action Points:** Wizards gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Wizard's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). The Starting Occupation the character selects can provide additional class skills to choose from.

**Skill Points at 1st Level:** (2 + Int modifier) x5.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Starting Feats:** In addition to the two feats all characters get at 1<sup>st</sup> level, a Wizard begins play with Simple Weapons Proficiency feat.

### Wizard Class Statistics by Level

| Level            | PP  | BA  | Fort | Ref | Will | Class Features                            | DB | Rep. |
|------------------|-----|-----|------|-----|------|-------------------------------------------|----|------|
| 1 <sup>st</sup>  | 4   | +0  | +0   | +0  | +2   | Arcane Spells, Familiar, Enchant Scroll   | +0 | +0   |
| 2 <sup>nd</sup>  | 6   | +1  | +0   | +0  | +3   | Increased Competence                      | +0 | +1   |
| 3 <sup>rd</sup>  | 9   | +1  | +1   | +1  | +3   | 2 <sup>nd</sup> -level spells             | +1 | +1   |
| 4 <sup>th</sup>  | 13  | +2  | +1   | +1  | +4   | Esoteric Knowledge                        | +1 | +2   |
| 5 <sup>th</sup>  | 18  | +2  | +1   | +1  | +4   | 3 <sup>rd</sup> -level spells, Bonus Feat | +1 | +2   |
| 6 <sup>th</sup>  | 26  | +3  | +2   | +2  | +5   | Increased Competence                      | +2 | +2   |
| 7 <sup>th</sup>  | 34  | +3  | +2   | +2  | +5   | 4 <sup>th</sup> -level spells             | +2 | +3   |
| 8 <sup>th</sup>  | 46  | +4  | +2   | +2  | +6   | Esoteric Knowledge                        | +2 | +3   |
| 9 <sup>th</sup>  | 58  | +4  | +3   | +3  | +6   | 5 <sup>th</sup> -level spells             | +3 | +3   |
| 10 <sup>th</sup> | 74  | +5  | +3   | +3  | +7   | Bonus Feat                                | +3 | +4   |
| 11 <sup>th</sup> | 90  | +5  | +3   | +3  | +7   | 6 <sup>th</sup> -level spells             | +3 | +4   |
| 12 <sup>th</sup> | 110 | +6  | +4   | +4  | +8   | Esoteric Knowledge                        | +4 | +4   |
| 13 <sup>th</sup> | 130 | +6  | +4   | +4  | +8   | 7 <sup>th</sup> -level spells             | +4 | +5   |
| 14 <sup>th</sup> | 154 | +7  | +4   | +4  | +9   | Increased Competence                      | +4 | +5   |
| 15 <sup>th</sup> | 178 | +7  | +5   | +5  | +9   | 8 <sup>th</sup> -level spells, Bonus Feat | +5 | +5   |
| 16 <sup>th</sup> | 206 | +8  | +5   | +5  | +10  | Esoteric Knowledge                        | +5 | +6   |
| 17 <sup>th</sup> | 234 | +8  | +5   | +5  | +10  | 9 <sup>th</sup> -level spells             | +5 | +6   |
| 18 <sup>th</sup> | 266 | +9  | +6   | +6  | +11  | Increased Competence                      | +6 | +6   |
| 19 <sup>th</sup> | 296 | +9  | +6   | +6  | +11  | Wizard Emeritus                           | +6 | +7   |
| 20 <sup>th</sup> | 328 | +10 | +6   | +6  | +12  | Bonus Feat, Esoteric Knowledge            | +6 | +7   |

### Class Features

All the following are class features of the Wizard.

**Spells:** A Wizard casts arcane spells which are drawn from the Sorcerer/ Wizard spell list. A Wizard must choose and prepare their spells ahead of time (see below). To learn, prepare, or cast a spell, the Wizard must have an



Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Wizard's spell is 10 + the spell level + the Wizard's Intelligence modifier.

Like other spellcasters, a Wizard can cast only a certain number of spells each day. The Wizard's base daily arcane power point allotment is given on Table: Wizard Class Statistics by Level. In addition, the Wizard receives bonus power points per day if they have a high Intelligence score.

Unlike a Bard or Sorcerer, a Wizard may know any number of spells. The Wizard must choose and prepare their spells ahead of time by getting a good night's sleep and spending 1 hour studying their spellbook. While studying, the Wizard decides which spells to prepare, spending their power points at that time.

**Bonus Languages:** A Wizard may substitute Draconic for one of the bonus languages available to the character because of their race.

**Familiar:** A Wizard can obtain a Familiar in exactly the same manner as a Sorcerer can. See the Sorcerer description and the information on Familiars below for details.

**Enchant Scroll:** At 1<sup>st</sup> level, a Wizard gains Enchant Scroll as a bonus feat.

**Increased Competence:** At 2<sup>nd</sup>, 6<sup>th</sup>, 14<sup>th</sup>, and 18<sup>th</sup> levels, the Wizard gains a +1 competence bonus in any non-Knowledge skill. Note this bonus may only be taken once per skill; each time another instance of Increased Competence is achieved, it must be applied to a different skill.

**Esoteric Knowledge:** At 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup> levels, the Wizard learns some obscure information related to a Knowledge skill; receive a +1 competence bonus on one Knowledge skill in which the character has 1 or more ranks. Note that the competence bonus may be applied to the same Knowledge skill or different Knowledge skills, but once it is selected, it cannot be changed.

**Bonus Feats:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, a Wizard gains a bonus feat. At each such opportunity, the Wizard can choose a Magic feat. They must still meet all prerequisites for a bonus feat, including caster level minimums.

**Wizard Emeritus:** At 19<sup>th</sup> level, the Wizard's achievements have become the stuff of legend, attracting a group of followers and cohort, exactly as if the Wizard had taken the Leadership feat, except all of the Wizard's followers and cohort have 1 or more levels in Wizard, looking to study under the Wizard Emeritus.

If the Wizard already has the Leadership feat, then they receive a bonus Magic feat instead, with their cohort and followers staying as they were. However, if any followers die and are replaced over time, the replacements will necessarily have 1 or more levels in Wizard.

**Spellbooks:** A Wizard must study their spellbook each day to prepare their spells. A Wizard cannot prepare any spell not recorded in their spellbook, except for *Read Magic*, which all Wizards can prepare from memory.

A Wizard begins play with a spellbook containing all 0-level Wizard spells plus three 1<sup>st</sup>-level spells of your choice. For each point of Intelligence bonus the Wizard has, the spellbook holds one additional 1<sup>st</sup>-level spell of your choice. At each new Wizard level, a Wizard gains two new spells of any spell level or levels that they can cast (based on their new Wizard level) for their spellbook. At any time, a Wizard can also add spells found in other Wizards' spellbooks to their own.

## School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a Wizard may specialize in one school of magic (see below). Specialization allows a Wizard to cast extra spells from their chosen school, but they then never learn to cast spells from some other schools.

A specialist Wizard can prepare one additional spell of their specialty school per spell level each day; they select one spell of their specialist school per spell level that they have access to, at no cost in arcane power points to memorize. The specialist Wizard also gains a +2 bonus on Spellcraft checks to learn the spells of their chosen school.

The Wizard must choose whether to specialize and, if they do so, choose their specialty at 1st level. At this time, they must also give up two other schools of magic (unless they choose to specialize in Divination; see below), which become their prohibited schools. A Wizard can never give up Divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the Wizard, and they can't even cast such spells from scrolls or fire them from wands. The specialist Wizard may not change either their specialization or their prohibited schools later.



The eight schools of arcane magic are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called Universal spells.

**Abjuration:** Spells that protect, block, or banish. An Abjuration specialist is called an Abjurer.

**Conjuration:** Spells that bring creatures or materials to the caster. A Conjuration specialist is called a Conjurer.

**Divination:** Spells that reveal information. A Divination specialist is called a Diviner. Unlike the other specialists, a Diviner must give up only one other school.

**Enchantment:** Spells that imbue the recipient with some property or grant the caster power over another being. An Enchantment specialist is called an Enchanter.

**Evocation:** Spells that manipulate energy or create something from nothing. An Evocation specialist is called an Evoker.

**Illusion:** Spells that alter perception or create false images. An Illusion specialist is called an Illusionist.

**Necromancy:** Spells that manipulate, create, or destroy life or life force. A Necromancy specialist is called a Necromancer.

**Transmutation:** Spells that transform the recipient physically or change its properties in a more subtle way. A Transmutation specialist is called a Transmuter.

**Universal:** Not a school, but a category for spells that all Wizards can learn. A Wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

## Animal Companions and Familiars

Many are the tale of the hero and their animal companion or familiar, a loyal friend who sometimes proves to be the hero of the story in its own right! Tactically speaking, no one can deny the security another set of eyes and ears offers the hero with an animal companion or familiar, and the savvy player can use such an ally to great effect.

### Animal Companion

A Druid's / Ranger's animal companion is different from a normal animal of its kind in many ways. An animal companion is superior to a normal animal of its kind and has special powers, growing in power as its companion the Ranger does, as described below.

| Class Level                        | Bonus HD | Defense Bonus Adj. | Str/Dex Adj. | Bonus Tricks | Special            |
|------------------------------------|----------|--------------------|--------------|--------------|--------------------|
| 1 <sup>st</sup> –2 <sup>nd</sup>   | +0       | +1                 | +0           | 1            | Link, share spells |
| 3 <sup>rd</sup> –5 <sup>th</sup>   | +2       | +2                 | +1           | 2            | Evasion            |
| 6 <sup>th</sup> –8 <sup>th</sup>   | +4       | +4                 | +2           | 3            | Devotion           |
| 9 <sup>th</sup> –11 <sup>th</sup>  | +6       | +6                 | +3           | 4            | Multiattack        |
| 12 <sup>th</sup> –14 <sup>th</sup> | +8       | +8                 | +4           | 5            | --                 |
| 15 <sup>th</sup> –17 <sup>th</sup> | +10      | +10                | +5           | 6            | Improved Evasion   |
| 18 <sup>th</sup> –20 <sup>th</sup> | +12      | +12                | +6           | 7            | --                 |

**Animal Companion Basics:** Use the base statistics for a creature of the companion's kind, but make the following changes.

**Class Lvl:** The character's Druid level if they're a Druid, or the character's Ranger level minus 3 if they're a Ranger. The Druid's and Ranger's class levels stack with levels of each other and of any other classes that are entitled to an Animal Companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a Cleric/Druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

**Defense Bonus Adj.:** The number noted here is an improvement to the animal companion's existing Defense bonus.

**Str/Dex Adj.:** Add this value to the animal companion's Strength and Dexterity scores.

**Bonus Tricks:** The value given in this column is the total number of “bonus” tricks that the animal knows in addition to any that the Druid or Ranger might choose to teach it (see the Handle Animal skill). These bonus tricks don’t require any training time or Handle Animal checks, and they don’t count against the normal limit of tricks known by the animal. The Druid / Ranger selects these bonus tricks, and once selected, they can’t be changed.

**Link (Ex):** A Druid or Ranger can handle their animal companion as a free action, or push it as a move action, even if the character doesn’t have any ranks in the Handle Animal skill. The Ranger gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** At the character’s option, they may have any spell (but not any spell-like ability) they cast upon themselves also affect their animal companion. The animal companion must be within 5 feet of them at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the character before the duration expires.

Additionally, the Druid or Ranger may cast a spell with a target of “You” on their animal companion (as a touch range spell) instead of on themselves. A Druid/Ranger and their animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative animal companions may be available, depending on the scenario (ie. an aquatic campaign). Ask your GM for more details.

## Familiar

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a Sorcerer or Wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a Magical Beast instead of an Animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a Sorcerer or Wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master’s level.

| Familiar           | Special                                                |
|--------------------|--------------------------------------------------------|
| Bat                | Master gains a +3 bonus on Listen checks               |
| Cat                | Master gains a +3 bonus on Move Silently checks        |
| Hawk               | Master gains a +3 bonus on Spot checks in bright light |
| Lizard             | Master gains a +3 bonus on Climb checks                |
| Owl                | Master gains a +3 bonus on Spot checks in shadows      |
| Rat                | Master gains a +2 bonus on Fortitude saves             |
| Raven <sup>1</sup> | Master gains a +3 bonus on Appraise checks             |
| Snake <sup>2</sup> | Master gains a +3 bonus on Bluff checks                |
| Toad               | Master gains +3 hit points                             |
| Weasel             | Master gains a +2 bonus on Reflex saves                |

<sup>1</sup> A raven familiar can speak one language of its master’s choice as a supernatural ability.

<sup>2</sup> Tiny viper.

**Familiar Basics:** Use the basic statistics for a creature of the familiar's kind, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

*Attacks:* Use the master's base attack bonus, as calculated from all their classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons. Damage equals that of a normal creature of the familiar's kind.

*Saving Throws:* For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all their classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

| Master's Lvl                       | Defense Bonus Adj. | Int | Special                                                  |
|------------------------------------|--------------------|-----|----------------------------------------------------------|
| 1 <sup>st</sup> –2 <sup>nd</sup>   | +1                 | 6   | Alertness, improved evasion, share spells, empathic link |
| 3 <sup>rd</sup> –4 <sup>th</sup>   | +2                 | 7   | Deliver touch spells                                     |
| 5 <sup>th</sup> –6 <sup>th</sup>   | +3                 | 8   | Speak with master                                        |
| 7 <sup>th</sup> –8 <sup>th</sup>   | +4                 | 9   | Speak with animals of its kind                           |
| 9 <sup>th</sup> –10 <sup>th</sup>  | +5                 | 10  | —                                                        |
| 11 <sup>th</sup> –12 <sup>th</sup> | +6                 | 11  | Spell resistance                                         |
| 13 <sup>th</sup> –14 <sup>th</sup> | +7                 | 12  | Scry on familiar                                         |
| 15 <sup>th</sup> –16 <sup>th</sup> | +8                 | 13  | —                                                        |
| 17 <sup>th</sup> –18 <sup>th</sup> | +9                 | 14  | —                                                        |
| 19 <sup>th</sup> –20 <sup>th</sup> | +10                | 15  | —                                                        |

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

*Defense Bonus Adj.:* The number noted here is an improvement to the familiar's Defense bonus.

*Int:* The familiar's Intelligence score.

*Alertness (Ex):* While a familiar is within arm's reach, the master gains the Alertness feat.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Share Spells:* At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect their familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on their familiar (as a touch range spell) instead of on himself.

A master and their familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

*Empathic Link (Su):* The master has an empathic link with their familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that their familiar does.

*Deliver Touch Spells (Su):* If the master is 3<sup>rd</sup> level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate their familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

*Speak with Master (Ex):* If the master is 5<sup>th</sup> level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

*Speak with Animals of Its Kind (Ex):* If the master is 7<sup>th</sup> level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

*Spell Resistance (Ex):* If the master is 11<sup>th</sup> level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

*Scry on Familiar (Sp):* If the master is 13<sup>th</sup> level or higher, he may scry on their familiar (as if casting the Scrying spell) once per day.

Alternative familiars may be available, depending on the scenario (ie. high-magic campaigns). Ask your GM for more details.

## Advanced Classes

An Advanced Class is a class that a character must develop into; it is not available at 1<sup>st</sup> level, typically requiring a minimum 3<sup>rd</sup> level character to qualify. This represents the specialization required for the class. It is because Advanced Classes necessarily involve multiclassing that they're considered "advanced". However, the Advanced Classes are usable for almost any scenario (Tech Level 1 scenario minimum), although your GM may yet deem that certain classes are not available in their scenario. Conversely, you may be able to convince your GM that the Bodyguard, the Daredevil, and/or the Survivor may be available in a Tech Level 0 scenario.

Find below a brief description of each of the 18 Advanced Classes available, while below that is a table of the prerequisites for each of the Advanced Classes. Note that the only scenario requirement for an Advanced Class is a minimum Tech Level 1 scenario (and even in some classes, such as the Survivor, the Advanced Class would still be feasible in a Tech 0 scenario).



**Ace Pilot:** An Ace Pilot is someone who thrives on the thrill of dangerous speeds and neck-breaking maneuvers. They usually feel naked when not at the controls of their favorite vehicle or mount, though most recognize the need to eat and sleep on occasion. Dexterity is an Ace Pilot's key attribute.

**Ambassador:** The voice of a body politic, the Ambassador is the broker of peace or the herald of war, capable of presenting either position with equal ease. Their knowledge of the inner workings of the state, coupled with their diplomatic status, makes the Ambassador a powerful ally in a cityscape scenario. Charisma is an Ambassador's key attribute, but Intelligence is strongly recommended.

**Bodyguard:** A Bodyguard is someone who is willing to sacrifice themselves to protect someone else. Whether for money or loyalty, the Bodyguard is trained to recognize a threat and intercede, usually with their own body. Knowing that, they consciously hone their bodies for the damage they're anticipating taking on another's behalf. Constitution is a Bodyguard's key attribute.

**Combat Medic:** A selfless life-saver on the field of battle, the Combat Medic has a healing knack and a razor focus. They must be able to perform lifesaving procedures under incredible duress; where most others are seeking cover for themselves, Combat Medics expose themselves for the sake of others. Wisdom is a Combat Medic's key attribute.

**Daredevil:** Always living life to the extreme, the Daredevil is known as fearless to some, foolhardy to others. Whatever one's view, there is no denying that the Daredevil is rarely one to shrink from a spectacular stunt, and this makes them capable of truly death-defying feats when it matters most. Dexterity and Constitution, not necessarily in that order, are a Daredevil's key attributes.

**Explorer:** The itinerant philosopher, the eclectic vagabond, the soldier of fortune; all are types of Explorer. Born with a knack for adventure and a lack of fear, the Explorer is always on the quest to reach the next horizon. Intelligence is an Explorer's key attribute.

**Field Officer:** The Field Officer is an experienced combatant who sees the battlefield like a chessboard. However, the Field Officer also understands the nature of morale, and is able to coax more from their troops in the heat of the moment, often leading by example at the head of the vanguard. Intelligence and Charisma are a Field Officer's key attributes.

**Infiltrator:** By guise or by guile, the Infiltrator specializes in slipping through defenses and past enemy lines. They also prove quite useful in matters of intelligence-gathering and sabotage, feigning innocence in the light of day and evading detection in the shadows of the night. Dexterity and Charisma are an Infiltrator's key attributes.

**Investigator:** The Investigator is one with an eye for the truth, able to ferret out clues where others have missed them. They also have an uncanny intuition about them, able to accurately profile a target or situation with minimal evidence. Intelligence and Wisdom are an Investigator's key attributes.

**Marketeer:** The perpetual salesperson, the Marketeer is always looking for ways to turn a tidy profit. In the case of the adventuring Marketeer, they are not averse to "high-risk / high-reward" ventures. Their ability to network and find the right person for the job / deal is one of their key strengths. Charisma is a Marketeer's key attribute.

**Martial Artist:** The mastery of the physical self is the goal of the Martial Artist. Honing their bodies into living weapons, Martial Artists can also withstand a great deal of punishment, thanks to their fine-tuned physiques. Strength and Constitution are a Martial Artist's key attributes.

**Personality:** The Personality is exactly that; someone who has garnered fame and attention merely by virtue of being attractive or charismatic. Whether a famous minstrel or an outspoken demagogue, the Personality wields power through influence and fandom. Charisma is a Personality's key attribute.

**Sharpshooter:** With ranged weapons comes the Sharpshooter; an individual who trains in precision and trick shooting. Whether an archer, a musketeer, or a gunslinger, Sharpshooters are deadly in ranged combat, even capable of wielding their ranged weapons in the heat of melee! Dexterity is a Sharpshooter's key attribute.

**Soldier:** Where there is war, there is the Soldier, a warrior trained to work as part of a greater corps, and an asset on the battlefield. Rugged and determined, the Soldier carries out their orders or dies trying. Strength and Dexterity are a Soldier's key attributes.

**Survivor:** With a knack for persevering that borders on the uncanny, the Survivor is deemed "lucky" by some and "fated" by others, but the Survivor knows it's a matter of trusting your instincts. Constitution and Wisdom are a Survivor's key attributes.

**Tactician:** The Tactician studies their enemy to find their weaknesses and exploit them. Whether it's a natural genius in the ways of martial prowess, or a honed student in the art of war, the Tactician focuses on outthinking their enemy. Intelligence is a Tactician's key attribute.

**Techsmith:** Depending on the era, they are known interchangeably as "smiths", "techies", or "engineers", yet their role is always the same; keep the technology that the party is so dearly dependent upon operational! A Techsmith is a welcome addition to any group where its members use technology to win the day. Intelligence is a Techsmith's key attribute.

**Weaponmaster:** Some warriors are willing to pick up any weapon; the master needs but one. A Weaponmaster dedicates their understanding of martial prowess to the methods of one weapon, studying ways to exploit its

strengths while minimizing any weaknesses. Strength is a Weaponmaster's key attribute (unless they focus on a light weapon with the Weapon Finesse feat, in which case Dexterity is their key attribute).

**Table: Advanced Class Prerequisites**

| Advanced Class | Class Prerequisites                                                                                                                                      |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ace Pilot      | Drive or Pilot or Ride 6, Navigate 6, Animal Affinity or Vehicle Expert                                                                                  |
| Ambassador     | Diplomacy 6, Knowledge (civics) 6, Knowledge (theology & philosophy) 6                                                                                   |
| Bodyguard      | Base Attack +2, Concentrate 6, Intimidate 6, Brawl or Personal Firearms Proficiency                                                                      |
| Combat Medic   | Base Attack +2, Treat Injury 6, Spot 6, Surgery                                                                                                          |
| Daredevil      | Base Attack +2, Balance 6, Concentration 6, Tumble 6, Acrobatic                                                                                          |
| Explorer       | Knowledge (earth & life sciences) 6, Knowledge (history, or physical sciences, or theology & philosophy) 4, Search 4, Survival 6, Alertness or Awareness |
| Field Officer  | Base Attack +2, Diplomacy 6, Knowledge (tactics) 6, Skill Focus or Coordinate                                                                            |
| Infiltrator    | Base Attack +2, Disguise 6, Hide 6, Move Silently 6, Deceptive or Stealthy                                                                               |
| Investigator   | Base Attack +2, Investigate 6, Sense Motive 6, Skill Focus or Empathy                                                                                    |
| Marketeer      | Bluff 6, Diplomacy 6, Gather Information 6, Knowledge (business or streetwise) 6                                                                         |
| Martial Artist | Base Attack +3, Concentrate 6, Combat Martial Arts or Melee Smash, Defensive Martial Arts or Damage Reduction                                            |
| Personality    | Diplomacy 6, Perform (any) 6, Renown                                                                                                                     |
| Sharpshooter   | Base Attack +2, Sleight of Hand 6, Tumble 6, Personal Firearms Proficiency or Point Blank Shot                                                           |
| Soldier        | Base Attack +3, Knowledge (tactics) 3, Martial Weapons Proficiency or Personal Firearms Proficiency                                                      |
| Survivor       | Defense Bonus +2, Sense Motive 6, Survival 6, Dodge or Evasion, Toughness or any Tough Talent                                                            |
| Tactician      | Gather Information 6, Knowledge (tactics) 6, Sense Motive 6, Skill Focus or Savant or Skill Emphasis (Knowledge [tactics])                               |
| Techsmith      | Computer Use 6 (only for Tech Level 5 or higher scenarios), Craft (any) 6, Knowledge (physical sciences or technology) 6, Builder or Savant              |
| Weaponmaster   | Base Attack +3, Knowledge (history) 4, Martial Weapon Proficiency, Weapon Focus (any melee weapon)                                                       |

### Prerequisites for Advanced Classes

Looking at the table above, you can see that some Advanced Classes have options as to how a character might qualify for them. This is another aspect of why they're known as Advanced Classes; they do take some evaluation to consider how one might qualify for them. It can be frustrating to want to play a certain Advanced class, but not being able to meet the prerequisites for it.

The Advanced classes are designed such that they can typically be qualified for by 3<sup>rd</sup> level. Of course, the prerequisites almost always involve minimum skill rank investments, so one must be sure to take a starting class that has the prerequisites as class skills.

The other option is to take a relevant Starting Occupation to add new skills to your class skill list. In fact, with the versatility that the Starting Occupations offer, one can qualify for almost any Advanced class beginning from any starting class by making sure one selects a Starting Occupation that gives the character access to those skills that would otherwise be cross-class skills.

### Meshing Spellcasters and Manifesters with Advanced Classes

One of the first things that may jump out at the shrewd gamer examining their options is that none of the Advanced Classes offers anything for advancement in spellcaster / manifesters level. If the GM allows, characters may use any combination of their 3<sup>rd</sup>, 6<sup>th</sup>, and/or 9<sup>th</sup> level Bonus Feat options to instead take another level of spellcasting / psionic manifesting capability. If so permitted, then treat each instance of "Bonus Feat" in the Advanced Class descriptions instead as a "Bonus Feat or Improved Magic / Psionics".

## Ace Pilot

An Ace Pilot is someone who thrives on the thrill of dangerous speeds and neck-breaking maneuvers. They usually feel naked when not at the controls of their favorite vehicle or mount, though most recognize the need to eat and sleep on occasion.

**Prerequisites:** Drive or Pilot or Ride 6 ranks, Navigate 6 ranks, Animal Affinity or Vehicle Expert feat.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Ace Pilots gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Ace Pilot's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (electronic, mechanical) (Int), Drive (Dex), Handle Animal (Cha), Knowledge (current events, popular culture, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Repair (Int), Ride (Dex), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** An Ace Pilot gains no proficiencies.

### Ace Pilot Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features     | DB | Rep. |
|------------------|----|------|-----|------|--------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +2  | +0   | Bonus Feat         | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +2   | +3  | +0   | Evasive Maneuvers  | +1 | +1   |
| 3 <sup>rd</sup>  | +2 | +2   | +3  | +1   | Bonus Feat         | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +2   | +4  | +1   | Crackerjack Timing | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +3   | +4  | +1   | Speed Demon        | +3 | +2   |
| 6 <sup>th</sup>  | +4 | +3   | +5  | +2   | Bonus Feat         | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +4   | +5  | +2   | Hotshot            | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +4   | +6  | +2   | Shooting Star      | +4 | +3   |
| 9 <sup>th</sup>  | +6 | +4   | +6  | +3   | Bonus Feat         | +5 | +3   |
| 10 <sup>th</sup> | +7 | +5   | +7  | +3   | Aces High          | +5 | +3   |

### Class Features

All of the following are class features of the Ace Pilot.

**Bonus Feat:** At 1<sup>st</sup>, 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Ace Pilot gets a bonus feat. The feat must be selected from the following list, and the Ace Pilot must meet all the prerequisites of the feat to select it:

Advanced Mecha Operation, Aircraft Operation, Armor Proficiency (powered), Blind-Fight, Drive-By Attack, Force Stop, Gearhead, Hair Trigger, Mecha Crush, Mecha Fling, Mecha Operation, Mecha Sweep, Mecha Trample, Mecha Weapon Boost, Mecha Weapon Proficiency, Mounted Archery, Mounted Combat, Ride-By Attack, Spacer, Starship Battle Run, Skill Focus (any Ace Pilot class skill), Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe, Stun Mecha, Surface Vehicle Operation, Thruster Blast, Trample, Vehicle Dodge, Vehicle Specialization, Zero-G Training.

**Evasive Maneuvers:** The character now applies their Defense Bonus to the Touch AC of any vehicle they pilot for which they have the appropriate piloting feats. Furthermore, once per round, while riding, driving, or piloting something for which the Ace Pilot has 5 or more ranks (either Drive, Pilot, or Ride, as appropriate), the Ace Pilot can attempt a special Dodge action against one attack per round that they are aware of, declared as an immediate free action. The Ace Pilot makes a skill check in the relevant skill (i.e. Drive, Pilot, or Ride) with a DC equal to the to-hit roll result that the character is attempting to dodge. If the Ace Pilot's skill check is equal to or greater than the attack roll being dodged, then the attack misses; otherwise the attack hits with its effect as normal. Note that only a natural 20 can dodge a natural 20 to-hit.



**Crackerjack Timing:** The Ace Pilot has an instinctive feel for the timing of any maneuver they attempt, with a +1 per 2 class levels, rounded down, to any maneuver requiring a Drive, Pilot, or Ride skill check for which the character has at least 5 ranks in already.

**Speed Demon:** By means learned through various tricks of the trade, the Ace Pilot is able to coax that bit of extra speed out of their mount / vehicle when they must, able to push their conveyance an additional 25% faster (so maximum x4 movement rate increases to a maximum x5 rate) with a DC 20 skill check for the relevant skill.

For each consecutive round beyond the first that the Ace Pilot travels like a Speed Demon, the DC of their relevant skill check increases by +1 (so DC 21 for the 2<sup>nd</sup> round of Speed Demon, DC 22 on the 3<sup>rd</sup> round, etc.). If a Ride skill check for Speed Demon is failed, then the mount must slow down to its original maximum speed and is now Fatigued. If a Drive or Pilot skill check for Speed Demon is failed, then the vehicle begins suffering damage, losing 1 hit die per round of continued Speed Demon until permitted to cool down by decelerating to a speed slower than the vehicle's normal maximum speed. The character can keep travelling at the Speed Demon rate, but the vehicle will take damage each round; no further checks can be made to prevent the damage until the current damage has been repaired.

**Hotshot:** Once per day, or whenever they opt to spend an Action Point to do so, with the weapon(s) of their vehicle or their charging mount, the Ace Pilot can declare that their next attack is penetrating their target's armor if it hits. If the attack hits, then the attack ignores the target's hardness.

**Shooting Star:** Once per day, or whenever they opt to spend an Action Point to do so, with the weapon(s) of their vehicle or their charging mount, the Ace Pilot can declare that their next attack is an automatic threat if it hits. If the attack hits, then treat the attack as a threatened critical; roll to confirm the critical and resolve as normal.

**Aces High:** The Ace Pilot is so good at what they do that they rarely fail; the character may re-roll any failed Drive, Pilot, or Ride skill check for which they have 5 or more ranks in the skill. The Ace Pilot can only do so once per skill check, and they must accept the result of the 2<sup>nd</sup> roll, even if it's worse than the first.

## Ambassador

The voice of a body politic, the Ambassador is the broker of peace or the herald of war, capable of presenting either position with professional decorum. Their knowledge of the inner workings of the state, coupled with their diplomatic status, makes the Ambassador a powerful ally in a cityscape scenario.

**Prerequisites:** Diplomacy 6 ranks, Knowledge (civics) 6 ranks, Knowledge (theology & philosophy) 6 ranks.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Ambassadors gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Ambassador's class skills (and the key ability for each skill) are:

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioural science, civics, current events, history, theology & philosophy) (Int), Profession (Wis), Read/Write/Speak Language (none), Research (Int), and Sense Motive (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** An Ambassador gains no proficiencies.

### Ambassador Class Statistics by Level

| Level           | BA | Fort | Ref | Will | Class Features      | DB | Rep. |
|-----------------|----|------|-----|------|---------------------|----|------|
| 1 <sup>st</sup> | +0 | +1   | +0  | +2   | Diplomatic Immunity | +1 | +1   |
| 2 <sup>nd</sup> | +1 | +2   | +0  | +3   | Open Arms           | +1 | +1   |
| 3 <sup>rd</sup> | +1 | +2   | +1  | +3   | Bonus Feat          | +2 | +1   |
| 4 <sup>th</sup> | +2 | +2   | +1  | +4   | Information Access  | +2 | +2   |
| 5 <sup>th</sup> | +2 | +3   | +1  | +4   | Senior Consul       | +3 | +2   |
| 6 <sup>th</sup> | +3 | +3   | +2  | +5   | Bonus Feat          | +3 | +2   |
| 7 <sup>th</sup> | +3 | +4   | +2  | +5   | Restricted Access   | +4 | +3   |
| 8 <sup>th</sup> | +4 | +4   | +2  | +6   | Stipend             | +4 | +3   |
| 9 <sup>th</sup> | +4 | +4   | +3  | +6   | Bonus Feat          | +5 | +3   |

## Class Features

All of the following are class features of the Ambassador.

**Diplomatic Immunity:** Starting at 1<sup>st</sup> level, if the Ambassador is arrested for a crime, they can make a Diplomacy check to invoke their diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the Senior Consul and Embassy Chief class features, below) is arrested for a crime and unable to secure their own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check.

An Ambassador who routinely invokes the privilege of diplomatic immunity—either on their own behalf or to protect their selected consuls—is likely to be recalled or terminated by those that they have sworn to represent.

| Table: Diplomatic Immunity |                                                                                                                                                                                           |    |                                                                              |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|------------------------------------------------------------------------------|
| Severity of Crime          | Examples                                                                                                                                                                                  | DC | Effect of Successful Diplomacy Check                                         |
| Class 5                    | Disturbing the peace, public intoxication, noninjurious traffic violation                                                                                                                 | 15 | –2 penalty on subsequent Diplomacy checks in that area                       |
| Class 4                    | Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon | 20 | –5 penalty on subsequent Diplomacy checks in that area                       |
| Class 3                    | Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon                         | 25 | –10 penalty on subsequent Diplomacy checks in the area                       |
| Class 2                    | Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances                                                                         | 30 | Deportation within 2d6 hours                                                 |
| Class 1                    | Conspiracy against the government, murder of a public official, sabotage of public utilities                                                                                              | 35 | Detention pending the diplomatic action by character's affiliated government |

**Open Arms:** Beginning at 2<sup>nd</sup> level, the Ambassador is skilled at initiating peaceful negotiations. They may add a competence bonus equal to one-half their Ambassador class level on all Diplomacy checks.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Ambassador gets a bonus feat. The bonus feat must be selected from the following list, and the Ambassador must meet all the prerequisites of the feat to select it:

Attentive, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Low Profile, Negotiator, Oathbound, Persuasive, Renown, Skill Focus (any Ambassador class skill), Studious, Trustworthy.

**Information Access:** Starting at 4<sup>th</sup> level, the Ambassador can make Gather Information checks without spending money or making Wealth checks, provided they are dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward the Ambassador or those whom they represent. Dealing with individuals or organizations that are hostile requires the Ambassador to make Wealth checks as usual when using the Gather Information skill.

**Senior Consul:** At 5<sup>th</sup> level, the Ambassador is permitted to take on “junior consuls”, diplomats empowered by the Ambassador’s hand to act in their organization’s name. The Ambassador may appoint a number of individuals equal to their Reputation bonus as “junior consuls”; these appointed individuals gain all the benefits of the Diplomatic Immunity class feature (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as they see fit. It takes 1d4 hours for an Ambassador to invoke or revoke a junior consul’s status and privileges.

**Restricted Access:** At 7<sup>th</sup> level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes their faction, organization, nation, world, or stellar empire. They gain a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on Research checks.

**Stipend:** Skilled diplomats are well paid for their loyalty and dedication, and they are accustomed to traveling in style. At 8<sup>th</sup> level, the Ambassador gains a one-time Wealth bonus increase of +4.

**Embassy Chief:** At 10<sup>th</sup> level, the Ambassador may appoint a number of individuals equal to their Reputation bonus as “consuls” (note that one of them is the Embassy Chief’s Attaché; see below). These appointed individuals gain all the benefits of the Diplomatic Immunity, Information Access, and Restricted Access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as they see fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul’s or attaché’s privileges.

Furthermore, the Embassy Chief gains an Attaché, a cohort who is utterly loyal to them. As an Ambassador in their own right, the cohort must have at least 1 level of Ambassador themselves; otherwise, the cohort is as per the Leadership feat. The Attaché gains all the advantages of the Embassy Chief’s appointment (see above), counting as 1 selection for the Embassy Chief’s maximum number of appointed consuls.

## Bodyguard

A Bodyguard is someone who is willing to sacrifice themselves to protect someone else. Whether for money or loyalty, the Bodyguard is trained to recognize a threat and intercede, usually with their own body. Knowing that, they consciously hone their bodies for the damage they’re anticipating taking on another’s behalf.

**Prerequisites:** Base Attack +2, Concentrate 6 ranks, Intimidate 6 ranks, either Brawl or Personal Firearms Proficiency.

**Hit Die (of the Hero):** d12 (d6+6)

**Action Points:** Bodyguards gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Bodyguard’s class skills (and the key ability for each skill) are:

Concentration (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioural science, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write/Speak Language (none), Search (Int), Sense Motive (Wis), and Spot (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Bodyguard gains the Light Armor Proficiency and the Medium Armor Proficiency.

### Bodyguard Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features     | DB | Rep. |
|------------------|----|------|-----|------|--------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +2  | +0   | Harm’s Way         | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +2   | +3  | +0   | Toughness (x1)     | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +2   | +3  | +1   | Bonus Feat         | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +2   | +4  | +1   | Sudden Action      | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +3   | +4  | +1   | Improved Charge    | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +3   | +5  | +2   | Bonus Feat         | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +4   | +5  | +2   | Defensive Strike   | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +4   | +6  | +2   | Toughness (x2)     | +4 | +2   |
| 9 <sup>th</sup>  | +6 | +4   | +6  | +3   | Bonus Feat         | +5 | +3   |
| 10 <sup>th</sup> | +7 | +5   | +7  | +3   | Blanket Protection | +5 | +3   |

## Class Features

All of the following are class features of the Bodyguard.

**Harm's Way [Ex]:** Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject themselves to the attack in the ally's stead. If the attack hits the Bodyguard, they take damage normally. If it misses, it also misses the ally.

The Bodyguard must declare their intention to place themselves in harm's way before the attack roll is made. The Bodyguard selects their ally either prior to combat or immediately after the Bodyguard makes their initiative check. The Bodyguard can't change their ally for the duration of the combat.

**Toughness:** As the feat of the same name, the Bodyguard gains +1 hit point per character level immediately, and they gain +1 hit point per level gained going forward. At 8<sup>th</sup> level, the Bodyguard gets another instance of Toughness; +1 hit point per character level immediately, and the character now gains +2 hit points per level going forward (thanks to two instances of Toughness from 8 levels of Bodyguard; if other instances of Toughness were selected as feats, those would also stack, as per the feat).

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Bodyguard gets a bonus feat. The bonus feat must be selected from the following list, and the Bodyguard must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Armor Proficiency (heavy), Armor Proficiency (powered), Attentive, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Double Tap, Improved Brawl, Improved Damage Threshold, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload, Streetfighting, Vehicle Expert.

**Sudden Action:** Once per day, a Bodyguard of 4<sup>th</sup> level or higher can focus their effort to burst into sudden action when the situation calls for it. The Bodyguard can change their place in the initiative order, moving higher in the count by a number less than or equal to their Bodyguard class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

**Improved Charge:** A Bodyguard of 5<sup>th</sup> level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter their direction when making a charge to avoid obstacles.

**Defensive Strike:** At 7<sup>th</sup> level, if an opponent makes a melee attack against the Bodyguard and misses either due to a successful Parry or while the Bodyguard is using the total defense option, the Bodyguard may immediately counter-attack that opponent with a melee weapon and with a +4 bonus on their attack roll. This ability does not work against an opponent who doesn't attack the Bodyguard or against an opponent who only makes successful attacks.

**Blanket Protection [Ex]:** At 10<sup>th</sup> level, a Bodyguard can use their expertise to provide protection for up to six allies (not including himself) within sight and voice range of the Bodyguard's position. The Bodyguard takes a full-round action to issue orders and directions, fighting in a total defense mode while doing so (ie. +4 Dodge bonus to AC, +6 with 5 or more ranks of Tumble; note that this ability is considered the total defense option for purposes of using Defensive Strike). Giving Blanket Protection provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

## Combat Medic

A selfless life-saver on the field of battle, the Combat Medic has a healing knack and a razor focus. They must be able to perform lifesaving procedures under incredible duress; where most others are seeking cover for themselves, Combat Medics expose themselves to the potential loss of life and limb for the sake of others.

**Prerequisites:** Base Attack +2, Treat Injury 6 ranks, Spot 6 ranks, Surgery feat.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Combat Medics gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Combat Medic's class skills (and the key ability for each skill) are:

Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral science, current events, earth & life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Spot (Wis), and Treat Injury (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** A Combat Medic gains no proficiencies.

### Combat Medic Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features        | DB | Rep. |
|------------------|----|------|-----|------|-----------------------|----|------|
| 1 <sup>st</sup>  | +0 | +2   | +0  | +1   | Medical Specialist +1 | +1 | +1   |
| 2 <sup>nd</sup>  | +1 | +3   | +0  | +2   | Expert Healer         | +1 | +1   |
| 3 <sup>rd</sup>  | +1 | +3   | +1  | +2   | Bonus Feat            | +2 | +1   |
| 4 <sup>th</sup>  | +2 | +4   | +1  | +2   | Medical Mastery       | +2 | +2   |
| 5 <sup>th</sup>  | +2 | +4   | +1  | +3   | Medical Specialist +2 | +3 | +2   |
| 6 <sup>th</sup>  | +3 | +5   | +2  | +3   | Bonus Feat            | +3 | +2   |
| 7 <sup>th</sup>  | +3 | +5   | +2  | +4   | Minor Medical Miracle | +4 | +3   |
| 8 <sup>th</sup>  | +4 | +6   | +2  | +4   | Medical Specialist +3 | +4 | +3   |
| 9 <sup>th</sup>  | +4 | +6   | +3  | +4   | Bonus Feat            | +5 | +3   |
| 10 <sup>th</sup> | +5 | +7   | +3  | +5   | Medical Miracle       | +5 | +4   |

### Class Features

All of the following are class features of the Combat Medic.

**Medical Specialist:** The Combat Medic receives a competence bonus on Treat Injury checks. At 1<sup>st</sup> level, the bonus is +1. It increases to +2 at 5<sup>th</sup> level, and to +3 at 8<sup>th</sup> level.

**Expert Healer:** At 2<sup>nd</sup> level and higher, the Combat Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Combat Medic restores 1 hit point for every level they have in this advanced class.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Combat Medic gets a bonus feat. The bonus feat must be selected from the following list, and the Combat Medic must meet all the prerequisites of the feat to select it:

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Cybernetic Surgery, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert, Xenomedic.

**Medical Mastery:** When making a Treat Injury skill check, a Combat Medic of 4<sup>th</sup> level or higher may take 10 even if stress and distractions would normally prevent them from doing so.

**Minor Medical Miracle [Ex]:** At 7<sup>th</sup> level or higher, a Combat Medic can save a character reduced to negative [Con score] hit points or lower. If the Combat Medic is able to administer aid within 3 rounds of the character's death, then the Combat Medic can make a Treat Injury check. The DC for this check is 30, and the Combat Medic can't take 10 or take 20. If the check succeeds, the would-be dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points. If the Combat Medic fails the skill check or the patient fails the save, the dead character can't be saved.

**Medical Miracle [Ex]:** At 10<sup>th</sup> level, a Combat Medic can revive a character reduced to –[Con score] hit points or lower. If the Combat Medic is able to administer aid within 3 minutes of the character's death, then the Combat Medic can make a Treat Injury check. The DC for this check is 40, and the Combat Medic can't take 10 or take 20. If the check succeeds, the would-be dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points. If the Combat Medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

## Daredevil

Always living life to the extreme, the Daredevil is known as fearless to some, foolhardy to others. Whatever one's view, there is no denying that the Daredevil is rarely one to shrink from a spectacular stunt, and this makes them capable of truly death-defying feats when it matters most.

**Prerequisites:** Base Attack +2, Balance 6 ranks, Concentration 6 ranks, Tumble 6 ranks, Acrobatic feat.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Daredevils gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Daredevil's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Daredevil gains the Light Armor Proficiency feat.

### Daredevil Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features     | DB | Rep. |
|------------------|----|------|-----|------|--------------------|----|------|
| 1 <sup>st</sup>  | +0 | +2   | +1  | +0   | Niche Specialty    | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +3   | +2  | +0   | Growing Confidence | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +3   | +2  | +1   | Bonus Feat         | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +4   | +2  | +1   | Tough It Out       | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +4   | +3  | +1   | Shrug It Off       | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +5   | +3  | +2   | Bonus Feat         | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +5   | +4  | +2   | Shut It Out        | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +6   | +4  | +2   | Shake It Off       | +4 | +2   |
| 9 <sup>th</sup>  | +6 | +6   | +4  | +3   | Bonus Feat         | +5 | +3   |
| 10 <sup>th</sup> | +7 | +7   | +5  | +3   | Let It Out         | +5 | +3   |

### Class Features

All of the following are class features of the Daredevil.

**Niche Specialty:** At 1<sup>st</sup> level the Daredevil finds something they're naturally good at and hone their ability; the character selects a Dex-based class skill and gains the Skill Focus feat for that skill.

**Growing Confidence:** At 2<sup>nd</sup> level, the Daredevil's growing confidence in their own capabilities is having tangible results on their skill performance. The Daredevil gains a bonus to their Daredevil class physical attribute-based skills (ie. Balance, Climb, Concentration, Drive, Escape Artist, Jump, Pilot, Ride, Swim, and Tumble) equal to one-half their Daredevil class level.

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels, the Daredevil gains a bonus feat, selected from either the General feat list or the Expert feat list. The character must have any prerequisites required in order to select the feat.

**Tough It Out:** At 4<sup>th</sup> level the Daredevil gains Damage Reduction 1/-, which stacks with any instances of Damage Reduction from Tough Hero, as well as an instance of the feat Improved Damage Threshold, which stacks with any other instances of Improved Damage Threshold to increase the character's massive damage threshold.

**Shrug It Off:** At 5<sup>th</sup> level, the Daredevil has developed a way to withstand the pain of otherwise grievous injuries. Once a day, or whenever the Daredevil opts to spend an Action Point to do so, as an immediate free action, the Daredevil can make a Concentration check to partially resist the impact of a source of damage. The DC of the Concentration check is equal to the damage being suffered; if the Daredevil is successful, then they only suffer half damage.

**Shut It Out:** At 7<sup>th</sup> level, the Daredevil has become used to performing certain skills under duress or severely distracted without flinching. The Daredevil selects a number of class skills equal to 3 plus the character's Con modifier; the character can now Take 10 with those skills, even when circumstances would warrant otherwise.

**Shake It Off:** At 8<sup>th</sup> level, the Daredevil has learned how to maintain focus through harrowing distractions, so much so that whenever the Daredevil's mind is about to slip to some sort of mental mishap, they can attempt to regain their inner focus. Once per day, or whenever the character opts to spend an Action Point to do so, if the Daredevil fails a Will saving throw, the character can immediately make a Concentration check equal to the DC of the failed Will save. If they make the Concentration check, then they are considered to have succeeded on the Will save.

**Let It Out:** By 10<sup>th</sup> level, the Daredevil has found another gear when it comes to pushing themself to the limit. Once per day, or when the character opts to spend an Action Point to do so, the character rolls 2d20 for any Str- or Dex-based skill check and takes the better result.

## Explorer

The itinerant philosopher, the eclectic vagabond, the soldier of fortune; all are types of Explorer. Born with a knack for adventure and a lack of fear, the Explorer is always on the quest to reach the next horizon.

**Prerequisites:** Knowledge (earth & life sciences) 6 ranks, Knowledge (history, or physical sciences, or theology & philosophy) 4 ranks, Search 4 ranks, Survival 6 ranks, Alertness feat or Awareness talent.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Explorers gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Explorer's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Investigate (Int), Jump (Str), Knowledge (any) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** An Explorer gains any one Weapon Proficiency feat.

### Explorer Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features             | DB | Rep. |
|------------------|----|------|-----|------|----------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +1  | +1   | Explorer Lore, Survivalist | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +2   | +2  | +2   | Intrepid, Trap Sense +1    | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +2   | +2  | +2   | Bonus Feat                 | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +2   | +2  | +2   | Evasion                    | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +3   | +3  | +3   | Extra Step, Trap Sense +2  | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +3   | +3  | +3   | Bonus Feat                 | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +4   | +4  | +4   | Exceptional Find           | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +4   | +4  | +4   | Trap Sense +3              | +4 | +2   |
| 9 <sup>th</sup>  | +6 | +4   | +4  | +4   | Bonus Feat                 | +5 | +3   |
| 10 <sup>th</sup> | +7 | +5   | +5  | +5   | Fearless, Extra Step       | +5 | +3   |

### Class Features

All of the following are class features of the Explorer.

**Explorer Lore:** An Explorer picks up stray and obscure facts during their adventures. They may make a special Explorer lore check with a bonus equal to their Explorer class level + their Intelligence modifier to see whether or not they know some relevant knowledge about notable people, legendary items, or noteworthy places. If the Explorer has 5 or more ranks in Knowledge (history), they gain a +2 bonus on this check. The Explorer may take 10 but cannot take 20 on this check.



An Explorer lore check does not reveal the powers of a magic or psionic item but may give some hint as to its general function; an Explorer may not take 10 or take 20 on this check. If the Explorer has 5 or more ranks in Knowledge (physical sciences), they gain a +2 bonus on this check.

If the Explorer has 5 or more ranks in Knowledge (theology & philosophy), then 1/day or whenever they opt to spend an Action Point to do so, the Explorer may re-roll any failed Explorer Lore check but the Explorer Lore check suffers an additional +5 modifier to the DC of the check, as the character attempts to recall a relevant piece of lore through a more roundabout train of thought.

| Table: Explorer Lore |                                                                                                                                                                    |                                                                                                                                                                                |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DC                   | Type of Knowledge                                                                                                                                                  | Examples                                                                                                                                                                       |
| 10                   | Common, known by at least a substantial minority of the local population.                                                                                          | A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.                                                                          |
| 20                   | Uncommon but available, known by only a few people in the area.                                                                                                    | The coordinates of a known but uncharted world; legends or rumors about a powerful psionic artifact.                                                                           |
| 25                   | Obscure, known by few, hard to come by.                                                                                                                            | The customs of a documented alien species; the true homeworld of an ancient royal dynasty.                                                                                     |
| 30                   | Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance. | The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet. |

**Survivalist:** At 1<sup>st</sup> level, the Explorer gains the bonus feats Guide and any one Weapon Proficiency feat for which the character qualifies (this is the same feat as the one listed above under Starting Feats; the Explorer does not gain two weapon proficiencies at 1<sup>st</sup> level).

**Intrepid:** Beginning at 2<sup>nd</sup> level, an Explorer gains a morale bonus equal to one-half their Explorer class level (rounded down) on saving throws to resist fear effects, reducing any fear effects suffered by one tier (so Shaken is ignored, Frightened becomes Shaken, and Panicked becomes Frightened).

**Trap Sense:** At 2<sup>nd</sup> level, an Explorer gains an intuitive sense that alerts them to danger from traps, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. These bonuses rise to +2 at 5<sup>th</sup> level and +3 at 8<sup>th</sup> level.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Explorer gets a bonus feat. The bonus feat must be selected from the following list, and the Explorer must meet all the prerequisites of the feat to select it:

Action Boost, Advanced Two-Weapon Fighting, Aircraft Operation (spacecraft), Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Brawl, Dodge, Educated, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Feint, Improved Knockout Punch, Improved Two-Weapon Fighting, Jack of All Trades, Knockout Punch, Mobility, Nimble, Open-Minded, Renown, Spacer, Streetfighting, Studious, Track, Two-Weapon Fighting, Vehicle Expert.

**Evasion:** If an Explorer of 4<sup>th</sup> level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Explorer suffers no damage if they make a successful saving throw. If the Explorer already has Evasion, they gain Improved Evasion instead. Improved Evasion works similar to Evasion, except the Explorer suffers only half damage on a failed saving throw.

**Extra Step:** Once per day, or whenever the character opts to spend an Action Point to activate this ability, an Explorer of 5<sup>th</sup> level or higher can take an extra 5-foot step during their turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10<sup>th</sup> level, the Explorer can always take the extra 5-foot step without spending an Action Point, as often as they wish.

**Exceptional Find:** The 7<sup>th</sup>-level Explorer's adventures have led to the discovery of a long-lost treasure. Whether an item outright, or a map or clue to an item, the Explorer comes across a find of exceptional value. Between the player and the GM, either determine a treasure to be found, or simply count the Exceptional Find as the equivalent of the Windfall feat (+3 to the character's Wealth score).

**Fearless [Ex]:** The 10<sup>th</sup> level Explorer is no longer cowed by any situation, their intrepid nature making them effectively immune to fear. Furthermore, their confidence is contagious; all allies within 30' get a +2 morale bonus vs. fear.

## Field Officer

The Field Officer is an experienced combatant who sees the battlefield like a chessboard. However, the Field Officer also understands the nature of morale, and is able to coax more from their troops in the heat of the moment, often leading by example at the head of the vanguard.

**Prerequisites:** Base Attack +2, Diplomacy 6 ranks, Knowledge (tactics) 6 ranks, Skill Focus (any Field Officer class skill) feat or Coordinate talent.

**Hit Die (of the Hero):** d8 (d4+4)

**Action Points:** Field Officers gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Field Officer's class skills (and the key ability for each skill) are:

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioural science, civics, history, physical sciences, tactics, theology and philosophy) (Int), Read/Write/Speak Language (none), Search (Int), and Sense Motive (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Field Officer gains Light Armor Proficiency.

### Field Officer Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features        | DB | Rep. |
|------------------|-----|------|-----|------|-----------------------|----|------|
| 1 <sup>st</sup>  | +1  | +1   | +0  | +2   | Battlefield Direction | +1 | +1   |
| 2 <sup>nd</sup>  | +2  | +2   | +0  | +3   | Uncanny Survival      | +1 | +1   |
| 3 <sup>rd</sup>  | +3  | +2   | +1  | +3   | Bonus Feat            | +2 | +1   |
| 4 <sup>th</sup>  | +4  | +2   | +1  | +4   | Tactical Expertise    | +2 | +2   |
| 5 <sup>th</sup>  | +5  | +3   | +1  | +4   | Veteran Officer       | +3 | +2   |
| 6 <sup>th</sup>  | +6  | +3   | +2  | +5   | Bonus Feat            | +3 | +2   |
| 7 <sup>th</sup>  | +7  | +4   | +2  | +5   | Tactical Mastery      | +4 | +3   |
| 8 <sup>th</sup>  | +8  | +4   | +2  | +6   | Commanding Presence   | +4 | +3   |
| 9 <sup>th</sup>  | +9  | +4   | +3  | +6   | Bonus Feat            | +5 | +3   |
| 10 <sup>th</sup> | +10 | +5   | +3  | +7   | Unit Cohesion         | +5 | +4   |

### Class Features

All of the following are class features of the Field Officer.

**Battlefield Direction [Ex]:** By providing supervision and guidance, a Field Officer can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Field Officer makes a Diplomacy check (DC 10). They cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the Field Officer's Charisma bonus or Reputation bonus, whichever is greater. The ally must be within sight and hearing distance of the Field Officer and must be able to understand them. A Field Officer cannot use this ability on themselves.

**Uncanny Survival:** Beginning at 2<sup>nd</sup> level, a Field Officer can add one-half their class level to their Defense Bonus for 1 round, once per day or whenever they spend an action point to do so. They can declare this ability as an immediate free action, and the bonus lasts until the end of their next round of actions.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Field Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Field Officer must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Combat Expertise, Defensive Martial Arts, Dodge, Improved Initiative, Iron Will, Jack of All Trades, Mobility, Precise Shot, Quick Draw, Renown, Shot on the Run.

**Tactical Expertise [Ex]:** Starting at 4<sup>th</sup> level, as a full-round action, a Field Officer can use their tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Field Officer and must be able to understand them.

The Field Officer must make a Knowledge (tactics) check with a DC equal to 15 + the number of allies affected. They cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to AC equal to the Field Officer's Reputation bonus. The Field Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round. If the check fails, the Field Officer's allies gain no benefit, but the action is still spent. A Field Officer cannot apply the benefits of this ability to himself.

**Veteran Officer:** At 5<sup>th</sup> level, the Field Officer has proven their prowess on the battlefield, and it shows; 1/day, or whenever the Field Officer opts to spend an Action Point to do so, the character can re-roll a d20 roll made in combat; initiative, attack, parry, dodge, saving throw, or skill check. However, they must accept the second result, even if it's worse than the first one. Note that any given re-roll may only be attempted once using this ability.

**Tactical Mastery [Ex]:** At 7<sup>th</sup> level, the Field Officer requires less time to direct their allies. This ability is like Tactical Expertise (see Tactical Expertise, above) but requires a standard action instead of a full-round action.

**Commanding Presence [Ex]:** At 8<sup>th</sup> level and beyond, a Field Officer can use an attack action to enable an ally or weaken a single foe's resolve.

Enabling an ally requires a standard action and a successful Diplomacy check (DC 20). If the check succeeds, the Field Officer can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Field Officer and must be able to understand them. The Field Officer cannot use this ability on himself.

Weakening a foe's resolve requires a standard action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the Field Officer's class level + the Field Officer's Charisma modifier. The target must be within sight and hearing distance of the Field Officer and must be able to understand them. A target that resists the Field Officer's attempt to weaken its resolve is immune to the Field Officer's use of this ability for 24 hours.

**Unit Cohesion [Ex]:** At 10<sup>th</sup> level, the Field Officer's mere presence inspires, safeguards, and motivates their allies. A Field Officer may spend one of their Action Points and an immediate action to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12). The ally to be affected must be within sight and hearing distance of the Field Officer to gain the benefits of the Field Officer's spent Action Point. A Field Officer may use this ability once per round, and not on themselves.

Any character may transfer some or all of their Action Points to the Field Officer as a free action. The Field Officer must consent to the transfer, and these Action Points become the Field Officer's to spend as they see fit.

## Infiltrator

By guise or by guile, the Infiltrator specializes in slipping through defenses and past enemy lines. They also prove quite useful in matters of intelligence-gathering and sabotage, feigning innocence in the light of day and evading detection in the shadows of the night.

**Prerequisites:** Base Attack +2, Disguise 6 ranks, Hide 6 ranks, Move Silently 6 ranks, Deceptive feat or Stealthy feat.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Infiltrators gain 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 Infiltrator's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (art, business, civics, current events, streetwise, technology) (Int), Listen (Wis), Move Silently (Dex), Perform (act) (Cha), Read/Write/Speak Language (none), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

**Skill Points at Each Level:** 8 + Int modifier.

**Starting Feats:** An Infiltrator gains no new proficiencies.

### Infiltrator Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features   | DB | Rep. |
|------------------|----|------|-----|------|------------------|----|------|
| 1 <sup>st</sup>  | +0 | +0   | +2  | +1   | Set the Stage    | +1 | +1   |
| 2 <sup>nd</sup>  | +1 | +0   | +3  | +2   | In the Wings     | +2 | +1   |
| 3 <sup>rd</sup>  | +1 | +1   | +3  | +2   | Bonus Feat       | +2 | +1   |
| 4 <sup>th</sup>  | +2 | +1   | +4  | +2   | Steal the Show   | +3 | +2   |
| 5 <sup>th</sup>  | +2 | +1   | +4  | +3   | My Own Stunts    | +4 | +2   |
| 6 <sup>th</sup>  | +3 | +2   | +5  | +3   | Bonus Feat       | +4 | +2   |
| 7 <sup>th</sup>  | +3 | +2   | +5  | +4   | Understudy       | +5 | +3   |
| 8 <sup>th</sup>  | +4 | +2   | +6  | +4   | Method Actor     | +6 | +3   |
| 9 <sup>th</sup>  | +4 | +3   | +6  | +4   | Bonus Feat       | +6 | +3   |
| 10 <sup>th</sup> | +5 | +3   | +7  | +5   | Impromptu Improv | +7 | +4   |

### Class Features

All of the following are class features of the Infiltrator.

**Set the Stage:** From 1<sup>st</sup> level the Infiltrator knows the need to learn all they can about a target as discreetly as possible. The character can perform Search checks as a standard action (normally a full-round action), and they can Take 20 on a Search check in half the time (so 1 minute to Take 20 on a Search check). Note that the standard action to perform a Search check can be done so casually that an observer cannot tell that the Infiltrator is searching the area.

**In the Wings:** By 2<sup>nd</sup> level, the Infiltrator has begun developing a greater understanding of the nuances of stealth. The character gains a bonus to their Hide and Move Silently skills equal to one-half their Infiltrator level.

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels, the Infiltrator gains a new feat from the Expert feat list. They must meet any prerequisites for the feat in order to select it.

**Steal the Show:** At 4<sup>th</sup> level, the Infiltrator has begun focusing on their ability to get inside controlled and restricted areas. The character gains a +1 competence bonus for every 3 Infiltrator levels (so +1 at 4<sup>th</sup> level, +2 at 6<sup>th</sup> level, and +3 at 9<sup>th</sup> level) to Bluff, Decipher Script, Disguise, Forgery, and Sleight of Hand skill checks.

**My Own Stuntman:** By 5<sup>th</sup> level the Infiltrator has found themselves in more than one sticky situation, requiring a mad scramble, leap, roll, or dive at the time. Thus, the character has made it a point of working on those aspects of their skillset, gaining a +1 competence bonus to all Balance, Climb, Jump, Swim, and Tumble checks. The competence bonus from My Own Stuntman increases to +2 at 10<sup>th</sup> level Infiltrator.

**Understudy:** At 7<sup>th</sup> level, the Infiltrator can mimic anyone they have a chance to observe with uncanny accuracy. If the Infiltrator can observe a target while remaining within 30' of the target for 3 or more rounds, the Infiltrator gains a +4 circumstance modifier to any Disguise check made to impersonate the target for the next 24 hours.

**Method Actor:** At 8<sup>th</sup> level, the Infiltrator's experience with many different roles, along with their ability to immerse themselves in any given role, has given them a broad versatility with a strength of focus. The character gains the Iron Will feat and the Jack of all Trades feat.

**Impromptu Improv:** By 10<sup>th</sup> level, the Infiltrator has become so adept at taking on a role that they rarely make a miscue, and if they do they can ad lib the moment naturally. In game terms, once per day, or whenever they opt to do so by spending an Action Point, the Infiltrator may, as an immediate free action, re-roll a failed Cha-based skill check. However, they must accept the result of the 2<sup>nd</sup> roll, even if it's worse than the first one.

## Investigator

The Investigator is one with an eye for the truth, able to ferret out clues where others have missed them. They also have an uncanny intuition about them, able to accurately profile a target or situation with minimal evidence.

**Prerequisites:** Base Attack +2, Investigate 6 ranks, Sense Motive 6 ranks, Skill Focus (any one Investigator class skill) feat or Empathy talent.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Investigators gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Investigator's class skills (and the key ability for each skill) are:

Bluff (Cha), Computer Use (Int), Disable Device (Int), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioural sciences, civics, current events, streetwise, one other of choice) (Int), Listen (Wis), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** An Investigator gains no proficiencies.

### Investigator Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features       | DB | Rep. |
|------------------|----|------|-----|------|----------------------|----|------|
| 1 <sup>st</sup>  | +0 | +0   | +1  | +2   | Profile              | +1 | +1   |
| 2 <sup>nd</sup>  | +1 | +0   | +2  | +3   | Contact (Low-Level)  | +1 | +1   |
| 3 <sup>rd</sup>  | +2 | +1   | +2  | +3   | Bonus Feat           | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +1   | +2  | +4   | Nonlethal Force      | +2 | +2   |
| 5 <sup>th</sup>  | +3 | +1   | +3  | +4   | Contact (Mid-Level)  | +3 | +2   |
| 6 <sup>th</sup>  | +4 | +2   | +3  | +5   | Bonus Feat           | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +2   | +4  | +5   | Discern Lie          | +4 | +3   |
| 8 <sup>th</sup>  | +6 | +2   | +4  | +6   | Contact (High-Level) | +4 | +3   |
| 9 <sup>th</sup>  | +6 | +3   | +4  | +6   | Bonus Feat           | +5 | +3   |
| 10 <sup>th</sup> | +7 | +3   | +5  | +7   | Sixth Sense          | +5 | +4   |

### Class Features

All of the following are class features of the Investigator.

**Profile:** By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

The Investigator's ability to profile targets also gives them a bonus to Sense Motive checks equal to one-half the character's Investigator class level, rounded up.

**Contact:** An Investigator of 2<sup>nd</sup> level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact their character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Investigator on missions or risk their life. A contact can, however, provide information or render a service (make a specific skill check on the Investigator's behalf).

At 2<sup>nd</sup> level, the Investigator gains a low-level contact, at 5<sup>th</sup> level a mid-level contact, and at 8<sup>th</sup> level a high-level contact.

The Investigator can't call on the same contact more than once in a week, and when they do call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Investigator owes them a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is the equivalent of a Purchase DC 10 (approx. \$120) for the low-level contact, 15 (approx. \$350) for the mid-level contact, or 20 (approx. \$2,000) for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Investigator gets a bonus feat. The bonus feat must be selected from the following list, and the Investigator must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Investigator, Knockout Punch, Personal Firearms Proficiency, Point-Blank Shot, Skill Focus (any Investigator class skill), Studious.

**Nonlethal Force:** At 4<sup>th</sup> level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, they can deal nonlethal damage with a melee weapon that normally deals lethal damage (if they so choose) without taking the normal -4 penalty on the attack roll.

**Discern Lie:** At 7<sup>th</sup> level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

**Sixth Sense:** At 10<sup>th</sup> level, an Investigator becomes so attuned at solving mysteries that they find ways to put two and two together and rarely miss a clue. With regard to the Investigator's key skills (see below), once per day, or whenever the Investigator spends 1 Action Point to improve the result of the skill check, Sixth Sense allows the Investigator to treat the skill check as if they had rolled a natural 20 on the skill check. The skills that Sixth Sense applies to are Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot.

## Marketeer

The perpetual salesperson, the Marketeer is always looking for ways to turn a tidy profit. In the case of the adventuring Marketeer, they are not averse to "high-risk / high-reward" ventures. Their ability to network and find the right person for the job / deal is one of their key strengths.

**Prerequisites:** Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks, Knowledge (business or streetwise) 6 ranks.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** A Marketeer gains a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Marketeer's class skills (and the key ability for each skill) are:

Appraise (Int), Bluff (Cha), Computer Use (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (art, business, civics, current events, popular culture, streetwise, technology) (Int), Profession (Wis), Read/Write/Speak Language (none), Repair (Int), Research (Int), and Sense Motive (Wis).

**Skill Points at Each Level:** 8 + Int modifier.

**Starting Feats:** A Marketeer gains no proficiencies.

### Marketeer Class Statistics by Level

| Level | BA | Fort | Ref | Will | Class Features | DB | Rep. |
|-------|----|------|-----|------|----------------|----|------|
|-------|----|------|-----|------|----------------|----|------|



|                  |    |    |    |    |                    |    |    |
|------------------|----|----|----|----|--------------------|----|----|
| 1 <sup>st</sup>  | +0 | +0 | +1 | +2 | Shrewd Negotiator  | +0 | +1 |
| 2 <sup>nd</sup>  | +1 | +0 | +2 | +3 | Word on the Street | +1 | +1 |
| 3 <sup>rd</sup>  | +1 | +1 | +2 | +3 | Bonus Feat         | +1 | +1 |
| 4 <sup>th</sup>  | +2 | +1 | +2 | +4 | Conceal Motives    | +1 | +2 |
| 5 <sup>th</sup>  | +2 | +1 | +3 | +4 | Discreet Inquiry   | +2 | +2 |
| 6 <sup>th</sup>  | +3 | +2 | +3 | +5 | Bonus Feat         | +2 | +2 |
| 7 <sup>th</sup>  | +3 | +2 | +4 | +5 | Utterly Convincing | +2 | +3 |
| 8 <sup>th</sup>  | +4 | +2 | +4 | +6 | Well-Connected     | +3 | +3 |
| 9 <sup>th</sup>  | +4 | +3 | +4 | +6 | Bonus Feat         | +3 | +3 |
| 10 <sup>th</sup> | +5 | +3 | +5 | +7 | Networking Mogul   | +3 | +4 |

## Class Features

All of the following are class features of the Marketeer.

**Shrewd Negotiator:** At 1<sup>st</sup> level, the Marketeer has learned of the need to position their pitch for maximum effect. The character gains a circumstance bonus equal to one-half their Marketeer levels when using their Appraise and Diplomacy skills (+0 at 1<sup>st</sup>-level Marketeer).

The Marketeer can negotiate the cost of an item with a Diplomacy check to win over the equivalent of an Unfriendly target to Friendly (DC 25), reducing the Purchase DC of any item with a Purchase DC of 30 (\$35,000 / 350gp) or less by -1. With a Diplomacy check to win over an Unfriendly target to Helpful (DC 35), the Marketeer can reduce the Purchase DC of any item with a Purchase DC of 40 (\$650,000 / 6,500gp) or less by -1. Note that the target isn't actually unfriendly to the Marketeer, just to the notion of giving the discount. This ability has no effect on the cost of items with Purchase DC's of 41 or greater.

Being a Shrewd Negotiator also means the Marketeer gains a bonus to any Appraise and Knowledge (Business) skill checks equal to one-half the character's Marketeer class level, rounded up.

**Word on the Street:** By 2<sup>nd</sup> level, the Marketeer has learned the importance of knowing the market, making a point of keeping their ear to the ground. Through regular contacts, gossip, business, and other situations, they gain a deep knowledge of "the market" and those in it. The Marketeer can make a Gather Information check on general or specific information instantaneously, and they only spend an hour making a Gather Information check for restricted information. Retries may be made under normal rules. Protected information still requires 1d4+1 hours for a check.

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels, the Marketeer may select a bonus feat from the Expert feat list. They must meet any prerequisites for the feat in order to select it.

**Conceal Motives:** At 4<sup>th</sup> level, the Marketeer increases their ability to hide their business motives and intentions through equivocation and double-speak. The character gains a circumstance bonus equal to one-half their Marketeer levels when using Bluff against a Sense Motive skill.

**Discreet Inquiry:** At 5<sup>th</sup> level, the Marketeer is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents. Even if away from their home stomping ground, a few well-worded inquiries and an ability to talk to anyone can produce a contact with the needed resource. Make a Diplomacy skill check; the difficulty is based on how common the required abilities are:

|                                                                                                         |       |
|---------------------------------------------------------------------------------------------------------|-------|
| <b>Common Skill</b> (Ride, Pilot, Treat Injury)                                                         | DC 10 |
| <b>Uncommon Skill</b> (subgroups of other skills such as Knowledge (arcane lore) or Craft (structural)) | DC 15 |
| <b>Rare Skill</b> (skills available for a particular class—Spellcraft, Psicraft, Use Magic Device)      | DC 20 |
| <b>Specific Feat</b>                                                                                    | DC 20 |
| <b>Class Feature</b> (spellcasting, turn undead, psionics)                                              | DC 20 |



|                                                                                                                                                     |                         |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| <b>Specific Combination</b> of Skills, Feats, and Abilities (someone with Knowledge (business) and the ability to cast the <i>Divination</i> spell) | DC 25                   |
| Finding someone willing to perform activities secretly or illegally                                                                                 | DC +5                   |
| Finding someone with a specific level of ability                                                                                                    | Add desired ranks to DC |

A successful check indicates that the individual is available, and the Marketeer knows about them. It does not guarantee the character contacted will be willing to perform the requested service—the party requesting the service must still negotiate for that person's services. An unsuccessful check means that no such individual is immediately known or available to the Marketeer. This does not negate trying again for a different skill, nor from trying to locate a skill resource through more traditional methods. The resource the Marketeer knows about will have total ranks in the needed skill of at least the Marketeer's total character level +4.

**Utterly Convincing:** By 7<sup>th</sup> level the Marketeer has become a master of convincing people what they need and when they need it. Once per day, or whenever the Marketeer spends an Action Point (AP) to do so, the Marketeer adds an additional 1d6 to any Charisma-based skill check. In the case of an AP spent to increase a d20 result for a Cha-based skill check, the Utterly Convincing character receives 2d6; 1d6 for the AP, and 1d6 for being Utterly Convincing.

**Well-Connected:** At 8<sup>th</sup> level the Marketeer's reputation precedes them in matters of business dealings. The character gains a circumstance modifier equal to their Reputation modifier when making Diplomacy and Gather Information skill checks. Note that, as circumstances modifiers, the GM may decide that being Well-Connected doesn't apply to certain Diplomacy or Gather Information checks, such as when the character is unrecognizable.

**Networking Mogul:** At 10<sup>th</sup> level the Marketeer has mastered the business world, and the world is their oyster; gain a +4 Wealth score bonus as some shrewd investments come to fruition.

Furthermore, the Marketeer is now capable of swinging some very lucrative deals when on their A-game. With a successful Diplomacy DC 45 skill check, the Mogul can negotiate down the cost of any item (including a business contract) Purchase DC 60 (\$200M / 2Mgp) or less by -1 Purchase DC (roughly 10-20%). For every point higher than 60 of an item's Purchase DC, the Diplomacy DC increases by +2 (so a Diplomacy DC 47 check would be required to reduce a Purchase DC 61 item by -1 to 60, etc.).

## Martial Artist

The mastery of the physical self is the goal of the Martial Artist. Honing their bodies into living weapons, Martial Artists can also withstand a great deal of punishment, thanks to their fine-tuned physiques.

**Prerequisites:** Base Attack +3, Concentrate 6 ranks, Combat Martial Arts feat or Melee Smash talent, Defensive Martial Arts feat or Damage Reduction talent.

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Martial Artists gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Martial Artist's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, tactics, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write/Speak Language (none), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Martial Artist gains no proficiencies.

### Martial Artist Class Statistics by Level

| Level           | BA | Fort | Ref | Will | Class Features      | DB | Rep. |
|-----------------|----|------|-----|------|---------------------|----|------|
| 1 <sup>st</sup> | +1 | +1   | +1  | +1   | Living Weapon (1d8) | +1 | +0   |
| 2 <sup>nd</sup> | +2 | +2   | +2  | +2   | Flying Kick         | +2 | +0   |

|                  |     |    |    |    |                      |    |    |
|------------------|-----|----|----|----|----------------------|----|----|
| 3 <sup>rd</sup>  | +3  | +2 | +2 | +2 | Bonus Feat           | +2 | +0 |
| 4 <sup>th</sup>  | +4  | +2 | +2 | +2 | Living Weapon (1d10) | +3 | +0 |
| 5 <sup>th</sup>  | +5  | +3 | +3 | +3 | Iron Fist            | +4 | +1 |
| 6 <sup>th</sup>  | +6  | +3 | +3 | +3 | Bonus Feat           | +4 | +1 |
| 7 <sup>th</sup>  | +7  | +4 | +4 | +4 | Flurry of Blows      | +5 | +1 |
| 8 <sup>th</sup>  | +8  | +4 | +4 | +4 | Living Weapon (2d6)  | +6 | +1 |
| 9 <sup>th</sup>  | +9  | +4 | +4 | +4 | Bonus Feat           | +6 | +2 |
| 10 <sup>th</sup> | +10 | +5 | +5 | +5 | Diamond Fist         | +7 | +2 |

## Class Features

All of the following are class features of the Martial Artist.

**Living Weapon (Ex):** The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when their hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed.

The Martial Artist also deals more damage with unarmed strikes. At 1<sup>st</sup> level, the martial artist deals 1d8 points of damage with an unarmed strike. At 4<sup>th</sup> level, damage increases to 1d10. At 8<sup>th</sup> level, it increases to 2d6. This is an increase to Combat Martial Arts damage; this has no effect on Brawl.

**Flying Kick (Ex):** Starting at 2<sup>nd</sup> level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the Martial Artist adds their class level as a bonus to the damage they deal with an unarmed strike, with a chance to Knockback their opponent (Fort DC equal to damage dealt).

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Martial Artist gets a bonus feat. The bonus feat must be selected from the following list, and the Martial Artist must meet all the prerequisites of the feat to select it:

Acrobatic, Advanced Combat Martial Arts, Advanced Defensive Martial Arts, Agile Riposte, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Deflect Arrows, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Improved Combat Martial Arts, Improved Defensive Martial Arts, Nerve Pinch, Stunning Fist, Unbalance Opponent.

**Iron Fist (Ex):** At 5<sup>th</sup> level, a Martial Artist gains the ability to focus on attacking the essence of a target with a single unarmed strike. The Martial Artist uses their move action to make a Concentration DC 20 check; if successful, their next unarmed strike is treated as a +1 magic weapon; the attack receives a +1 to hit and damage, it ignores 5 points of hardness (where applicable), and it penetrates certain types of Damage Reduction. The Martial Artist can use this ability as many times as they wish.

**Flurry of Blows (Ex):** At 7<sup>th</sup> level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored to use this talent, and they must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at their highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

**Diamond Fist (Su):** At 10<sup>th</sup> level, the Martial Artist's focus borders on the supernatural; this is like the 5<sup>th</sup>-level ability Iron Fist, except the character's unarmed strike is +4 to hit and damage, and it is considered adamantite for purposes of what it can damage, ignoring 20 points of hardness. Also, the character no longer needs to roll a Concentration check for their Iron Fist ability; they always hit as a +1 magic weapon at this point.

## Personality

The Personality is exactly that; someone who has garnered fame and attention merely by virtue of being attractive or charismatic. Whether a famous minstrel or an outspoken demagogue, the Personality wields power through influence and fandom.

**Prerequisites:** Diplomacy 6 ranks, Perform (any) 6 ranks, Renown feat.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** A Personality gains a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Personality's class skills (and the key ability for each skill) are:

Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write/Speak Language (none), any one other skill (see "Eclectic Taste", below).

**Skill Points at Each Level:** 8 + Int modifier.

**Starting Feats:** A Personality gains no proficiencies.

### Personality Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features                   | DB | Rep. |
|------------------|----|------|-----|------|----------------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +1  | +1   | Eclectic Taste, Unlimited Access | +0 | +2   |
| 2 <sup>nd</sup>  | +1 | +2   | +2  | +2   | Winning Smile                    | +1 | +2   |
| 3 <sup>rd</sup>  | +1 | +2   | +2  | +2   | Bonus Feat                       | +1 | +2   |
| 4 <sup>th</sup>  | +2 | +2   | +2  | +2   | A-Lister                         | +1 | +3   |
| 5 <sup>th</sup>  | +2 | +3   | +3  | +3   | Eclectic Taste                   | +2 | +3   |
| 6 <sup>th</sup>  | +3 | +3   | +3  | +3   | Bonus Feat                       | +2 | +3   |
| 7 <sup>th</sup>  | +3 | +4   | +4  | +4   | Compelling Performance           | +2 | +4   |
| 8 <sup>th</sup>  | +4 | +4   | +4  | +4   | Royalty                          | +3 | +4   |
| 9 <sup>th</sup>  | +4 | +4   | +4  | +4   | Bonus Feat                       | +3 | +4   |
| 10 <sup>th</sup> | +5 | +5   | +5  | +5   | Ubiquitous Fame                  | +3 | +5   |

### Class Features

All of the following are class features of the Personality.

**Eclectic Taste:** Setting themselves apart from the crowd, the Personality is in the habit of acquiring diverse skills for their own reasons. At 1<sup>st</sup> and again at 5<sup>th</sup> level, the Personality designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

**Unlimited Access:** When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to their Personality level.

When a Personality buys a ticket to a show or for transportation, they can make a Diplomacy check to get that ticket upgraded. DCs are given below.

| Upgrade                                     | Diplomacy DC |
|---------------------------------------------|--------------|
| Seat at sporting event to field pass        | 10           |
| Hotel room to suite                         | 15           |
| Concert or theater ticket to backstage pass | 20           |
| Economy transportation to first-class       | 25           |

**Winning Smile (Ex):** At 2<sup>nd</sup> level, a Personality develops such a force of personal magnetism that they can convince a single target to regard them as a trusted friend. (If the target is currently being threatened or attacked by the Personality or their allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Personality's words and actions. The DC is 10 + Personality's class level + Personality's Charisma bonus.

This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. The Personality can try to give the target orders, but they must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or their allies that

threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Personality level. After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do. This is a Mind-Affecting, language-dependent ability.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Personality gets a bonus feat. The bonus feat must be selected from the following list, and the Personality must meet all the prerequisites of the feat to select it:

Acrobatic, Agile, Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Dodge, Educated, Trustworthy.

**A-Lister:** At 4<sup>th</sup> level, the Personality has finally broken through into the “big-time” officially, gaining a +1 Reputation modifier and Wealth bonus increase of +2. Furthermore, the character is always successful at gaining Unlimited Access (see above), unless the character is excessively rude or somehow unrecognizable (ie. in disguise).

**Compelling Performance (Ex):** At 7<sup>th</sup> level, a Personality's force of personal magnetism increases to the point they can arouse a single emotion of their choice—despair, hope, or rage—in a target. This ability is usable 1/day, or whenever the Personality opts to spend 1 Action Point to give a Compelling Performance.

The performance affects one target (a GM character) within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the Personality's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds. The target makes a Will saving throw. The DC is 10 + Personality's class level + Personality's Charisma bonus. If the target succeeds at the saving throw, they are immune to the compulsion of this performance. If the target fails, they reacts to the performance as chosen by the Personality, described below.

*Despair:* The target takes a –2 morale penalty on all d20 rolls and weapon damage rolls.

*Hope:* The target gains a +2 morale bonus on all d20 rolls and weapon damage rolls.

*Rage:* The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

**Royalty:** At 8<sup>th</sup> level, a Personality's profile reaches a new level, generating extra income and fame. This provides a Wealth score increase of +2 and an additional +1 Reputation modifier. Furthermore, the character can designate an “entourage” of companions, equal to the Personality's Reputation score, who also receive Unlimited Access while with the Personality.

**Ubiquitous Fame (Ex):** Once a Personality achieves 10<sup>th</sup> level, their fame (or infamy) is known to almost everyone within reason, and they can usually convince anyone else of their (self-perceived) importance, to their advantage. With a successful Reputation DC 20 check, the Personality can attempt a *Suggestion* as an extraordinary ability 1/day (Will save DC 20 + Personality's Cha modifier), or whenever the Personality opts to spend 1 Action Point to do so. This is a Mind-Affecting, language-dependent ability.

## Sharpshooter

With ranged weapons comes the Sharpshooter; an individual who trains in precision and trick shooting. Whether an archer, a musketeer, or a gunslinger, Sharpshooters are deadly in ranged combat, even capable of wielding their ranged weapons in the heat of melee!

**Prerequisites:** Base Attack +2, Sleight of Hand 6 ranks, Tumble 6 ranks, Personal Firearms Proficiency or Point-Blank Shot feat.

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Sharpshooters gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Sharpshooter's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current affairs, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Sharpshooter gains no proficiencies.

### Sharpshooter Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features        | DB | Rep. |
|------------------|----|------|-----|------|-----------------------|----|------|
| 1 <sup>st</sup>  | +0 | +0   | +2  | +1   | Close-Combat Shot     | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +0   | +3  | +2   | Signature Weapon      | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +1   | +3  | +2   | Bonus Feat            | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +1   | +4  | +2   | Defensive Positioning | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +1   | +4  | +3   | Lightning Shot        | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +2   | +5  | +3   | Bonus Feat            | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +2   | +5  | +4   | Snipe                 | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +2   | +6  | +4   | Signature Style       | +4 | +2   |
| 9 <sup>th</sup>  | +6 | +3   | +6  | +4   | Bonus Feat            | +5 | +3   |
| 10 <sup>th</sup> | +7 | +3   | +7  | +5   | Bullseye              | +5 | +3   |

### Class Features

All of the following are class features of the Sharpshooter.

**Close Combat Shot:** At 1<sup>st</sup> level, a Sharpshooter gains the ability to make a ranged attack with a Medium-size or smaller ranged weapon while in a threatened area without provoking an attack of opportunity.

**Signature Weapon:** At 2<sup>nd</sup> level, a Sharpshooter gains the Weapon Focus feat, except the Sharpshooter must choose a ranged personal weapon. The Sharpshooter adds +1 to all attack rolls made using the selected ranged weapon.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Sharpshooter gets a bonus feat. The bonus feat must be selected from the following list, and the Sharpshooter must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Manyshot, Precise Shot, Quick Draw, Quick Reload, Rapid Shot, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

**Defensive Positioning:** Starting at 4<sup>th</sup> level, the Sharpshooter gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever they have one-quarter, one-half, three-quarters, or nine-tenths cover.

**Lightning Shot:** Starting at 5<sup>th</sup> level, a Sharpshooter can make a flurry of ranged attacks with a personal ranged weapon at the expense of accuracy. With a Lightning Shot, the Sharpshooter may make one extra ranged attack with a personal ranged weapon in a round at their highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

**Snipe:** At 7<sup>th</sup> level, if the Sharpshooter uses a ranged weapon to attack a target with cover, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

**Signature Style:** At 8<sup>th</sup> level, a Sharpshooter receives an additional +2 bonus on attack rolls made with their Signature Weapon (see above), the ranged weapon selected for the 2<sup>nd</sup> level Sharpshooter ability. This bonus stacks with the earlier bonus, for a total of +3 on attack rolls made with the Signature Weapon.

**Bullseye:** At 10<sup>th</sup> level, a Sharpshooter becomes so adept at using their Signature Weapon that the Sharpshooter now has two special options when using their chosen weapon. Once a day, or whenever they opt to spend an Action Point to do so, either before the attack roll or after the attack roll as a free action, the Sharpshooter can use one of the following two abilities for Bullseye.

If declared before the attack roll, then the character receives a +20 to hit, ignoring cover (as per the *True Strike* spell). If declared after a successful attack roll, the character's to-hit roll with their attack is considered a threat (if it isn't already), and the Sharpshooter receives a +20 to confirm the potential critical hit with their Signature Weapon. Note that only one type of Bullseye can be declared at a time.

## Soldier

Where there is war, there is the Soldier, a warrior trained to work as part of a greater corps, and an asset on the battlefield. Rugged and determined, the Soldier carries out their orders or dies trying.

**Prerequisites:** Base Attack +3, Knowledge (tactics) 3 ranks, Martial Weapons Proficiency or Personal Firearms Proficiency feat.

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Soldiers gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Soldier's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, tactics, theology and philosophy), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write/Speak Language (none), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Soldier gains the Light Armor Proficiency feat.

### Soldier Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features        | DB | Rep. |
|------------------|-----|------|-----|------|-----------------------|----|------|
| 1 <sup>st</sup>  | +1  | +2   | +1  | +0   | Weapon Focus          | +1 | +0   |
| 2 <sup>nd</sup>  | +2  | +3   | +2  | +0   | Weapon Specialization | +1 | +0   |
| 3 <sup>rd</sup>  | +3  | +3   | +2  | +1   | Bonus Feat            | +2 | +0   |
| 4 <sup>th</sup>  | +4  | +4   | +2  | +1   | Tactical Aid          | +2 | +0   |
| 5 <sup>th</sup>  | +5  | +4   | +3  | +1   | Improved Critical     | +3 | +1   |
| 6 <sup>th</sup>  | +6  | +5   | +3  | +2   | Bonus Feat            | +3 | +1   |
| 7 <sup>th</sup>  | +7  | +5   | +4  | +2   | Improved Reaction     | +4 | +1   |
| 8 <sup>th</sup>  | +8  | +6   | +4  | +2   | Tactical Expertise    | +4 | +1   |
| 9 <sup>th</sup>  | +9  | +6   | +4  | +3   | Bonus Feat            | +5 | +2   |
| 10 <sup>th</sup> | +10 | +7   | +5  | +3   | Walk It Off           | +5 | +2   |

### Class Features

All of the following are class features of the Soldier.

**Weapon Focus:** At 1<sup>st</sup> level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The Soldier can choose unarmed strike or grapple as the weapon. The soldier must be proficient with the chosen weapon. The Soldier adds +1 to all attack rolls made using the selected weapon.

**Weapon Specialization:** At 2<sup>nd</sup> level, a Soldier gains weapon specialization with a specific melee or ranged weapon that they have applied the Weapon Focus feat or class feature to. The Soldier gets a +2 bonus on damage rolls with the chosen weapon.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the Soldier must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

**Tactical Aid:** As a full-round action 1/day, or when the Soldier chooses to do so with an Action Point, the Soldier provides tactical aid to all of their allies (including themselves) within sight and voice range of the Soldier's position. This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half the Soldier's class level, rounded down.

**Improved Critical:** For the weapon the Soldier has applied weapon specialization to, the Soldier's threat range increases by one.

**Improved Reaction:** At 7<sup>th</sup> level, a Soldier gains a +2 competence bonus on initiative checks.

**Tactical Expertise:** The veteran Soldier's expertise comes to bear when it matters most, giving them an extra gear when need be. Once per day, or whenever the character opts to spend an Action Point for it, as a free action, the Soldier may take an additional move action or standard action in a round, either before or after the character's actions. This ability may only be used once per round.

**Walk It Off:** The 10<sup>th</sup> level Soldier has the ability to seemingly shrug off wounds, bloodied but not beaten. Once per day, or whenever the character opts to spend an Action Point for it, as a swift action, the Soldier recovers 25% of their total hit points, up to a maximum of 50% of their total hit points. This ability has no effect for a Soldier who still has more than 50% of their total hit points.

## Survivor

With a knack for persevering that borders on the uncanny, the Survivor is deemed "lucky" by some and "fated" by others, but the Survivor knows it's a matter of trusting your instincts.

**Prerequisites:** Defense Bonus +2, Sense Motive 6 ranks, Survival 6 ranks, Dodge feat or Evasion talent / class ability, Toughness feat or any Tough Hero talent.

**Hit Die (of the Hero):** d12 (d6+6)

**Action Points:** Survivors gain a number of Action Points equal to 7 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Survivor's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (nature & life sciences, physical sciences, streetwise, tactics), Listen (Wis), Move Silently (Dex), Read/Write/Speak Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** A Survivor gains Light Armor Proficiency at 1<sup>st</sup> level.

### Survivor Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features           | DB | Rep. |
|------------------|----|------|-----|------|--------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +2  | +1   | Evasion                  | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +2   | +3  | +2   | Gut Feeling              | +2 | +0   |
| 3 <sup>rd</sup>  | +1 | +2   | +3  | +2   | Bonus Feat               | +2 | +0   |
| 4 <sup>th</sup>  | +2 | +2   | +4  | +2   | Fight or Flight          | +3 | +0   |
| 5 <sup>th</sup>  | +2 | +3   | +4  | +3   | Best Defense             | +3 | +1   |
| 6 <sup>th</sup>  | +3 | +3   | +5  | +3   | Bonus Feat               | +4 | +1   |
| 7 <sup>th</sup>  | +3 | +4   | +5  | +4   | Uncanny Instincts        | +4 | +1   |
| 8 <sup>th</sup>  | +4 | +4   | +6  | +4   | Improved Fight or Flight | +5 | +1   |
| 9 <sup>th</sup>  | +4 | +4   | +6  | +4   | Bonus Feat               | +5 | +2   |
| 10 <sup>th</sup> | +5 | +5   | +7  | +5   | Will to Live             | +6 | +2   |

### Class Features

All of the following are class features of the Survivor.

**Evasion:** The Survivor avoids taking any damage on a successful Reflex save for half damage. Note that a character who already has Evasion would receive Improved Evasion, at which point the character only takes half damage even on a failed Reflex save.

**Gut Feeling:** At 2<sup>nd</sup> level the Survivor has learned to trust their inner voice when it comes to dealings with others; receive a bonus equal to one-half the character's Survivor class level to Gamble checks and Sense Motive checks.



**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels, the Survivor gets to select a bonus feat from the following list, but they must have any prerequisites required by the feat in order to select it:

Action Boost, Advanced Defensive Martial Arts, Advanced Dodge, Agile, Athletic, Combat Expertise, Combat Throw, Deceptive, Defensive Martial Arts, Deflect Arrows, Diehard, Endurance, Improved Damage Threshold, Improved Defensive Martial Arts, Improved Dodge, Improved Initiative, Jack of All Trades, Lightning Reflexes, Low Profile, Mobility, Rapid Metabolism, Run, Sidestep Charge, Skill Focus, Stealthy, Two-Weapon Defense, Unbalance Opponent.

**Fight or Flight:** Once per day, or whenever the Survivor opts to spend an Action Point to do so, the character can choose one of two options in activating this ability; they can either choose to Fight and gain a +4 to the physical attribute of their choice (Str, Dex, or Con) for 1 minute, or they choose Flight and gain temporary access to the Run feat, x5 maximum movement rate, for 1 minute. In either case the Survivor is then Fatigued for 1 minute.

**Best Defense:** At 5<sup>th</sup> level, the Survivor has learned that sometimes going on the attack is the only way to defend oneself. The character now has the option of taking a penalty to their Defense Bonus in order to receive a bonus on their melee attack rolls. The penalty cannot be greater than their Survivor class Defense Bonus (so +3 at 5<sup>th</sup> level). The character may change the penalty to their Defense and the resulting bonus to their attack rolls as a free action.

**Uncanny Instincts:** By 7<sup>th</sup> level, the Survivor's instinctive methods of navigating through life have a natural tendency of keeping the character alive. Following their instincts, the Survivor receives their Wisdom modifier (minimum +1) as a bonus to all their saving throws and Initiative rolls.

**Improved Fight or Flight:** With 8<sup>th</sup> level the Survivor has survived much, and they know better how to channel their passions in the heat of life-and-death battle. Instead of the bonuses described above, when the character uses their Fight or Flight ability, the option to Fight gives the Survivor +4 to two physical attributes of choice (Str, Dex, and/or Con) for 1 minute, while the option to take Flight gives the character the feats Run and Fleet of Foot for 1 minute. Also, the Survivor is no longer Fatigued after using Improved Fight or Flight.

**Will to Live:** The 10<sup>th</sup> level Survivor might be accused of having an indestructibility complex, except they know that death can still strike at any moment, despite their best efforts to survive. Once per day, if the character is hit by an instant death effect, or an amount of damage sufficient to kill them, the Survivor can declare as an immediate action that they're delaying the effect or damage for a number of rounds equal to their Wisdom modifier (minimum 1 round).

After that time, resolve the effect at the beginning of the character's turn; if it results in the Survivor's death (ie. instant death or damage reducing the character to negative [Con attribute] HP or less), then they may make a Will (to Live) save DC 20 to reduce the effect or damage from Dead to Dying (i.e. the Survivor's HP immediately become negative [Con modifier] HP). Note that, in some instances (ie. Disintegration or other instant destruction effects), the Will save offered by the character's Will to Live may not be applicable, and the effect takes place at the end of the duration for the Will to Live (GM's adjudication).

## Tactician

The Tactician studies their enemy to find their weaknesses and exploit them. Whether it's a natural genius in the ways of martial prowess, or a honed student in the art of war, the Tactician focuses on outthinking their enemy.

**Prerequisites:** Gather Information 6 ranks, Knowledge (tactics) 6 ranks, Sense Motive 6 ranks, Skill Focus (Knowledge [tactics]) feat or Savant (Knowledge [tactics]) talent or Skill Emphasis (Knowledge [tactics]) talent.

**Hit Die:** d8.

**Action Points:** Tacticians gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Tactician's class skills (and the key ability for each skill) are:

Appraise (Int), Computer Use (Int), Craft (any) (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Forgery (Int), Gather Information (Cha), Investigate (Int), Knowledge (behavioral sciences, earth & life sciences, physical sciences, technology), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Search (Int), Sense Motive (Wis), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** A Tactician gains one Armor, Shield, or Weapon Proficiency of choice at 1<sup>st</sup>-level.

### Tactician Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features         | DB | Rep. |
|------------------|----|------|-----|------|------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +1   | +2  | +0   | Smart Defense          | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +2   | +3  | +0   | Tricky Tactics         | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +2   | +3  | +1   | Bonus Feat             | +2 | +1   |
| 4 <sup>th</sup>  | +3 | +2   | +4  | +1   | Unorthodox Strategy    | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +3   | +4  | +1   | Personalized Technique | +3 | +1   |
| 6 <sup>th</sup>  | +4 | +3   | +5  | +2   | Bonus Feat             | +3 | +2   |
| 7 <sup>th</sup>  | +5 | +4   | +5  | +2   | Uncanny Dodge          | +4 | +2   |
| 8 <sup>th</sup>  | +6 | +4   | +6  | +2   | Proact                 | +4 | +2   |
| 9 <sup>th</sup>  | +6 | +4   | +6  | +3   | Bonus Feat             | +5 | +3   |
| 10 <sup>th</sup> | +7 | +5   | +7  | +3   | Checkmate              | +5 | +3   |

### Class Features

All of the following are class features of the Tactician.

**Smart Defense [Ex]:** A Tactician applies their Intelligence bonus to their Defense Bonus. Any situation that would deny the Tactician their Dexterity bonus to Armor Class also denies them their Intelligence bonus to Defense.

**Tricky Tactics [Ex]:** At 2<sup>nd</sup> level, a Tactician gains the ability to read the battlefield using their knowledge of tactics and strategic thinking. This ability lets the Tactician use the terrain in a dramatic situation to offer some sort of advantage (i.e., a circumstance bonus), albeit a very temporary one.

The Tactician can formulate Tricky Tactics once per Tactician level per combat, including just prior to combat if conditions permit. If initiating combat, the Tactician has the option of receiving the Tricky Tactics circumstance bonus on their initiative roll. Otherwise this ability is used to get a bonus to an attack roll, or to a Bluff, Intimidate, or Sense Motive skill check.

By making a Knowledge (tactics) DC 20 skill check as a free action, the Tactician identifies a way to give themselves an edge. Regardless of the tactic chosen, whether initiative, a skill check, or an attack roll, the Tactician gets a +1 circumstance bonus for 1 round. The bonus increases by +1 for every additional 5 by which the Knowledge (tactics) skill check succeeded (so +2 for a successful DC 25 check, +3 for 30, +4 for 35, etc.).

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Tactician gains a bonus feat, to be selected from the Expert feat list or the Fighter feat list. The character must have any prerequisites for the feat in order to select it.

**Unorthodox Strategy [Ex]:** At 4<sup>th</sup> level the Tactician's method of formulating strategies also involves confounding their enemies and keeping them off-balance. Once per enemy as a free action, after engaging in combat (directly or indirectly) for 3 consecutive rounds with that enemy, the Tactician can choose to adopt either an offensive or a defensive Unorthodox Strategy.

To successfully use an Unorthodox Strategy, the Tactician makes a special Knowledge (tactics) skill check which is opposed by the targeted enemy's Sense Motive skill check. However, each party, the Tactician and the targeted enemy, receives their Base Attack modifier as a bonus to their respective skill rolls. If the Tactician wins the opposed skill check, then their Unorthodox Strategy is effective, with the bonuses given below. The effect lasts as long as the Tactician attacks the same opponent and the opponent hasn't figured out the Unorthodox Strategy yet (see below). As soon as the Tactician attacks another target, the effect of the Unorthodox Strategy ends.

If the Tactician opts for an offensive Unorthodox Strategy, then they receive the advantage of rolling 2d20 when attacking the chosen enemy and taking the desired result. This advantage lasts for a number of rounds equal to the Tactician's Intelligence modifier (minimum 1 round).

If the Tactician opts for a defensive Unorthodox Strategy, then they give that opponent a disadvantage when attempting to attack the Tactician, forcing their chosen opponent to roll 2d20 when attacking the Tactician and take the worse result. This disadvantage in attacking the Tactician lasts for a number of rounds equal to the Tactician's Intelligence modifier (minimum 1 round).

An opponent may try to figure out and counter the Unorthodox Strategy by making a successful opposed Knowledge (tactics) check (or an Intelligence check if they have no ranks in the skill) as a free action. Again, each party receives a bonus equal to their Base Attack to the opposed roll; if the opponent wins the opposed Knowledge (tactics) check, then the effect ends immediately.

**Personalized Technique [Ex]:** At 5<sup>th</sup> level, the Tactician has taken one weapon and made it their own, personalizing their combat style with it. Select one weapon; the character receives half their Int modifier (rounded down) to hit on top of their Str modifier (if a melee weapon) or their Dex modifier (if a ranged weapon) when using the selected weapon. They also receive half their Int modifier (rounded up) as a bonus to damage with the chosen weapon.

**Uncanny Dodge [Ex]:** At 7<sup>th</sup> level the Tactician's awareness of the chessboard keeps them from being easily outmaneuvered or flanked. The character retains their Dexterity bonus to AC and their Intelligence bonus to Defense regardless of being caught flat-footed or struck by an invisible attacker. (They still lose any Dexterity bonus to AC and Intelligence bonus to Defense if immobilized.)

If a character gains Uncanny Dodge from a second class then the character automatically gains Improved Uncanny Dodge.

**Proact [Ex]:** By 8<sup>th</sup> level the Tactician has become so adept at reading the battlefield that they can almost react to things before they happen, anticipating them and "proacting" accordingly. Once per day or whenever the character opts to spend an Action Point to do so, as an immediate action, the Tactician can declare that they are rolling with the impact of an attack, automatically reducing the damage inflicted by it to half damage. Note that the Tactician cannot use this against an attack for which they are flat-footed or surprised.

**Checkmate [Ex]:** The 10<sup>th</sup> level Tactician is a master of reading and leading their opponent, so much so that they can lull their opponent into a deadly trap right in the middle of combat! The Tactician must engage their opponent in combat (not necessarily melee), attacking the same target for 3 consecutive rounds. If the Tactician hits their intended Checkmate target at least once in the first 3 rounds, then the first successful attack made against that target on the 4<sup>th</sup> round is treated automatically as a threat (i.e., the equivalent of a natural 20) with the potential to score a critical. If the successful attack roll was already a threat by virtue of the natural roll, then the threat is automatically a confirmed critical. However, if the Tactician does not hit successfully during that 4th round, then the moment is lost, and the Tactician must begin another 3 rounds of setting up the Checkmate maneuver.

The Tactician must declare whether their Checkmate attack is intended to knock unconscious or to disable their opponent before rolling to confirm the critical. If the critical is confirmed and the subsequent damage is sufficient to force the target to make a Massive Damage check, then the Tactician applies their Intelligence modifier to increase the difficulty of the target's Massive Damage check (base DC 15 Fort save, plus the Tactician's Int modifier, +1 for each additional 5 HP of damage inflicted beyond the target's Con attribute). Failure means the opponent is either rendered unconscious or disabled (i.e., 0 HP, with the damage being non-lethal), as chosen by the Tactician when announcing the attack.

## Techsmith

Depending on the era, they are known interchangeably as "smiths", "techies", or "engineers", yet their role is always the same; keep the technology that the party is so dearly dependent upon operational! A Techsmith is a welcome addition to any group where its members use technology to win the day.

**Prerequisites:** Computer Use 6 ranks (only for Tech Level 5 or higher scenarios), Craft (one of armorsmithing, bowmaking, electronic, mechanical, structural, or weaponsmithing) 6 ranks, Knowledge (physical sciences or technology) 6 ranks, Builder feat or Savant (any Techsmith class skill) talent.

**Hit Die (of the Hero):** d6 (d3+3)

**Action Points:** Techsmiths gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Techsmith's class skills (and the key ability for each skill) are:

Computer Use (Int), Craft (armorsmithing, bowmaking, electronic, mechanical, structural, armorsmithing) (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Search (Int), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

**Starting Feats:** A Techsmith gains no armor or weapon proficiencies.

### Techsmith Class Statistics by Level

| Level            | BA | Fort | Ref | Will | Class Features                            | DB | Rep. |
|------------------|----|------|-----|------|-------------------------------------------|----|------|
| 1 <sup>st</sup>  | +0 | +2   | +1  | +0   | Mastercraft XP Reserve, Upgraded Kit (+1) | +1 | +0   |
| 2 <sup>nd</sup>  | +1 | +3   | +2  | +0   | Quick Craft (25%), Superior Repair        | +1 | +0   |
| 3 <sup>rd</sup>  | +2 | +3   | +2  | +1   | Bonus Feat                                | +1 | +1   |
| 4 <sup>th</sup>  | +3 | +4   | +2  | +1   | Reconfigure Weapon, Upgraded Kit (+2)     | +2 | +1   |
| 5 <sup>th</sup>  | +3 | +4   | +3  | +1   | Quick Craft (50%), Sabotage               | +2 | +1   |
| 6 <sup>th</sup>  | +4 | +5   | +3  | +2   | Bonus Feat                                | +2 | +2   |
| 7 <sup>th</sup>  | +5 | +5   | +4  | +2   | Quick Fix, Upgraded Kit (+3)              | +3 | +2   |
| 8 <sup>th</sup>  | +6 | +6   | +4  | +2   | Weapon Upgrade                            | +3 | +2   |
| 9 <sup>th</sup>  | +6 | +6   | +4  | +3   | Bonus Feat                                | +3 | +3   |
| 10 <sup>th</sup> | +7 | +7   | +5  | +3   | Prototype, Unflustered                    | +4 | +3   |

### Class Features

All of the following are class features of the Techsmith.

**Mastercraft XP Reserve:** Starting at 1<sup>st</sup> level, a Techsmith gains the [Mastercrafter](#) feat, capable of building mastercraft electronic and mechanical devices without needing to invest as much of themselves in the process.

Furthermore, at 1<sup>st</sup> level and every level thereafter, a Techsmith gains a special reserve of experience points equal to  $250 \times$  their Techsmith class level. These extra experience points are separate from experience gained through level advancement and can only be used to make mastercraft items; they do not count toward level gain. The Techsmith must spend the extra experience points they gain at each level; when they gain a new level, they lose any unspent experience points in their reserve.

If the Techsmith has any instances of the Mastercrafter feat, then they can spend 250 XP from their Mastercraft XP Reserve pool whenever they build a mastercrafted item that would normally cost them no XP to build thanks to their Mastercrafter feat(s) to give the mastercrafted item an additional +1 (up to a maximum of a +4 mastercrafted item for a Techsmith with 3 instances of the Mastercrafter feat). An item thus augmented incurs no additional Craft or Purchase DC modifiers to construct like a typical mastercrafted item of the same caliber.

For example, a character with one instance of the Mastercrafter feat can normally build a +1 mastercrafted item at no XP cost, thanks to the Mastercrafter feat. However, a Techsmith with one instance of the Mastercrafter feat can build a +1 mastercrafted item (with all the attendant costs and building times of a +1 mastercrafted item) and spend 250 XP from their Mastercraft XP Reserve pool to make it a +2 mastercrafted item, or they could build a +3 mastercrafted item, which would normally cost 500 XP for a character with one instance of the Mastercrafter feat, and then pay 250 XP out of their Mastercraft XP Reserve and 250 XP out of their character's accumulated XP, or pay all 500 XP out of either pool.

**Upgraded Kit (+1):** The Techsmith uses their know-how to upgrade an electrical and/or mechanical tool kit, as appropriate to the Techsmith's skillset, at the cost given below.

*Electrical Tool Kit, Basic:* For the cost of a basic electrical tool kit, a Techsmith can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix electrical devices.

*Electrical Tool Kit, Deluxe:* For the cost of a deluxe electrical tool kit, a Techsmith can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix electrical devices and a +1 equipment bonus on all Craft (electronic) checks.

*Mechanical Tool Kit, Basic:* For the cost of a basic mechanical tool kit, a Techsmith can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix mechanical devices, including weapons and armor.

*Mechanical Tool Kit, Deluxe:* For the cost of a deluxe mechanical kit, a Techsmith can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix mechanical devices and a +1 equipment bonus on all Craft (armorsmithing, mechanical, structural, and/or weaponsmithing) checks.

**Quick Craft:** At 2<sup>nd</sup> level, a Techsmith learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal. When using the Craft (armorsmithing, bowmaking, electronic, mechanical, structural, or weaponsmithing) skill to build an ordinary scratch-built item, the Techsmith reduces the building time by one-quarter. At 5<sup>th</sup> level, the Techsmith reduces the building time of ordinary objects and mastercraft objects by half.

**Superior Repair:** At 2<sup>nd</sup> level, a Techsmith learns improved ways of repairing armor, weapons, robots, vehicles, mecha, starships, and/or cybernetic attachments.

A Techsmith with a mechanical tool kit and an appropriate facility (a smithy, workshop, garage, or hangar, depending on what's being repaired) can repair physical damage to a weapon, suit of armor, shield, robot, vehicle, mecha, starship, or cybernetic attachment. Without a mechanical tool kit and 1 or more ranks in Craft (mechanical), the Techsmith takes a –4 penalty on the Repair check. With 1 hour of work, the Techsmith can restore a number of hit points based on their Repair check result, as shown in Table: Superior Repair. If damage remains, the Techsmith may continue to make repairs for as many hours as needed to fully repair the damaged weapon, shield, suit of armor, robot, vehicle, mecha, starship, or cybernetic attachment.

| Table: Superior Repair |                             |
|------------------------|-----------------------------|
| Repair Check Result    | Damage Repaired             |
| Less than 20           | None                        |
| 20–29                  | 2d6 + Techsmith class level |
| 30–39                  | 3d6 + Techsmith class level |
| 40+                    | 4d6 + Techsmith class level |

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Techsmith gets a bonus feat. The bonus feat must be selected from the following list, and the Techsmith must meet all the prerequisites of the feat to select it:

Aircraft Operation (spacecraft), Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Powered), Builder, Cautious, Gearhead, Mastercrafter, Mecha Operation, Salvage, Skill Focus (any Techsmith class skill), Starship Operation, Surface Vehicle Operation, Vehicle Expert, Zero-G Training.

**Reconfigure Weapon:** At 4<sup>th</sup> level, a Techsmith can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful Repair check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 25). A Techsmith may take 10 or take 20 on this check.

Unless the character has Craft (weaponsmithing), the reconfiguration imposes a –1 penalty on attack rolls made with the weapon; the Techsmith with Craft (weaponsmithing) can make a skill check DC 20 to avoid incurring any penalty to attack rolls. A reconfigured weapon can have one of the following benefits indefinitely built into it:

*Changed Rate of Fire:* The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

*Greater Ammo Capacity:* The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

*Greater Concealment:* The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

*Greater Range Increment:* The reconfigured weapon's range increment increases by 10% (minimum of 5 feet). This benefit applies only to weapons with range increments.

*Signature Grip:* The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a –4 nonproficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing a Techsmith's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Techsmith class level of the Techsmith who installed the upgrade being removed).

**Upgraded Kit (+2):** At 4<sup>th</sup> level, the Techsmith can assemble mastercraft (+2) electrical and mechanical tool kits. This ability works as the 1<sup>st</sup>-level Upgraded Kit class feature, except the equipment bonuses improve by an additional +1. Note that this ability applies, even if the scenario is not Tech Level 2 or higher.

**Sabotage:** At 5<sup>th</sup> level and beyond, the Techsmith can sabotage an electrical or mechanical object (as their Craft skills will allow) so that it operates poorly. The Techsmith must succeed on a Disable Device check (DC 20) to accomplish the downgrade, with sabotaging a mastercraft object being slightly harder (DC 25). Noticing the Techsmith's handiwork without first testing the sabotaged device requires a successful Search check (DC = the Techsmith's Disable Device check result). Fixing the sabotaged item requires a successful Repair.

**Sabotage Device:** As a full-round action, the Techsmith can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a penalty equal to the Techsmith's class level on skill checks made to use the device.

**Sabotage Weapon:** As a full-round action, the Techsmith can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicle and starship weapons.

**Quick Fix:** At 7<sup>th</sup> level, the Techsmith can repair a weapon, piece of armor, mechanical or electrical device in half the normal time; see the Repair skill description for normal repair times. However, cutting the repair time increases the Repair skill check DC by 5.

**Upgraded Kit (+3):** At 7<sup>th</sup> level, the Techsmith can assemble mastercraft (+3) electrical and mechanical tool kits. This ability works as the 4<sup>th</sup>-level Upgraded Kit class feature, except the equipment bonuses improve by an additional +1. Note that this ability applies, even if the scenario is not Tech Level 4 or higher.

**Weapon Upgrade:** At 8<sup>th</sup> level, a Techsmith can upgrade handheld or robot-installed weapons, as well as weapon systems aboard vehicles, mecha, or starships.

| Table: Weapon Upgrade                            |    |
|--------------------------------------------------|----|
| Handheld/Robot Weapon Upgrade                    | DC |
| Weapon also dazes target for 1 round             | 25 |
| Weapon also knocks target prone                  | 30 |
| Weapon leaves target shaken for 1d4 rounds       | 35 |
| Weapon also stuns target for 1d4 rounds          | 40 |
| Vehicle/Mecha/Starship Weapon Upgrade            | DC |
| Weapon deals an extra two dice of damage         | 25 |
| Weapon ignores 5 points of target's hardness/DR  | 30 |
| Weapon's critical hit multiplier increases by 1  | 35 |
| Weapon ignores 10 points of target's hardness/DR | 40 |

The Techsmith must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in Table: Weapon Upgrade. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The engineer may take 20 on the skill check, but then the upgrade takes 20 hours to complete.) Only one Techsmith upgrade can be built into a weapon, and for purposes of the Gadget system such an upgrade counts as one gadget for purposes of how many gadgets a weapon/item can have (i.e., an item can have one gadget plus one gadget per +1 mastercrafting bonus of the item).

An upgraded weapon that is not mastercrafted has a base 5% chance of breaking after each time it is used (if the roll to use the weapon is a 1 on the d20). If the weapon breaks down from an upgrading imperfection, it cannot be used again until repaired, and repairing it requires 1 hour and a successful Repair check (DC 30).



**Prototype:** At 10<sup>th</sup> level a Techsmith can attempt to build items normally only available to the next Tech Level; add +10 to the Craft DC of all Craft skill checks required to build the item at its own Tech Level. Note that the character can only build base models of items from the next Tech Level; at least, until they build a Prototype Laboratory.

A Prototype Laboratory has a Purchase DC of 40 (\$650,000 credits / 6,500 gp) per Craft skill to be used in the lab. Once the Purchase DC has been paid, the Techsmith makes the relevant Craft skill check DC 40 to construct that aspect of the lab successfully; construction takes 1 week per Craft skill being used in the lab. Failure means the Techsmith must pay the Purchase DC again, and with another week of construction time they may try once more to build that aspect of the lab.

Once the Techsmith's Prototype Laboratory is built, then the Techsmith can attempt to build Mastercraft items or Gadgets of the next Tech Level; until then, using a typical current Tech Level laboratory, only base models of the next Tech Level items can possibly be produced. (Note that the costs for the Prototype Laboratory given above are only regarding the base cost for the specialized tools and equipment necessary to construct Mastercraft items and Gadgets; any real estate, security, and/or staffing aspects of the lab would be an additional cost.)

**Unflustered:** A 10<sup>th</sup>-level Techsmith can perform complicated tasks without provoking attacks of opportunity from adjacent foes. During any round in which the Techsmith uses the Computer Use, Craft, Demolitions, Disable Device, or Repair skill, they can first make a Concentration check (DC 15) to use the desired skill without provoking attacks of opportunity. The Concentration check is a free action.

## Weaponmaster

Some warriors are willing to pick up any weapon; the master needs but one. A Weaponmaster dedicates their understanding of martial prowess to the methods of one weapon, studying ways to exploit its strengths while minimizing any weaknesses.

**Prerequisites:** Base Attack +3, Knowledge (history) 4 ranks, Martial Weapon Proficiency, Weapon Focus (any melee weapon) feat.

**Hit Die (of the Hero):** d10 (d5+5)

**Action Points:** Weaponmasters gain a number of Action Points equal to 6 + one-half their character level, rounded down, at 1<sup>st</sup> level and every time they attain a new level in this class.

**Class Skills:** The Weaponmaster's class skills (and the key ability for each skill) are:

Balance (Dex), Bluff (Cha), Climb (Str), Craft (bowmaking, mechanical, structural, visual art, weaponsmithing, writing) (Int), Handle Animal (Cha), Jump (Str), Knowledge (art, history, tactics, theology and philosophy), Profession (Wis), Research (Int), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Starting Feats:** A Weaponmaster gains one Armor Proficiency of choice at 1<sup>st</sup>-level.

### Weaponmaster Class Statistics by Level

| Level            | BA  | Fort | Ref | Will | Class Features | DB | Rep. |
|------------------|-----|------|-----|------|----------------|----|------|
| 1 <sup>st</sup>  | +1  | +2   | +1  | +0   | Weapon Control | +1 | +0   |
| 2 <sup>nd</sup>  | +2  | +3   | +2  | +0   | Weapon Expert  | +1 | +0   |
| 3 <sup>rd</sup>  | +3  | +3   | +2  | +1   | Bonus Feat     | +2 | +0   |
| 4 <sup>th</sup>  | +4  | +4   | +2  | +1   | Telling Blows  | +2 | +1   |
| 5 <sup>th</sup>  | +5  | +4   | +3  | +1   | Totem Weapon   | +3 | +1   |
| 6 <sup>th</sup>  | +6  | +5   | +3  | +2   | Bonus Feat     | +3 | +1   |
| 7 <sup>th</sup>  | +7  | +5   | +4  | +2   | Deft Draw      | +4 | +2   |
| 8 <sup>th</sup>  | +8  | +6   | +4  | +2   | Precise Blows  | +4 | +2   |
| 9 <sup>th</sup>  | +9  | +6   | +4  | +3   | Bonus Feat     | +5 | +2   |
| 10 <sup>th</sup> | +10 | +7   | +5  | +3   | Living Weapon  | +5 | +3   |

### Class Features

All of the following are class features of the Weaponmaster.



**Weapon Control:** At 1<sup>st</sup> level, the Weaponmaster has attained a sufficient level of control worthy of calling themselves a master; when wielding their weapon, they have the option of attacking to kill, or attacking to subdue. If the character is attacking to kill, then they deal +2 points of damage on all damage rolls with their chosen weapon (note that Weapon Control counts as Weapon Specialization, but it also stacks with Weapon Specialization). If the character is attacking to subdue, then they deal nonlethal damage, and they do not suffer any penalties for wielding their weapon to inflict nonlethal damage.

**Weapon Expert:** At 2<sup>nd</sup> level, the Weaponmaster has established a thorough understanding of almost every facet of their chosen weapon, from the history to the crafting to the wielding of it. The character receives a bonus equal to one-half their Weaponmaster level on all Craft and Knowledge skill rolls related to their weapon. Furthermore, the Weapon Expert spends no XP when mastercrafting their chosen weapon.

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels, the Weaponmaster receives a bonus feat, selected from the Fighter feat list. Note that the Weaponmaster must meet any prerequisites in order to select the feat.

**Telling Blows:** At 4<sup>th</sup> level the Weaponmaster's attacks have become especially savage, inflicting an additional 1d6 points of damage with each successful hit using their chosen weapon.

**Totem Weapon [Ex]:** At 5<sup>th</sup> level the bond between weapon and master reaches a new spiritual plateau, allowing the Weaponmaster to channel their essence into their weapon for greater effect as they wield it. The character gains +1 to hit and damage with their chosen weapon. If the weapon is mastercrafted (for a ranged weapon the ammunition must be mastercrafted as well), then treat it as magic for the purposes of what it can damage, and it ignores 5 points of hardness when used to attack an object.

**Deft Draw:** At 7<sup>th</sup> level the Weaponmaster easily draws and sheathes their weapon, and with dazzling speed. Drawing and putting away the weapon are free actions for the Weaponmaster, and they now receive a bonus to their initiative equal to one-half their Weaponmaster level (rounded down) when declaring that they are drawing their chosen weapon as a first-round action.

**Precise Blow:** At 8<sup>th</sup> level the Weaponmaster's precision reaches legendary proportions; add one to the threat range of their chosen weapon (so a weapon that normally threatens a critical on 20 would threaten on a 19-20, a weapon with a threat range of 19-20 would improve to 18-20, etc.). This ability stacks with the Improved Critical feat but is applied after the modifier for Improved Critical.

**Living Weapon [Ex]:** At 10<sup>th</sup> level the master and the weapon are one; the character gains another +1 to hit and damage with their chosen weapon. If the wielded weapon is mastercrafted and built by the Weaponmaster wielding it (for a ranged weapon the ammunition must be mastercrafted by the Weaponmaster as well), then treat it as magic and adamantite for the purposes of what it can damage, and it ignores 10 points of hardness when used to attack an object.

## Chapter V: Skills

### What is a Skill?

A skill is a type of work or activity which requires knowledge specific to the accomplishment of a certain task or goal. As you might imagine, there is a vast array of potential skills available to us in the real world, and thus a fair number of skills available to characters, depending on the scenario.

Skills fall into several categories; they are classified based on one of the six main attributes. Depending on the class giving the character skill points, some skills are considered class skills, while the rest are considered cross-class skills.

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character  $\frac{1}{2}$  rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two  $\frac{1}{2}$  ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 4. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 4.

### Using Skills

When your character uses a skill, you make a skill check to see how well they do. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a set Difficulty Class or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise they would fail.

### Skill Checks

A skill check considers a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also consider their race's knack for doing certain things (racial bonus) or what armor they are wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

### Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed. Some DC's are certain thresholds based on the objective difficulty of the task, while other DC's are variable, depending on another subject's opposing action, known as opposed checks (for example, Armor Class [AC] is the special DC of the opposed check to see if you can hit an opponent). These are basic thresholds, and they can be modified by circumstance modifiers; your GM will let you know when to check a skill, and whether you've succeeded at it after making the check.

**Table: 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) |

**Table: Opposed Check Examples**

| Task                       | Skill           | Opposing Skill |
|----------------------------|-----------------|----------------|
| Con someone                | Bluff           | Sense Motive   |
| Pretend to be someone else | Disguise        | Spot           |
| Create a false map         | 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  |

### Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

### Untrained vs. Trained Only Skill Checks

Generally, if your character attempts to use a skill they do not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them; these skills are distinguished as "Trained only" skills.

### Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances;

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

## Time Required for Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Physical skill uses are standard actions, move actions, or full-round actions, while many mental skill uses take no time (ie. Knowledge).

Some skill checks are instant and represent reactions to an event, or they are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

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## Checks without Rolls

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

## Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

## Taking 20



When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before they could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

**Ability Checks and Caster / Manifester Level Checks:** The normal take 10 and take 20 rules apply solely for ability checks. Neither rule applies to caster or manifester level checks, unless otherwise permitted by a special ability.

## Combining Skill Attempts to Aid Another

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap. You can help another character achieve success on their skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to their check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

## Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

## Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5+ ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

## Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

## Skills and Tech Level

Many skills, as specialized types of practical and theoretical knowledge, require a minimum Tech Level 1 scenario to be available, with some skills requiring Tech Level 5 (ie. Computer Use, Craft: Electronics). Unless otherwise noted, it is assumed a skill has a minimum Tech Level 0 to be available.

Here is a list of the skill points initially and by level for each of the Hero and Basic classes for easy reference:

| 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.)    | 2 + 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.                      |

Table: Skills

| Skill Name                    | Attribute | Prerequisite      | Trained? | Armor Penalties? |
|-------------------------------|-----------|-------------------|----------|------------------|
| <u>Appraise</u>               | Int       | Tech 1            | N        | N                |
| <u>Autohypnosis</u>           | Wis       | Psionic 1         | Y        | N                |
| <u>Balance</u>                | Dex       | ---               | N        | Y                |
| <u>Bluff</u>                  | Cha       | ---*              | N        | N                |
| <u>Climb</u>                  | Str       | ---               | N        | Y                |
| <u>Computer Use</u>           | Int       | Tech 5            | N/Y      | N                |
| <u>Concentration</u>          | Con       | ---               | N        | N                |
| <u>Craft</u>                  | Int       | Tech 0+*          | N/Y*     | N                |
| <u>Decipher Script</u>        | Int       | Tech 1            | Y        | N                |
| <u>Demolitions</u>            | Int       | Tech 3            | Y        | N                |
| <u>Diplomacy</u>              | Cha       | ---               | N        | N                |
| <u>Disable Device</u>         | Int       | Tech 1            | Y        | N                |
| <u>Disguise</u>               | Cha       | ---               | N        | N                |
| <u>Drive</u>                  | Dex       | Tech 3            | N        | N                |
| <u>Escape Artist</u>          | Dex       | ---               | N        | Y                |
| <u>Forgery</u>                | Int       | Tech 1            | N        | N                |
| <u>Gamble</u>                 | Wis       | Tech 1            | N        | N                |
| <u>Gather Information</u>     | Cha       | Tech 1            | N        | N                |
| <u>Handle Animal</u>          | Cha       | ---               | Y        | N                |
| <u>Hide</u>                   | Dex       | ---               | N        | Y                |
| <u>Intimidate</u>             | Cha       | ---               | N        | N                |
| <u>Investigate</u>            | Int       | Tech 1+*          | Y        | N                |
| <u>Jump</u>                   | Str       | ---               | N        | Y                |
| <u>Knowledge</u>              | Int       | Tech 1+*          | Y        | N                |
| <u>Listen</u>                 | Wis       | ---               | N        | N                |
| <u>Move Silently</u>          | Dex       | ---               | N        | Y                |
| <u>Navigate</u>               | Int       | Tech 1            | N        | N                |
| <u>Perform</u>                | Cha       | ---               | N        | N                |
| <u>Pilot</u>                  | Dex       | Tech 3            | Y        | N                |
| <u>Profession</u>             | Wis       | Tech 1+           | N        | N                |
| <u>Psicraft</u>               | Int       | Psionic 1         | Y        | N                |
| <u>Read/Write/Speak Lang.</u> | ---       | ---               | Y        | N                |
| <u>Repair</u>                 | Int       | Tech 1            | Y        | N                |
| <u>Research</u>               | Int       | Tech 1            | N        | N                |
| <u>Ride</u>                   | Dex       | ---               | N        | N                |
| <u>Search</u>                 | Int       | ---               | N        | N                |
| <u>Sense Motive</u>           | Wis       | ---               | N        | N                |
| <u>Sleight of Hand</u>        | Dex       | ---               | Y        | Y                |
| <u>Spellcraft</u>             | Int       | Arcane 1          | Y        | N                |
| <u>Spot</u>                   | Wis       | ---               | N        | N                |
| <u>Survival</u>               | Wis       | ---               | N        | N                |
| <u>Swim</u>                   | Str       | ---               | N        | Y                |
| <u>Treat Injury</u>           | Wis       | ---*              | N        | N                |
| <u>Tumble</u>                 | Dex       | ---               | Y        | Y                |
| <u>Use Magic Device</u>       | Cha       | Arcane 1, Tech 1  | Y        | N                |
| <u>Use Psionic Device</u>     | Cha       | Psionic 1, Tech 1 | Y        | N                |
| <u>Use Rope</u>               | Dex       | Tech 1            | N        | N                |

\* The skill has varying aspects depending on the Tech Level and/or the usage of the skill; see the skill description.

## Skill Descriptions

### Skill Description Format

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

#### Skill Name (Key Ability, Trained Only, Armor Check Penalty, Campaign Prerequisite)

The skill name line includes (in addition to the name of the skill) the following information:

- **Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Read/Write/Speak Language has “None” as its key ability because the use of this skill does not require a check.
- **Trained Only:** If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).
- **Armor Check Penalty:** If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty doesn’t apply.
- **Campaign Prerequisite:** If this notation is included in the skill name line, then it denotes the minimum GM Level scenario required for this skill to be available. Unless otherwise stated, all skills have a minimum Tech Level 0 scenario requirement.

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

- **Check:** What a character (“you”) can do with a successful skill check and the check’s DC.
- **Action:** The type of action using the skill requires, or the amount of time required for a check.
- **Try Again:** Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn’t allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can’t take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.
- **Special:** Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.
- **Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies.
- **Restriction:** The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.
- **Untrained:** This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry says “yes”, it means that the skill functions normally for untrained characters (it can be used untrained), or “no”, that an untrained character can’t attempt checks with this skill (“Trained Only”).
- **“\*”:** Skill entries marked with an asterisk have qualifying aspects of the entry in question; see the skill description for more details.

## Skills A-C

### Appraise (Int; Tech 1)

You have an eye for the value of objects on the open market.

**Check:** You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item’s value.

You also use Appraise to try and find a better Sale Price for an item; make an Appraise check against the Purchase DC of the item, and if your result is equal to or greater than the Purchase DC, you get to roll 2d20 and take the better result for determining the Sale Price of the item (see Chapter VI: [Equipment and Tech](#)).

These bonuses stack.



**Action:** Appraising an item takes 1 minute (ten consecutive full-round actions).

**Try Again:** No. You cannot try again on the same object, regardless of success.

**Special:** A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar gains a +3 bonus on Appraise checks.

A character with the *Diligent* feat gets a +2 bonus on Appraise checks.

**Synergy:** If you have 5 ranks in any Craft or Knowledge skill related to the item being appraised, you gain a +2 bonus on the Appraise check.

**Untrained:** For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

### Autohypnosis (Wis; Trained Only, Psionic 1)

Mental self-mastery enables you to perform rare feats of the mind.

**Check:** The DC and the effect of a successful check depend on the task you attempt.

**Ignore Caltrop Wound:** If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion. Similar examples of pain causing a penalty may be applicable, GM's adjudication.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

| Task                 | DC             |
|----------------------|----------------|
| Ignore caltrop wound | 18             |
| Memorize             | 15             |
| Resist dying         | 20             |
| Resist fear          | Fear effect DC |
| Tolerate poison      | Poison's DC    |
| Willpower            | 20             |



**Resist Dying:** You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the roll in later rounds if you are initially unsuccessful.

**Resist Fear:** In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

**Tolerate Poison:** You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

**Willpower:** If reduced to between 0 hit points and –[Constitution modifier] hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you lose 1 hit point, as normal when disabled.

**Action:** None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, for Memorize and Willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

**Synergy:** If you have 5+ ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

If you have 5+ ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

### Balance (Dex; Armor Check Penalty)

You have trained in the art of fine balance, able to traverse narrow paths.

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

| Narrow Surface          | Balance DC <sup>1</sup> | Difficult Surface      | Balance DC <sup>1</sup> |
|-------------------------|-------------------------|------------------------|-------------------------|
| 7–12 inches wide        | 10                      | Uneven flagstone       | 10 <sup>2</sup>         |
| 2–6 inches wide         | 15                      | Hewn stone floor       | 10 <sup>2</sup>         |
| Less than 2 inches wide | 20                      | Sloped or angled floor | 10 <sup>2</sup>         |

<sup>1</sup> Add modifiers from Narrow Surface Modifiers, below, as appropriate.

<sup>2</sup> Only if running or charging. Failure by 4 or less means the character can't run or charge, but they may otherwise act normally.

#### Narrow Surface Modifiers

| Surface             | DC Modifier <sup>1</sup> |
|---------------------|--------------------------|
| Lightly obstructed  | +2                       |
| Severely obstructed | +5                       |
| Lightly slippery    | +2                       |
| Severely slippery   | +5                       |
| Sloped or angled    | +2                       |

<sup>1</sup> Add the appropriate modifier to the Balance DC of a narrow surface.

These modifiers stack.

**Being Attacked while Balancing:** You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5+ ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

**Accelerated Movement:** You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

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

**Special:** If you have the Agile feat, you get a +2 bonus on Balance checks.

If you have the Focused feat, you get a +2 bonus on Balance checks.

**Synergy:** If you have 5+ ranks in Tumble, you get a +2 bonus on Balance checks.

### Bluff (Cha)

By a variety of means verbal and non-verbal, you can trick people into thinking what you want them to, at least for the moment.

**Check:** A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target.

For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a suggestion spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

**Feinting in Combat:** You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn. A bluffed opponent cannot attempt to parry or dodge the subsequent attack.

Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

**Feinting in Starship Combat (Tech 5+):** With the Starship Feint feat, you can use the Bluff skill to feint in starship combat. With a successful Bluff check, you mislead another starship so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. If you succeed, the next attack your starship makes against the target ignores its pilot's Dexterity bonus to Defense (if it has one), thus lowering the target's AC. A bluffed opponent cannot attempt to dodge the subsequent attack.

You cannot use this tactic against a starship that's flying on autopilot.

Using Bluff as a feint in starship combat is an attack action.

**Creating a Diversion to Hide:** You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

**Delivering a Secret Message:** You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5+ means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

**Action:** Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

**Try Again:** Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

**Special:** The master of a snake familiar gains a +3 bonus on Bluff checks.

If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

If you have the Deceptive feat, you get a +2 bonus on Bluff checks.

If you have the Starship Feint feat, you get a +2 bonus on Bluff checks made to feint in starship combat.

**Synergy:** If you have 5+ ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

## Bluff Examples

### Example Circumstances

### Sense Motive Modifier

The target wants to believe you.

-5

The bluff is believable and doesn't affect the target much.

+0

The bluff is a little hard to believe or puts the target at some risk.

+5

The bluff is hard to believe or puts the target at significant risk.

+10

The bluff is way out there, almost too incredible to consider.

+20

## Climb (Str; Armor Check Penalty)

You know how to travel vertical surfaces easier than others.

**Check:** With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5+ means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

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

| Climb DC Modifier <sup>1</sup> | Example Surface or Activity                                                                     |
|--------------------------------|-------------------------------------------------------------------------------------------------|
| –10                            | Climbing a chimney, air duct, or other location where you can brace against two opposite walls. |
| –5                             | Climbing a corner where you can brace against perpendicular walls.                              |
| +5                             | Surface is slippery.                                                                            |

<sup>1</sup>These modifiers are cumulative; use any that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

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

**Making Your Own Handholds and Footholds:** You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall. If a sufficiently strong character can inflict at least 1 point of damage to the surface they're climbing, they can create a handhold by denting the surface.

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

**Catching a Falling Character While Climbing:** If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if they are within your reach. Doing so requires a successful melee touch attack against the falling character (though they can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but their total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5+, you fail to stop the character's fall and begin falling as well.

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

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

A halfling has a +2 racial bonus on Climb checks because halflings are agile and surefooted.

The master of a lizard familiar gains a +3 bonus on Climb checks.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

**Synergy:** If you have 5+ ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

## Computer Use (Int; Tech 5)

You have expertise in using computers, both hardware and software.

**Check:** Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

**Find File:** This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

| Size of Site              | DC | Time       | Level of Security | DC |
|---------------------------|----|------------|-------------------|----|
| Personal computer         | 10 | 1 round    | Minimum           | 20 |
| Small office network      | 15 | 2 rounds   | Average           | 25 |
| Large office network      | 20 | 1 minute   | Exceptional       | 35 |
| Massive corporate network | 25 | 10 minutes | Maximum           | 40 |

**Defeat Computer Security (Trained only):** This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5+, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system. Characters with 5+ ranks in Decipher Script get an additional +2 to the check to defeat computer security.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

**Computer Hacking (Trained only):** Breaking into a secure computer or network is called hacking. Only characters trained in Computer Use can attempt to hack.

When a character hacks, they attempt to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world; the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator; the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of their personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when they do, it's a new session. Several steps are required to hack into a site:

*Covering Tracks:* This step is optional. By making a Computer Use check (DC 20), a character can alter their identifying information. This imposes a -5 penalty on any attempt made to identify the character if their activity is detected.

*Access the Site:* There are two ways to do this: physically or over the Internet.

*Physical Access:* A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

*Internet Access:* Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Level of Security chart above). Characters with 5+ ranks in Decipher Script get an additional +2 to the check to defeat computer security. Once a character has succeeded in both checks, the character has accessed the site.

*Locate What You're Looking For:* To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

*Defeat File Security:* Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security. Characters with 5 ranks in Decipher Script get +2 to this check.

*Do Your Stuff:* Finally, the character can actually do what they came to do. If the character just wants to look at records, no additional check is needed. A character can also download data, although that often takes several rounds or even several minutes, for especially large amounts of information to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

*Defend Security:* If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), they can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access their site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal, but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check; if the intruder's session ends before the character finishes the check, the character automatically fails.

*Degrade Programming:* A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer. Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.



| Scope of Alteration | DC | Time       |
|---------------------|----|------------|
| Crash computer      | 10 | 1 minute   |
| Destroy programming | 15 | 10 minutes |
| Damage programming  | 20 | 10 minutes |

**Write Program:** A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is 1 hour.

**Operate Remote Device:** Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5+, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off their access to the system.

In addition to all the standard uses, this skill can be used to operate shipboard sensors as well as send, jam, scramble, and unscramble transmissions sent through space or across dimensions.

**Conduct Active Sensor Scan:** Using a starship's sensors to analyze another ship or object in sensory range requires a Computer Use check (DC 15). An active sensor scan conducted over a vast distance (for example, across a star system) or subjected to some form of disturbance (such as interference from a solar flare) applies a -5 or higher penalty on the check.

**Send Transmission:** Routine communications (hailing a nearby ship, using a subspace or dimensional transceiver, and so on) are accomplished with a Computer Use check (DC 10). Communications sent over incredibly long distances (such as between star systems) are subject to distortion; correcting that distortion to ensure a message reaches its intended destination requires a successful Computer Use check (DC 20).

**Jam Transmission (Trained only):** This skill can be used to prevent a ship or facility from receiving an incoming transmission. An opposed Computer Use check between the individual receiving the message and the individual attempting to jam the message determines whether or not the message gets through. If an unmanned computer receives the transmission, jamming the transmission requires a Computer Use check (DC 15).

**Scramble/Unscramble Transmission (Trained only):** Computer Use can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it.

**Special:** A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. A character cannot take 20 to defeat security or defend security.

A character with 5+ ranks in Decipher Script gets a +2 bonus on all Computer Use checks made to attempt to defeat a computer's or file's security.

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

**Time:** Computer Use requires a full-round action with exception of conducting an active sensor scan or sending/jamming a transmission, which can be done as a move action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above. Given below are the types of operation available, with their DC's and typical timeframe.

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



## Concentration (Con)

You have trained yourself in maintaining focus when circumstances are harrowing.

**Check:** You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell or manifesting a power, concentrating on an active spell or power, directing a spell or power, using a spell-like or psi-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell or manifesting a power, the power points are lost and the spell or power has no effect. If you were concentrating on an active spell or power, the effect ends as if you had ceased concentrating on it. If you were directing a spell or power, the direction fails but the effect remains active. If you were using a spell-like or psi-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell or manifest a power, you must add the level of the spell or power you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

| Concentration DC <sup>1</sup> | Distraction                                                                                                                            |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|
| 10 + damage dealt             | Damaged during the action. <sup>2</sup>                                                                                                |
| 10 + half of continuous       | Taking continuous damage during the damage last dealt action. <sup>3</sup>                                                             |
| 15 + power level              | Attempting to manifest a power without its display.                                                                                    |
| Distracting effect's save DC  | Distracted by nondamaging spell or power. <sup>4</sup>                                                                                 |
| 10                            | Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).     |
| 15                            | Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).  |
| 20                            | Gain focus (see below).                                                                                                                |
| 20                            | Extraordinarily violent motion (earthquake).                                                                                           |
| 15                            | Entangled.                                                                                                                             |
| 20                            | Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.) |
| 5                             | Weather is a high wind carrying blinding rain or sleet.                                                                                |
| 10                            | Weather is wind-driven hail, dust, or debris.                                                                                          |
| Distracting effect's save DC  | Weather caused by a spell, such as storm of vengeance. <sup>4</sup>                                                                    |

<sup>1</sup> If you are trying to cast/manifest, concentrate on, or direct a spell/power when the distraction occurs, add the level of the spell/power being attempted to the indicated DC.

<sup>2</sup> Such as during the casting of a spell or manifestation of a power with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell/power being cast/manifested (for spells/powers with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

<sup>3</sup> Such as from some forms of acid attack.

<sup>4</sup> If the spell or power allows no save, use the save DC it would have if it did allow a save.

**Gain Focus:** Merely holding a reservoir of power points in mind gives such characters a special energy. Characters with power points can put that energy to work without actually paying a power point cost—they can become focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become focused. The DC to become focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a power feat or class ability—many power feats are activated in this way.

Once you are focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elans), or until your power point reserve drops to 0.

**Action:** None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

**Special:** You can use Concentration to cast a spell, manifest a power, use a spell-like or psi-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 plus the power's level, if casting a spell, manifesting a power, or using a spell/psi-like ability defensively. If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappling or pinned. A character with the Combat Manifestation feat gets a +4 bonus to Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

**Synergy:** If you have 5+ ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

## Craft (Int; Tech 0+)

You have training in the crafting of a specific item type. This skill encompasses several categories, each of them treated as a separate skill ("TL" = Tech Level): Craft (armorsmithing, TL 1), Craft (Bowmaking, TL 1), Craft (chemical, TL 1), Craft (electronics, TL 5), Craft (mechanical, TL 0 [simple only]), Craft (pharmaceutical, TL 3), Craft (structural, TL 0 [simple only]), Craft (trapmaking, TL 1), Craft (weaponsmithing, TL 1), Craft (visual arts, TL 0), and Craft (writing, TL 1).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

**Check:** To use Craft, first decide what the character is trying to make and consult the category descriptions below. To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's base Purchase DC. Apply any modifiers for mastercrafting and/or Gadgets intended for the item to be crafted. Convert the new Purchase DC into dollars/credits (1 gp = 100 cp, 1 cp = \$1 / 1 credit).
2. Pay ½ of the item's cost for the raw materials necessary to craft the item.
2. Find the Craft DC for the basic item from the table below. Modify the Craft DC by the mastercrafting modifier, if any (+3, +5, or +10).
4. Make an appropriate Craft check representing one day's work. If the check succeeds, multiply your check result by the required Craft DC. If the result × the DC equals the price of the item in cp/\$/credits (the original number from step 1), then you have completed the item. If the result × the DC equals double or triple the price of the item in cp/\$/credits, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner. If the result × the DC does not equal the price, then it represents the progress you've made for that day. Record the result and make a new Craft check for the next day. Each day, you make more progress until your total reaches the price of the item in cp/\$/credits. If you fail a check by 4 or less, you make no progress that day. If you fail by 5+, you ruin half the raw materials and must pay half the original raw material cost again (so 1/4<sup>th</sup> of the item's Purchase DC cost) to continue.

Generally, a character can take 10 when using a Craft skill to construct an object, but they can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials.

In the case of crafting weapons and armor, such items can only be mastercrafted using the appropriate skill (i.e., armorsmithing for crafting mastercrafted armor and shields, and weaponsmithing for crafting mastercrafted weapons). For basic armor and weapons, characters can use the Craft (mechanical) skill to create

light armor or simple weapons, using the Simple Mechanics DC (DC 15). To create martial or exotic weapons the crafter must use Craft (weaponsmith), while armors heavier than light require the Craft (armorsmithing) skill.

Table: Craft Skill DC's According to Item

| Item                                                              | Purchase DC                      | Craft Skill         | Craft DC          |
|-------------------------------------------------------------------|----------------------------------|---------------------|-------------------|
| Armor or Shield                                                   | 1/3 <sup>rd</sup> list cost      | Armorsmithing       | 10 + AC bonus     |
| Longbow or Shortbow                                               | 1/3 <sup>rd</sup> list cost      | Bowmaking           | 12                |
| Composite Longbow or Composite Shortbow                           | 1/3 <sup>rd</sup> list cost      | Bowmaking           | 15                |
| Composite Longbow / Shortbow with high Strength rating            | 20 + 1/3 <sup>rd</sup> list cost | Bowmaking           | 15 + (2 × rating) |
| Mild Acid (1d6/1d10) <sup>1</sup>                                 | 8 (\$70)                         | Chemical            | 15                |
| Potent Acid (2d6/2d10) <sup>1</sup>                               | 12 (\$200)                       | Chemical            | 20                |
| Concentrated Acid (3d6/3d10) <sup>1</sup>                         | 16 (\$650)                       | Chemical            | 30                |
| Improvised Explosive (1d6 Reflex 10 / 5 feet) <sup>2</sup>        | 6 (\$40)                         | Chemical            | 10                |
| Simple Explosive (2d6 Reflex 12 / 5 feet) <sup>2</sup>            | 12 (\$200)                       | Chemical            | 15                |
| Moderate Explosive (4d6 Reflex 12 / 10 feet) <sup>2</sup>         | 16 (\$650)                       | Chemical            | 20                |
| Complex Explosive (6d6 Reflex 15 / 15 feet) <sup>2</sup>          | 20 (\$2,000)                     | Chemical            | 25                |
| Powerful Explosive (8d6 Reflex 15 / 20 feet) <sup>2</sup>         | 24 (\$9,000)                     | Chemical            | 30                |
| Devastating Explosive (10d6 Reflex 18 / 25 feet) <sup>2</sup>     | 30 (\$35,000)                    | Chemical            | 35                |
| Poison <sup>3</sup>                                               | **                               | Chemical            | **                |
| Simple Electronics (timer, detonator)                             | 8 (\$70)                         | Electronics         | 15                |
| Moderate Electronics (radio direction finder, electronic lock)    | 12 (\$200)                       | Electronics         | 20                |
| Complex Electronics (cellphone, energy weapon)                    | 15 (\$500)                       | Electronics         | 25                |
| Advanced Electronics (computer, mecha sensor system)              | 20 (\$2,000)                     | Electronics         | 30                |
| Simple Mechanics (tripwire trap, simple weapons, light armor)     | 5 (\$30)                         | Mechanical          | 15                |
| Moderate Mechanics (engine part, personal ballistic firearm)      | 12 (\$200)                       | Mechanical          | 20                |
| Complex Mechanics (automobile engine, energy weapon)              | 16 (\$650)                       | Mechanical          | 25                |
| Advanced Mechanics (jet engine, mecha engine)                     | 20 (\$2,000)                     | Mechanical          | 30                |
| Mild Disease Vaccine (measles; Fort DC 14 or lower) <sup>4</sup>  | 12 (\$200)                       | Pharmaceutical      | 15                |
| Moderate Disease Vaccine (pertussis; Fort DC 15-18) <sup>4</sup>  | 18 (\$1,200)                     | Pharmaceutical      | 20                |
| Dangerous Disease Vaccine (malaria; Fort DC 19-22) <sup>4</sup>   | 24 (\$6,500)                     | Pharmaceutical      | 25                |
| Lethal Disease Vaccine (bubonic plague; Fort DC 23+) <sup>4</sup> | 30 (\$35,000)                    | Pharmaceutical      | 30                |
| Simple Structure (bookcase, false wall)                           | 12 (\$200)                       | Structural          | 15                |
| Moderate Structure (catapult, shed, house deck)                   | 19 (\$1,500)                     | Structural          | 20                |
| Complex Structure (bunker, domed ceiling)                         | 26 (\$12,000)                    | Structural          | 25                |
| Advanced Structure (multi-level building, mecha superstructure)   | 33 (\$90,000)                    | Structural          | 30                |
| Talented Amateur Artwork / Writing                                | 5 (\$30)                         | Visual Arts/Writing | 15                |
| Professional Artwork / Writing                                    | 5 (\$30)                         | Visual Arts/Writing | 20                |
| Expert Artwork / Writing                                          | 5 (\$30)                         | Visual Arts/Writing | 25                |
| Masterpiece Artwork / Writing                                     | 5 (\$30)                         | Visual Arts/Writing | 30                |
| Trap <sup>5</sup>                                                 | **                               | Trapmaking          | **                |
| Crossbow                                                          | 1/3 <sup>rd</sup> list cost      | Weaponsmithing      | 15                |
| Simple Melee or Thrown Weapon                                     | 1/3 <sup>rd</sup> list cost      | Weaponsmithing      | 12                |
| Martial Melee or Thrown Weapon                                    | 1/3 <sup>rd</sup> list cost      | Weaponsmithing      | 15                |
| Exotic Melee or Thrown weapon                                     | 1/3 <sup>rd</sup> list cost      | Weaponsmithing      | 18                |
| Mastercrafting (+1)                                               | +1 base item DC                  | ***                 | +3                |
| Mastercrafting (+2)                                               | +2 base item DC                  | ***                 | +5                |
| Mastercrafting (+3)                                               | +3 base item DC                  | ***                 | +10               |

<sup>1</sup> The dice rolls in parentheses are typical contact damage / immersion damage caused per round of immersion.

<sup>2</sup> The figures in parentheses are typical concussion damage / burst radius for each type of explosive.

<sup>3</sup> Talk to your GM about how to manufacture a poison; the DC is dependent on the lethality of the poison.

<sup>4</sup> The figures in parentheses give the typical range of save DC's for the treated disease. The patient receives a +2 circumstance modifier to their Fortitude saves to recover from the disease.

<sup>5</sup> Depending on the trap, other Craft skills may be required; talk to your GM about Trapmaking.

**Special:** A character without the appropriate crafting kit takes a -4 penalty on the relevant Craft checks.

A character with the **Builder** feat gets to apply a +2 bonus on any two of Craft (chemical), Craft (Electronics), Craft (Mechanical), or Craft (Structural) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (Pharmaceutical) checks.  
A character with the Creative feat gets a +2 bonus on Craft (Visual Arts) and Craft (Writing) checks.

## Skills D-G

### Decipher Script (Int; Trained Only, Tech 1)

The character is educated in symbology, codebreaking, and/or cryptography.

**Check:** A character can decipher writing in an ancient language or in computer code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if they avoid drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

**Action:** Decipher Script takes 1 minute or more, depending on the complexity of the code.

**Try Again?:** No, unless conditions change or new information is uncovered.

**Special:** A character can take 10 when making a Decipher Script check, but can't take 20.

A character with the Diligent feat gets a +2 bonus on all Decipher Script checks.

A character with the Studious feat gets a +2 bonus on all Decipher Script checks.

**Synergy:** A character with 5+ ranks in Decipher Script gets a +2 bonus on Use Magic Device checks involving scrolls.

A character with 5+ ranks in Decipher Script gets a +2 bonus on Computer Use checks to defeat computer security and to defeat file security (see Computer Use for more details).

### Demolitions (Int; Trained Only, Tech 3)

You are trained in the deployment and defusing of placed explosives.

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

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making their check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well they have done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

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

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

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

**Synergy:** A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

## Diplomacy (Cha)

You are skilled in the art of engaging other beings tactfully.

**Check:** You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party. A character can take 10 when making a Diplomacy check, but they can't take 20.

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

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

**Special:** If you have the Negotiator feat, you get a +2 bonus on Diplomacy checks.

If you have the Trustworthy feat, you get a +2 bonus on Diplomacy checks.

**Synergy:** If you have 5+ ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks.

**Influencing NPC Attitudes:** Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or Wild Empathy checks made to influence the attitude of an Animal or Magical Beast.

| Attitude    | Means                                | Possible Actions                                   |
|-------------|--------------------------------------|----------------------------------------------------|
| Hostile     | Will take risks to hurt or avoid you | Attack, interfere, berate, flee                    |
| Unfriendly  | Wishes you ill                       | Mislead, gossip, avoid, watch suspiciously, insult |
| Indifferent | Doesn't much care                    | Act as socially expected                           |
| Friendly    | Wishes you well                      | Chat, advise, offer limited help, advocate         |
| Helpful     | Will take risks to help you          | Protect, back up, heal, aid                        |

| Initial Attitude | New Attitude Based on Diplomacy Check Result |           |           |          |         |
|------------------|----------------------------------------------|-----------|-----------|----------|---------|
|                  | Hostile                                      | Unfr.     | Indiff.   | Friendly | Helpful |
| Hostile          | 19 or less                                   | 20        | 25        | 35       | 45      |
| Unfriendly       | 4 or less                                    | 5         | 15        | 25       | 35      |
| Indifferent      | ---                                          | 0 or less | 1         | 15       | 25      |
| Friendly         | ---                                          | ---       | 0 or less | 1        | 15      |

## Bribery and Diplomacy

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants; one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on their skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make the NPC an offer. Typical values in the most common gaming currencies are shown below, but the GM may modify the amount as they see fit. If the hero succeeds in the check, they gain a +2 bonus on the Diplomacy check. For every full multiplier by which the character overpays the NPC above the GM's expected minimum bribe amount, increase the bonus by +2 (to a total maximum bonus of +10). For example, an administrative assistant (ie. bureaucrat) would want a \$100 bribe, but if the bribing character offered \$200, the

administrative would accept the bribe and the character would have a +4 circumstance modifier on their next Diplomacy check with the assistant.

| Bribe Target   | Typical Minimum Value<br>Bribe (in cp/\$/credits) | Purchase DC |
|----------------|---------------------------------------------------|-------------|
| Bouncer        | \$50                                              | 7           |
| Bureaucrat     | \$150                                             | 11          |
| Informant      | \$200                                             | 12          |
| Police officer | \$500                                             | 15          |

### Disable Device (Int; Trained Only, Tech 1)

The character is trained in the disassembling of devices like locks and security systems.

**Check:** The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5+, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

| Device    | Time     | Disable Device DC <sup>1</sup> | Example                                                      |
|-----------|----------|--------------------------------|--------------------------------------------------------------|
| Simple    | 1 round  | 10                             | Jam a lock                                                   |
| Moderate  | 1d4 rds. | 15                             | Sabotage a vehicle wheel or a door handle                    |
| Trained   | 1d4 rds. | 20                             | Disarm a cheap home alarm, briefcase lock, or trap           |
| Difficult | 2d4 rds. | 25                             | Disarm an average home alarm, deadbolt lock, or trap         |
| Complex   | 2d4 rds. | 30                             | Disarm a high-quality professional alarm, deadbolt, or trap  |
| Tricky    | 2d4 rds. | 35                             | Disarm a high-security bank vault and alarm, or similar trap |
| Wicked    | 2d4 rds. | 40                             | Disarm an ultra-high security bank vault or military sensor  |

<sup>1</sup> If you attempt to leave behind no trace of your tampering, add 5 to the DC and 10 minutes to the Time.

**Disable Robot / Cybernetic Attachment:** You can use this skill to disable a robot or external cybernetic attachment.

Disabling a robot is a full-round action and requires a successful Disable Device check (DC 30). The robot must be pinned before the check can be made.

Disabling an external cybernetic attachment is a full-round action and requires a successful Disable Device check (DC 30). The creature to which the cybernetic unit is attached must be pinned before the check can be made. You cannot disable internal cybernetic attachments.

A disabled robot or disabled external cybernetic attachment can be re-enabled with a successful Repair check (see [Repair](#)).

**Action:** The amount of time needed to make a Disable Device check depends on the task, as noted above.

Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

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

**Special:** A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent their tampering from being noticed. Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Disabling a security device requires either a mechanical tool kit or an electronic tool kit, depending on the nature of the device. If the character does not have the appropriate tools, they take a -4 penalty on their check.



A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check. If you have the Cautious feat and at least 1 rank in this skill, you get a +2 bonus on all Disable Device checks.

A Rogue (or other character with the Trapfinding class feature) who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with their companions) without disarming it.

**Restriction:** Rogues (and other characters with the Trapfinding class feature) can disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it.

## Disguise (Cha)

You are trained in changing your appearance through the use of props and posture.

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

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

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

| Disguise                                         | Disguise Check Modifier |
|--------------------------------------------------|-------------------------|
| Minor details only                               | +5                      |
| Appropriate uniform or costume                   | +2                      |
| Disguised as different gender <sup>1</sup>       | -2                      |
| Disguised as different race <sup>1</sup>         | -2                      |
| Disguised as different age category <sup>1</sup> | -2 <sup>2</sup>         |

<sup>1</sup> These modifiers are cumulative; use any that apply.

<sup>2</sup> Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

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

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

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

**Action:** Creating a disguise requires 1d4×10 minutes of work.

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

**Special:** A character has the option to take 10 or take 20 when establishing a disguise. A character without a disguise kit takes a -4 penalty on Disguise checks.

Spells and powers that alter your form, such as Alter Self, Disguise Self, Metamorphosis (including Greater), Polymorph, or Shapechange, grants you a +10 bonus on Disguise checks (see the individual spell / power descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the Veil spell. Divination spells and powers that allow people to see through illusions (such as True Seeing) do not penetrate a mundane disguise, but they can negate the magical component of a magically



enhanced one. You must make a Disguise check when you cast a Simulacrum spell to determine how good the likeness is.

If you have the Deceitful feat, you get a +2 bonus on Disguise checks.

If you have the Deceptive feat, you get a +2 bonus on all Disguise checks.

**Synergy:** If you have 5+ ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

### Drive (Dex; Tech 3)

The character knows how to control ground-based four-wheeled vehicles.

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

**Action:** A Drive check is a move action.

**Try Again?:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks controlling such specialized vehicles.

### Escape Artist (Dex; Armor Check Penalty)

The character trains in being flexible and limber.

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

*Ropes:* Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on their check.

*Manacles, Handcuffs, and Masterwork Manacles:* The DC for manacles is set by their construction.

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

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

| Restraint                                                 | Escape Artist DC                         |
|-----------------------------------------------------------|------------------------------------------|
| Binder's Ropes                                            | Use Rope check at +10 / Dex check at +20 |
| Net, Animate Rope, Control Plants, Entangle, and the like | 20                                       |
| Snare spell                                               | 23                                       |
| Manacles                                                  | 30                                       |
| Tight space                                               | 30                                       |
| Handcuffs / Masterwork manacles                           | 35                                       |
| Grappler                                                  | Grappler's grapple check result          |

**Action:** Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an Animate Rope, Control Plants, Entangle spell or similar entangling effect is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

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

**Special:** A character can take 10 on an Escape Artist check. A character can take 20 if they are not being actively opposed (a character can take 20 if they are tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

If you have the **Nimble** feat, you get a +2 bonus on all Escape Artist checks.

If you have the **Agile** feat, you get a +2 bonus on Escape Artist checks.

**Synergy:** If you have 5+ ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5+ ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

## Forgery (Int; Tech 1)

You know how to fabricate convincing documentation.

**Check:** Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below. Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good their forgery is until it is tested (!).

| Document Type                                 | Difficulty Factor | Check Modifier | Time    |
|-----------------------------------------------|-------------------|----------------|---------|
| Simple (typed letter, business card)          |                   | +0             | 10 min. |
| Moderate (letterhead, business form)          |                   | -2             | 20 min. |
| Complex (stock certificate, driver's license) |                   | -4             | 1 hr.   |
| Difficult (passport)                          |                   | -8             | 4 hr.   |
| Extreme (military/law enforcement ID)         |                   | -16            | 24 hr.  |

| Familiarity                                      | Difficulty Factor | Check Modifier |
|--------------------------------------------------|-------------------|----------------|
| Unfamiliar (seen once for a minute or less)      |                   | -4             |
| Fairly familiar (seen for several minutes)       |                   | +0             |
| Quite familiar (on hand, or studied at leisure)  |                   | +4             |
| Forger has produced other documents of same type |                   | +4             |
| Document includes specific signature             |                   | -4             |
| Higher Tech Level (per tier of difference)       |                   | -4             |
| Lower Tech Level (per tier of difference)        |                   | +2             |

**Detect Forgery:** The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on their check as given in the table below.

| Condition                                                | Examiner's Check Modifier |
|----------------------------------------------------------|---------------------------|
| Type of document unknown to examiner                     | -4                        |
| Type of document somewhat known to examiner              | -2                        |
| Type of document well known to examiner                  | +0                        |
| Document is put through additional tests <sup>1</sup>    | +4                        |
| Examiner only casually reviews the document <sup>1</sup> | -2                        |

<sup>1</sup> Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

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

**Action:** Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

**Try Again?:** No, since the forger isn't sure of the quality of the original forgery until it's tested.

**Special:** To forge documents and detect forgeries, one must be able to read and write the language in question; the skill is language-dependent. A character without a forgery kit takes a -4 penalty on Forgery checks.

A character can take 10 when making a Forgery check, but can't take 20.

A character with the Deceitful feat gets a +2 bonus on all Forgery checks.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

## Gamble (Wis; Tech 1)

You've developed a knack for playing the odds in games of chance.

**Check:** To join or start a game, a character must first pay a stake. The character sets the stakes if they start a game, or the GM sets it if the character joins a game. Stakes run from penny-ante (\$20/cp/credits) to astronomical (\$5,000/cp/credits; see the Wealth Scores / Purchase DC's and Currency Equivalent table in Chapter III).

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. If playing at a reputable casino, assume the house has a Gamble skill modifier equal to the stake's equivalent purchase DC (+4 Gamble skill for \$20/cp/credit penny-ante, up to +23 Gamble skill for \$5,000/cp/credit high-stakes tables. Higher-stakes games typically have to be sought at private tables, through personal connections.

If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, they win the pot and win an amount based on how much the stakes were and how successful the character was in beating the next best bettor's Gamble result.

### Check Result Difference    Net Winnings on Initial Stake

|       |             |
|-------|-------------|
| 1-9   | 25% of bet  |
| 10-19 | 100% of bet |
| 20-29 | 200% of bet |
| 30-39 | 300% of bet |
| 40+   | 400% of bet |



**Action:** A Gamble check requires 1 hour to resolve; if not completed, the character's stake is lost.

**Try Again?:** No, unless the character wants to put up another stake.

**Special:** A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

## Gather Information (Cha; Tech 1)

You know how to work a crowd.

**Check:** By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

Information ranges from general to protected, and the cost and Gather Information DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

| Type of Information | DC | Purchase DC / Cost in \$/cp/credits |
|---------------------|----|-------------------------------------|
| General             | 10 | 5 / \$30                            |
| Specific            | 15 | 10 / \$120                          |
| Restricted          | 20 | 15 / \$500                          |
| Protected           | 25 | 20 / \$2,000                        |

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to

come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Purchase DC by 2 for each +1 circumstance bonus the character wants to add to their skill check.

**Action:** A Gather Information check takes 1d4+1 hours.

**Try Again?:** Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

**Special:** A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

A character with the Investigator feat gets a +2 bonus on Gather Information checks.

**Synergy:** If you have 5+ ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

## Skills H-L

### Handle Animal (Cha; Trained Only)

You have the ability to teach and guide animals.

**Check:** The DC depends on what you're trying to do.

| Task                                  | Handle Animal DC      |
|---------------------------------------|-----------------------|
| Handle an animal                      | 10                    |
| "Push" an animal                      | 25                    |
| Teach an animal a trick               | 15 or 20 <sup>1</sup> |
| Train an animal for a general purpose | 15 or 20 <sup>1</sup> |
| Rear a wild animal                    | 15 + HD of animal     |

<sup>1</sup> See the specific trick or purpose below.

| Trick Being Taught | DC | Time   | General Purpose | DC | Time    |
|--------------------|----|--------|-----------------|----|---------|
| Come               | 15 | 1 week | Heavy Labor     | 15 | 2 weeks |
| Down               | 15 | 1 week | Performance     | 15 | 4 weeks |
| Fetch              | 15 | 1 week | Riding          | 15 | 3 weeks |
| Heel               | 15 | 1 week | Combat Riding   | 20 | 6 weeks |
| Perform            | 15 | 1 week | Fighting        | 20 | 3 weeks |
| Seek               | 15 | 1 week | Guarding        | 20 | 4 weeks |
| Stay               | 15 | 1 week | Hunting         | 20 | 6 weeks |
| Work               | 15 | 1 week |                 |    |         |
| Attack             | 20 | 1 week |                 |    |         |
| Defend             | 20 | 1 week |                 |    |         |
| Guard              | 20 | 1 week |                 |    |         |
| Track              | 20 | 1 week |                 |    |         |

**Handle an Animal:** This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

**"Push" an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

**Teach an Animal a Trick:** The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on their Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check;

however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following;

**Attack** (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

**Come** (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

**Defend** (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

**Down** (DC 15): The animal breaks off from combat or otherwise backs down.

**Fetch** (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

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

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

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

**Seek** (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

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

**Track** (DC 20): The animal tracks the scent presented to it.

**Work** (DC 15): The animal pulls or pushes a medium or heavy load.

**Train an Animal:** Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

**Combat Riding** (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

**Fighting** (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

**Guarding** (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

**Laboring** (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

**Hunting** (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

**Performing** (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

**Riding** (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

**Rear a Wild Animal:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

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

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

the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

**Try Again?:** Yes, except for rearing an animal.

**Special:** A character can take 10 or take 20 when handling animals. An untrained character uses Charisma checks to handle and push animals, but they can't teach or train animals. You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A Ranger gains a +4 circumstance bonus on Handle Animal checks involving their animal companion. In addition, a Ranger's animal companion known one or more bonus tricks, which do not count against the normal limit on tricks known and don't require any training time or Handle Animal checks to teach.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

**Synergy:** A character with 5+ ranks in Handle Animal gets a +2 bonus on Ride checks and Wild Empathy checks.

## Heal (Wis)

See Treat Injury, below.

## Hide (Dex; Armor Check Penalty)

You have trained in techniques to avoid detection by sight.

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category:

| Size        | Modifier | Size       | Modifier |
|-------------|----------|------------|----------|
| Fine        | +16      | Large      | -4       |
| Diminutive  | +12      | Huge       | -8       |
| Tiny        | +8       | Gargantuan | -12      |
| Small       | +4       | Colossal   | -16      |
| Medium-size | +0       |            |          |

If people are observing the character, even casually, the character can't hide. The character can run around a corner so that they're out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if they have less than one-half cover or concealment.

| Cover or Concealment | Circumstance Bonus |
|----------------------|--------------------|
| Three-quarters       | +5                 |
| Nine-tenths          | +10                |

**Creating a Diversion to Hide:** A character can use the Bluff skill to help them hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, they can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide, up to a maximum of the character's single move speed.) This check, however, is at a -10 penalty because the character has to move fast.

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

**Tailing:** A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, they can make a Spot check (opposed by the character's Hide check) every time they change course (goes around a street corner, exits a building, and so on). If they're unsuspecting, they generally get only a Spot check after an hour of tailing.

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

**Special:** A character can take 10 when making a Hide check, but can't take 20.

If the character is invisible, they gain a +40 bonus on Hide checks if they are immobile, or a +20 bonus on Hide checks if they're moving.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

A 12<sup>th</sup>-level Ranger can attempt a Hide check in any sort of natural terrain, even if it doesn't grant cover or concealment. A 16<sup>th</sup>-level Ranger can do this even while being observed.

## Intimidate (Cha)

You have a way of making offers others don't usually refuse.

**Check:** You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

Circumstances can dramatically affect the effectiveness of an Intimidate check (GM's adjudication). There are limits to what a successful Intimidate check can do. The character can't force someone to obey their every command or do something that endangers that person's life.

If you fail the check by 5+, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

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

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

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

**Special:** You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target. If you have 5+ ranks in Bluff, you get a +2 bonus on Intimidate checks.

A character immune to fear can't be intimidated, nor can nonintelligent creatures.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

If you have the Confident feat, you get a +2 bonus on Intimidate checks and on level checks to resist intimidation.

## Investigate (Int; Trained Only, Tech 1+)

You have training in forensic methods to "read" the scene of the crime.

**Check:** A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.



**Analyze Clue:** The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue they've found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

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

**Collect Evidence (Tech 3):** The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5+, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items they have found in a manner that best aids in their analysis later, at a crime lab.

**Action:** Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

**Try Again?:** Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

**Special:** A character can take 10 when making an Investigate check, but cannot take 20. Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on their check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

### Jump (Str; Armor Check Penalty)

You are better at leaping across and up distances than others.

**Check:** The DC and the distance you can cover vary according to the type of jump you are attempting (see below). Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

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

**Long Jump:** A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

| Long Jump Distance | Jump DC <sup>1</sup> | Long Jump Distance | Jump DC <sup>1</sup> |
|--------------------|----------------------|--------------------|----------------------|
| 5 feet             | 5                    | 40 feet            | 40                   |
| 10 feet            | 10                   | 50 feet            | 50                   |

|         |    |          |     |
|---------|----|----------|-----|
| 15 feet | 15 | 60 feet  | 60  |
| 20 feet | 20 | 70 feet  | 70  |
| 25 feet | 25 | 80 feet  | 80  |
| 30 feet | 30 | 100 feet | 100 |

<sup>1</sup> Requires a 20-foot running start. Without a running start, double the DC.

**High Jump:** A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

| High Jump Distance <sup>1</sup> | Jump DC <sup>2</sup> | High Jump Distance <sup>1</sup> | Jump DC <sup>2</sup> |
|---------------------------------|----------------------|---------------------------------|----------------------|
| 1 foot                          | 4                    | 10 feet                         | 40                   |
| 2 feet                          | 8                    | 12 feet                         | 48                   |
| 3 feet                          | 12                   | 14 feet                         | 56                   |
| 4 feet                          | 16                   | 16 feet                         | 64                   |
| 5 feet                          | 20                   | 18 feet                         | 72                   |
| 6 feet                          | 24                   | 20 feet                         | 80                   |
| 7 feet                          | 28                   | 22 feet                         | 88                   |
| 8 feet                          | 32                   | 25 feet                         | 100                  |

<sup>1</sup> Not including vertical reach; see below.

<sup>2</sup> Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 7.5 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

| Creature Size | Vertical Reach | Creature Size | Vertical Reach |
|---------------|----------------|---------------|----------------|
| Colossal      | 120 ft.        | Small         | 5 ft.          |
| Gargantuan    | 60 ft.         | Tiny          | 2.5 ft.        |
| Huge          | 30 ft.         | Diminutive    | 1 ft.          |
| Large         | 15 ft.         | Fine          | ½ ft.          |
| Medium        | 7.5 ft.        |               |                |

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

**Special Note Concerning Super-Strong Characters:** The chart for Vertical Reach above is used by Super-Strong characters (see Strong Hero) for purposes of determining their standing high and long jump distance. A normal medium character has a vertical reach of 8 feet (see above). A Super-Strong Medium character considered Large for having one Super-Strong Talent has a (virtual) vertical reach of 15 feet. Combining the Vertical Reach limits with the Hop Up rules, the character can jump upward or lengthwise 15 feet with a Jump check DC 10. If the character wants to jump higher or further, then they jump an additional distance based on any result greater than DC 10 on the Jump check. If the Medium character has two Super-Strong talents that increase the character's size for purposes of Jumping by 2 size categories, then the character is treated as Huge; they can do a standing high or long jump of 30 feet on a Jump check DC 10. Note that, on a failed check, the Super-Strong character still travels

the jumped distance, however they must make a Reflex save (DC 15 + 1 for every 10 feet jumped) or fall prone upon landing and take 1d6 damage for every 20' travelled horizontally or 10' travelled vertically.

**Jumping Down:** If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

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

**Special:** Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

A halfling has a +2 racial bonus on Jump checks because halflings are agile and athletic.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

**Synergy:** If you have 5+ ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5+ ranks in Jump, you get a +2 bonus on Tumble checks.

## Knowledge (Int; Trained Only, Tech 1+)

You have pursued a formal education in a chosen specialty of knowledge.

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

**Check:** A character makes a Knowledge check to see if the character knows something. The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions. Skills marked with an asterisk ("\*") allow you to use the Knowledge skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

The twenty-two Knowledge categories (along with the specialized "Local" variant), and the topics each one encompasses, are as follows;

*Arcane Lore / Arcana\** (Arcane 1): Magic and the supernatural, Constructs, Dragons, Magical beasts, and similar;

*Architecture & Engineering:* Buildings, aqueducts, bridges, fortifications;

*Art:* Fine arts and graphic arts, art history and techniques, performance art forms such as music and dance;

*Behavioral Sciences:* Psychology, sociology, and criminology;

*Business:* Business procedures, investment strategies, corporate structures, bureaucratic procedures;

*Civics:* Law, legislation, litigation, legal rights and obligations, political institutions and processes;

*Current Events:* Recent happenings in the news, sports, politics, entertainment, and foreign affairs;

*Dungeoneering\*:* Aberrations, caverns and underground ecology, Oozes, spelunking;

*Earth and Life Sciences\*:* Animals, biology, botany, genetics, geology, Plants, medicine, forensics, Vermin;

*Geography:* Lands, terrain, climate, and peoples;

*History:* Wars, events, personalities, and cultures of the past, anthropology, archaeology, and antiquities;

*Local:* an in-depth knowledge of local history, legends, laws, and traditions, notable beings and places;

*Nature\*:* Animals, Fey, Giants, Monstrous Humanoids, Plants, seasons and cycles, weather, Vermin;

*Nobility and Royalty:* Lineages, heraldry, etiquette, family trees, mottos, personalities;

*Physical Sciences:* Astronomy, chemistry, mathematics, physics, and engineering;

*Popular Culture:* Popular music and personalities, genre films and books, urban legends, comics and gaming;

*Psionics\* (Psionic 1):* Psychic legends and traditions, disciplines and powers, Astral Constructs, Psionic races;

*Religion\* (Divine 1):* Pantheons, traditions, mythic history, holy symbols, Undead;

*Streetwise*: Street and urban culture, local underworld personalities and events;

*Tactics*: Techniques and strategies for disposing and maneuvering forces in combat;

*Technology\**: Current developments in cutting-edge Tech Constructs including mecha and starships;

*The Planes\**: The Inner Planes, Outer Planes, Astral and Ethereal Planes, Outsiders, Elementals;

*Theology and Philosophy*: Ethics, philosophical concepts, the study of religious faith, practice, and experience.

**Action**: Usually none. In most cases, making a Knowledge check is a free action—you simply know the answer or you don't.

**Try Again?**: No. The check represents what a character knows, so thinking about a topic a second time doesn't let the character know something they never knew in the first place.

**Special**: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

**Synergy**: If you have 5+ ranks in Survival, you get a +2 bonus on Knowledge (Nature) checks.

If you have 5+ ranks in Autohypnosis, you get a +2 bonus on Knowledge (Psionics) checks.

The GM may decide that having 5+ ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check. Known synergy bonuses include:

| Knowledge Type             | Synergy Bonus with 5+ ranks in Knowledge skill                               |
|----------------------------|------------------------------------------------------------------------------|
| Arcane Lore / Arcana       | +2 bonus on Spellcraft checks                                                |
| Architecture & Engineering | +2 bonus on Craft (Structural) checks                                        |
| Art                        | +2 bonus on Appraise checks to accurately value works of art                 |
| Behavioural Sciences       | +2 bonus on Sense Motive checks against beings of the same race              |
| Business                   | +2 bonus on any Profession checks in which the character has at least 1 rank |
| Civics                     | +2 bonus on Diplomacy checks when drafting legal documentation               |
| Current Events             | +2 bonus on Knowledge (Popular Culture) checks                               |
| Dungeoneering              | +2 bonus on Survival checks while underground                                |
| Earth and Life Sciences    | +2 bonus on Treat Injury checks                                              |
| Geography                  | +2 bonus on Navigate checks to avoid getting lost                            |
| History                    | +2 bonus on Bardic Knowledge and Explorer Lore checks                        |
| Local                      | +2 bonus on Gather Information checks                                        |
| Nature                     | +2 bonus on Survival checks in above-ground natural environments             |
| Nobility and Royalty       | +2 bonus on Diplomacy checks                                                 |
| Physical Sciences          | +1 bonus on Craft (Chemical, Mechanical, and Structural) checks              |
| Popular Culture            | +2 bonus on Knowledge (Current Events) checks                                |
| Psionics                   | +2 bonus on Psicraft checks                                                  |
| Religion                   | +2 bonus on Turning attempts                                                 |
| Streetwise                 | +2 bonus on Gather Information checks when looking for the grey/black market |
| Tactics                    | +2 bonus on Sense Motive checks when countering a feint in combat            |
| Technology                 | +2 bonus on Craft (Electronics) checks                                       |
| The Planes                 | +2 bonus on Survival checks made while on other planes                       |
| Theology and Philosophy    | +1 bonus on Knowledge (Civics and Religion) checks                           |

**Identify Technology**: You can make a Knowledge (technology) check to correctly identify starships, mecha, robots, and cybernetic attachments, as well as identify unfamiliar technological devices. The DCs for identifying technological items vary depending on the type of information required;

- Identifying a starship by its type and subtype, identifying a mecha by its superstructure, or identifying a robot by its frame: DC 10;
- Determining the function or purpose of a particular mechanical system or cybernetic attachment: DC 15;
- Recalling the standard, factory-model design specs of a particular type or class of starship, mecha, or robot: DC 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check

result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in Tech Level, as shown below:

| Unfamiliar Item                      | DC |
|--------------------------------------|----|
| Basic tool or instrument             | 10 |
| Robotic or vehicular component       | 15 |
| Cybernetic attachment                | 20 |
| Alien weapon or nanotechnology       | 25 |
| Alien artifact                       | 30 |
| Each step in Tech Level (up or down) | +5 |

**Untrained:** An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

### Listen (Wis)

You have honed your hearing with practice and training.

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if they want to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

| DC               | Sound                                                                           |
|------------------|---------------------------------------------------------------------------------|
| -20              | Gunfire                                                                         |
| -10              | A melee battle                                                                  |
| 0                | People talking                                                                  |
| 5                | A person in medium armor walking at a slow pace, trying not to make noise       |
| 10               | An unarmored person walking at a slow pace, trying not to make any noise        |
| 15               | A 1 <sup>st</sup> -level Fast hero or Rogue sneaking up on someone <sup>1</sup> |
| 20               | A tiger stalking prey <sup>1</sup>                                              |
| 30               | A bird flying through the air                                                   |
| -1 <sup>2</sup>  | Per 10 feet of distance                                                         |
| -5 <sup>2</sup>  | Listener distracted                                                             |
| +5 <sup>2</sup>  | Through a door                                                                  |
| +15 <sup>2</sup> | Through a solid wall                                                            |

<sup>1</sup> This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

<sup>2</sup> These are modifiers added to the DC of a Listen check, not the DC itself.

In the case of beings trying to be quiet, the DCs given on the table would be opposed checks, the standard DC replaced by the being's Move Silently checks.

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

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

**Special:** When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks. A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A fascinated creature takes a -4 penalty on Listen checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Listen checks.

A Ranger gains a bonus on Listen checks when using this skill against a favored enemy.  
 An elf, gnome, or halfling has a +2 racial bonus on Listen checks.  
 A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

## Skills M-P

### Move Silently (Dex; Armor Check Penalty)

You have a featherlight footfall.

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

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

| Surface                                                       | Check Modifier |
|---------------------------------------------------------------|----------------|
| Noisy (scree, shallow or deep bog, undergrowth, dense rubble) | –2             |
| Very noisy (dense undergrowth, deep snow)                     | –5             |

**Special:** A character can take 10 when making a Move Silently check, but can't take 20. The master of a cat familiar gains a +3 bonus on Move Silently checks.

A halfling has a +2 racial bonus on Move Silently checks.

If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

### Navigate (Int; Tech 1)

You are trained in methods of navigation for long-distance travel.

**Check:** Make a Navigate check when a character is trying to find their way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wind their way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If 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 make a second Navigate check (DC 20) to regain their path. If the character succeeds, they continue on to their destination; 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.

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

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes their mistake. A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so they don't know from the result whether the character is following the right or wrong path.

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

**Navigating Space (Tech 6):** In a campaign that features space travel or dimensional travel, you can use the Navigate skill to plot a course between planets, star systems, or dimensions.

The rules for plotting a course over a great distance work as described above. Aboard a starship, you need a functional Class II sensor array (or better) to plot a course through space. You don't need to make a Navigate check when traveling along a pre-established space route or passing through a dimension gate with a pre-calibrated destination.

**Action:** A Navigate check is a full-round action.

**Try Again?:** Not until the character might realize that they're on the wrong track.

**Special:** A character can take 10 when making a Navigate check. A character can take 20 only when determining their location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

### Open Lock (Dex; Trained Only, Tech 1)

See "Disable Device".

### Perform (Cha)

You are practiced in some form of performance theatre. Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, trumpet)
- Sing (ballad, chant, melody)

**Check:** You can impress audiences with your talent and skill. The earnings amounts given below are for a spontaneous performance; an established artist "on tour" could make significantly more with a performance. A character with at least 24 hours to successfully prepare / advertise the venue (Knowledge [business] DC 15) allows the character to multiply the daily earnings result by their Reputation modifier. A character can advertise for a number of days equal to their ranks in the associated Perform skill before they reach "market saturation"; multiply the daily earnings result of the Perform check by the character's Reputation modifier and by the number of days advertised (up to a maximum number of days equal to the character's ranks in the associated Perform check).

| Result | Performance (Daily Earnings)                                                                          |
|--------|-------------------------------------------------------------------------------------------------------|
| 10     | Amateur performance. Audience may appreciate performance, but not impressed. (\$1-\$10, 1d10 x \$1)   |
| 15     | Routine performance. Audience enjoys performance, but it isn't exceptional. (\$10-\$100, 1d10 x \$10) |
| 20     | Great performance. Audience highly impressed. (\$30-\$300, 3d10 x \$10)                               |
| 25     | Memorable performance. Audience enthusiastic. (\$100-\$600, 1d6 x \$100)                              |
| 30     | Masterful performance. Audience awed. (\$300-\$1,800, 3d6 x \$100)                                    |

**Action:** Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The Bard's special Perform-based abilities are described in that class's description.



**Try Again:** Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

**Special:** A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check they attempt. At the GM's discretion, impromptu instruments may be employed, but the performer must take at least a -4 penalty on the check because their equipment, although usable, is inappropriate for the skill.

A Bard must have at least 3 ranks in a Perform skill to Inspire Courage in their allies, or to use their Countersong or Fascinate ability. A Bard needs 6 ranks in a Perform skill to Inspire Competence, 9 ranks to use their Suggestion ability, 12 ranks to Inspire Greatness, 15 ranks to use their Song of Freedom ability, 18 ranks to Inspire Heroics, and 21 ranks to use their Mass Suggestion ability. See Bardic Music in the Bard class description for more details.

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

A character who takes the Creative feat gets to choose up to two Perform skills to receive a +2 bonus.

### Pilot (Dex; Trained Only, Tech 3)

You have a honed aerodynamic sense about you.

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

**Escape Grapplers / Tractor Beam (Tech 6):** The pilot of a starship can make a Pilot check to escape after being held or immobilized by another starship's grapplers or tractor beam; see Grappling Systems for more information on grapplers and tractor beams.

**Action:** A Pilot check is a move action.

**Special:** A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation, Mecha Operation, or Starship Operation feat, or else the character takes a -4 penalty on Pilot checks.

### Profession (Wis; Tech 1+)

You have a daytime job.

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

**Check:** A Profession check can be made whenever the character wishes to spend a week or more working at their Profession. A character earns half their Profession check x \$100/cp/credits per week of dedicated work.

**Action:** A single Profession check represents a week of work.

**Try Again?:** Only by working another week; otherwise, the character earned what they earned with that check.

**Special:** A starting character with at least 1 rank in a Profession receives a +1 bonus to their starting Wealth.

A character receives a +1 bonus to their Reputation for every 5 ranks of Profession when dealing with a work- or career-related situation.

Every time a character takes the Windfall feat, they get a cumulative +1 bonus on all Profession checks.

### Psicraft (Int; Trained Only, Psionic 1)

Use this skill to identify powers as they are manifest or powers already in place.

**Check:** You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

| Psicraft DC      | Task                                                                                                                                                                                                                    |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 15 + power level | Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.                                                                 |
| 15 + power level | When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required. |
| 15 + power level | Address a power stone to figure out what power or powers it contains.                                                                                                                                                   |
| 20 + power level | Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.                                                                       |
| 20 + power level | Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.                                                       |
| 25 + power level | After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.                                                                                              |
| 25               | Identify a psionic tattoo. Requires 1 minute. No retry.                                                                                                                                                                 |
| 20               | Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.                                          |
| 30 or higher     | Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.                                                                       |

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description.

**Action:** Varies, as noted above.

**Try Again:** See above.

**Special:** A Psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from their discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

**Synergy:** If you have 5+ ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5+ ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

### Skills R-S

#### Read/Write/Speak Language (None; Trained Only)

You are fluent in one or more additional languages.

**Special:** The Read/Write/Speak Language skill doesn't work like a standard skill. A character automatically knows how to read, write, and speak their native language; the character does not need ranks to do so. Complete fluency in an additional language costs 2 ranks. If the character only wants to be able to read and write a language, or only to be able to speak a language, then it costs 1 rank. A character never makes Read/Write/Speak Language checks. A character either knows how to read, write, and speak a specific language or doesn't.

A character can choose any language permitted by the GM; ask for details of the scenario.

#### Repair (Int; Trained Only, Tech 1)

You have a knack for fixing things.

**Check:** Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed.

| Repair Task (Example)                                   | Purchase DC | Repair DC | Time    |
|---------------------------------------------------------|-------------|-----------|---------|
| Simple (tool, simple weapon)                            | 4 (\$20)    | 10        | 1 min.  |
| Moderate (mechanical or electronic component)           | 7 (\$55)    | 15        | 10 min. |
| Complex (mechanical or electronic device)               | 10 (\$120)  | 20        | 1 hr.   |
| Advanced (cutting-edge mechanical or electronic device) | 13 (\$275)  | 25        | 10 hr.  |

**Jury-Rig:** A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and it allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

**Repair Vehicle / Mecha / Starship:** You can use this skill to repair vehicles, starships, mecha, cybernetic attachments, and constructs (including robots). You can also use the Repair skill to safely remove the “brain” of a destroyed robot. Repairing damage to a vehicle, starship, or mecha takes 1 hour of work, a mechanical tool kit, and a proper facility such as a workshop or hangar bay. (Without a tool kit, you take a -4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success repairs 2d6 points of damage. If damage remains, you may continue to make repairs for as many hours as it takes to restore the vehicle or starship to full hit points.

The same rules apply to robots, other constructs, and cybernetic attachments, except that each successful application of the Repair skill restores 1d10 points of damage (instead of 2d6), and the Repair check is more difficult to achieve (DC 30).

This skill may also be used to transplant the “brain” of a destroyed robot into a similar but intact robot frame. See the Robot Resurrection section for more information on robotic brain transplants.

A vehicle, starship, cybernetic attachment, mecha, robot, or other construct that is reduced to more than half its maximum hp in negative HP, it cannot be repaired. It can be salvaged for parts, however (see the Salvage feat description).

**Repair Ionic Damage:** Ionic (electrical non-lethal) damage, referred to as “ionization”, can be easily repaired; it takes 1 hour to “de-ionize” (repair the electrical non-lethal damage on) a medium-sized object with a successful Repair DC 15 check. Large objects take 2 hours to de-ionize, Huge objects 4 hours, Gargantuan objects 8 hours, and Colossal objects 16 hours (or more, GM's adjudication) to de-ionize, repairing all ionic damage after that time.

**Action:** See the table above for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

**Try Again?:** Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

**Special:** A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, they take a -4 penalty on the check.

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

**Synergy:** Craft (mechanical) or Craft (structural) can provide a +1 synergy bonus on Repair checks made for mechanical or structural repairs, GM's adjudication.

## Research (Int; Tech 1)

You know how to find answers at the library. Do research when you don't know (via Knowledge) the answer.

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

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why

such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

**Action:** A Research check takes 1d4 hours.

**Try Again?:** Yes.

**Special:** A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

**Synergy:** Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data, GM's adjudication.

## Ride (Dex)

You are skilled in using another creature as a means of transportation.

**Check:** Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks:

| Task                | Ride DC | Task                    | Ride DC         |
|---------------------|---------|-------------------------|-----------------|
| Guide with knees    | 5       | Leap                    | 15              |
| Stay in saddle      | 5       | Spur mount              | 15              |
| Fight with warhorse | 10      | Control mount in battle | 20              |
| Cover               | 15      | Fast mount or dismount  | 20 <sup>1</sup> |
| Soft fall           | 15      |                         |                 |

<sup>1</sup> Armor check penalty applies.

**Guide with Knees:** You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

**Stay in Saddle:** You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

**Fight with Warhorse:** If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

**Cover:** You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

**Soft Fall:** You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

**Leap:** You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but it is part of the mount's movement.

**Spur Mount:** You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

**Control Mount in Battle:** As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

**Fast Mount or Dismount:** You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

**Action:** Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

**Special:** If you are riding bareback, you take a –5 penalty on Ride checks. If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on your Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

If you have the Animal Affinity feat, you get a +2 bonus on Ride checks.

**Synergy:** If you have 5+ ranks in Handle Animal, you get a +2 bonus on Ride checks.

## Search (Int)

You can find things others typically can't.

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

| Task                                                       | Search DC                               |
|------------------------------------------------------------|-----------------------------------------|
| Ransack a chest full of junk to find a certain item        | 10                                      |
| Notice a typical secret door or a simple trap              | 20                                      |
| Find a difficult nonmagical trap (Rogue only) <sup>1</sup> | 21 or higher                            |
| Find a magic trap (Rogue only) <sup>1</sup>                | 25 + level of spell used to create trap |
| Notice a well-hidden secret door                           | 30                                      |
| Find a footprint                                           | Varies <sup>2</sup>                     |

<sup>1</sup> Dwarves (even if they are not Rogues) can use Search to find traps built into or out of stone.

<sup>2</sup> A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

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

**Special:** A character can take 10 or take 20 when making a Search check. An elf has a +2 racial bonus on Search checks. An elf who passes within 5 feet of a secret or concealed door can make a Search check to find that door.

If you have the Investigator feat, you get a +2 bonus on Search checks.

If you have the Meticulous feat, you get a +2 bonus on Search checks.

The spells Explosive Runes, Fire Trap, Glyph of Warding, Symbol, and Teleportation Circle create magic traps that a Rogue can find by making a successful Search check and then can attempt to disarm by using Disable Device. Identifying the location of a Snare spell has a DC of 23. Spike Growth and Spike Stones create magic traps that can be found using Search, but against which Disable Device checks do not succeed. See the individual spell descriptions for details.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

**Synergy:** If you have 5+ ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5+ ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks to find secret doors or hidden compartments.

**Restriction:** While anyone can use Search to find a trap whose DC is 20 or lower, only a Rogue or other character with the Trapfinding class feature can use Search to locate traps with higher DCs. (Exception: The spell Find Traps temporarily enables its caster to use the Search skill as if they were a Rogue.)

A dwarf, even one who is not a Rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. Dwarves gain a +2 racial bonus on the Search check from their stonemasonry ability.

## Sense Motive (Wis)

You can intuit when something is "off" or other than it seems.

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

| Task                   | Sense Motive DC |
|------------------------|-----------------|
| Hunch                  | 20              |
| Sense enchantment      | 25 or 15        |
| Discern secret message | Varies          |

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

*Sense Enchantment:* You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn’t aware of it. The usual DC is 25, but if the target is dominated (see *Dominate Being*), the DC is only 15 because of the limited range of the target’s activities.

*Discern Secret Message:* You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5+, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5+, you infer some false information.

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

**Try Again?:** No, though you may make a Sense Motive check for each Bluff check made against you.

**Special:** A character can take 10 on a Sense Motive check, but they can’t take 20.

A *Ranger* gains a bonus on Sense Motive checks when using this skill against a favored enemy.

If you have the *Attentive* feat, you get a +2 bonus on Sense Motive checks.

If you have the *Negotiator* feat, you get a +2 bonus on Sense Motive checks.

**Synergy:** If you have 5+ ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

If you have 5+ ranks in Knowledge (behavioral science), you get a +2 bonus on Sense Motive checks against beings of the same race.

If you have 5+ ranks in Knowledge (tactics), you get a +2 bonus on Sense Motive checks when countering a feint in combat (see Bluff skill for more details).

### **Sleight of Hand (Dex; Trained Only, Armor Check Penalty)**

You can inconspicuously conceal things with your hands.

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

When you use this skill under close observation, your skill check is opposed by the observer’s Spot check. The observer’s success doesn’t prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it’s generally easier to find such an object than to hide it. A dagger or a derringer pistol is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn’t provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check



result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of legerdemain, juggling, and the like.

| Sleight of Hand DC | Task                                            |
|--------------------|-------------------------------------------------|
| 10                 | Palm a coin-sized object, make a coin disappear |
| 20                 | Lift a small object from a person               |

**Action:** Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.

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

**Special:** A character can take 10 when making a Sleight of Hand check, but they can’t take 20.

If you have the Deft Hands feat, you get a +2 bonus on Sleight of Hand checks.

If you have the Nimble feat, you get a +2 bonus on Sleight of Hand checks.

**Synergy:** If you have 5+ ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

**Untrained:** An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can’t succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

## Spellcraft (Int; Trained Only, Arcane 1)

You have learned some of the signs and sigils of the arcane arts.

**Check:** You can identify spells and magic effects; use this skill to identify spells as they are cast or spells already in place. The DC’s for Spellcraft checks relating to various tasks are summarized below:

| Spellcraft DC    | Task                                                                                                                                                                                                                                          |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 13               | When using <u>Read Magic</u> , identify a <u>Glyph of Warding</u> . No action required.                                                                                                                                                       |
| 15 + spell level | Identify a spell being cast. (You must see or hear the spell’s verbal or somatic components.) No action required. No retry.                                                                                                                   |
| 15 + spell level | Learn a spell from a <u>spellbook</u> or scroll (Wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.                       |
| 15 + spell level | Prepare a spell from a borrowed spellbook (Wizard only). One try per day. No extra time required.                                                                                                                                             |
| 15 + spell level | When casting <u>Detect Magic &amp; Psionics</u> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required. |
| 19               | When using <u>Read Magic</u> , identify a <u>Symbol</u> . No action required.                                                                                                                                                                 |
| 20 + spell level | Identify a spell that’s already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.                                                                                             |
| 20 + spell level | Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <u>Wall of Iron</u> spell. No action required. No retry.                                                                                   |
| 20 + spell level | Decipher a written spell (such as a scroll) without using <u>Read Magic</u> . One try per scroll per day. Requires a full-round action.                                                                                                       |
| 25 + spell level | After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.                                                                                                                    |
| 25               | Identify a potion. Requires 1 minute. No retry.                                                                                                                                                                                               |
| 20               | Draw a diagram to allow <u>Dimensional Anchor</u> to be cast on a <u>Magic Circle</u> spell. Requires ten minutes. No retry. This check is made secretly so you do not know the result.                                                       |
| 30 or higher     | Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.                                                                                                                         |



**Action:** Varies, as noted above.

**Try Again?:** See above.

**Special:** If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

**Synergy:** If you have 5+ ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5+ ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to use spells on scrolls.

If you have 5+ ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

## Spot (Wis)

You have an eye for seeing what's hidden.

**Check:** The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

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

**Read Lips:** To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or their speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5+, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

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

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

**Special:** A character can take 10 or take 20 on a Spot check.

A fascinated creature takes a −4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

A Ranger gains a bonus on Spot checks when using this skill against a favored enemy.

An elf has a +2 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.

## Survival (Wis)

You are trained in living off the land.

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

Survival does not allow you to follow difficult tracks unless you are a Ranger or have the Track feat (see the Restriction section below).

| Survival DC | Task                                                                                                                                                                                                                                                                              |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10          | Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.                                       |
| 15          | Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15. |
| 15          | Keep from getting lost or avoid natural hazards, such as quicksand. The character can roll to avoid getting lost whenever they fail a Navigate skill check (but not for navigating space).                                                                                        |
| 15          | Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.                                                                                                  |
| Varies      | Follow tracks (see the <u>Track</u> feat).                                                                                                                                                                                                                                        |

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**Try Again?:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Restriction:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a Ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

**Special:** A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

If you have 5+ ranks in Survival, you can automatically determine where true north lies in relation to yourself.

A Ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

**Synergy:** If you have 5+ ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5+ ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5+ ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5+ ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5+ ranks in Knowledge (the planes), you get a +2 bonus on Survival checks made while on other planes. If you have 5+ ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

## Swim (Str; Armor Check Penalty)

You know how to stay afloat.

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

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your

breath is reduced by 1 round. (Effectively, a character in combat can hold their breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. The DC for the Swim check depends on the water, as given on the table below.

| Water        | Swim DC         |
|--------------|-----------------|
| Calm water   | 10              |
| Rough water  | 15              |
| Stormy water | 20 <sup>1</sup> |

<sup>1</sup> You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

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

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

**Try Again?:** A new check is allowed the round after a check is failed.

**Special:** A character takes a penalty of -1 for every 5 pounds of gear they carry, including armor and weapons. A character can take 10 when making a Swim check, but can't take 20.

If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

## Skills T-Z



### Treat Injury (Wis)

You can patch up wounds and treat conditions.

**Check:** The DC and effect depend on the task attempted.

**First Aid (DC 15):** With a first aid kit, if a character has lost hit points, the character who would Treat Injury can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per encounter wherein the target was damaged.

**Revive Dazed, Stunned, or Unconscious Character (DC 15):** With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at –[Constitution modifier] hit points or lower without first stabilizing the character.

**Stabilize Dying Character (DC 15):** With a medical kit, a character can stabilize a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but they stop losing them.

**Long-Term Care (DC 15):** With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary ability damage at an advanced rate; 3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as they have ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least 1 hour of the day to each patient the character is caring for.

**Treat Disease (DC 15, Trained Only):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the

treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes, and the diseased character must have spent the previous 8 hours resting. If the treating character's check succeeds, the diseased character can use the medic's skill check result in place of their saving throw result, if they wish.

**Treat Poison** (DC 15, Trained Only): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to their ranks in this skill.

**Surgery** (DC 20, Trained Only): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below the character's Constitution modifier into the negatives that the patient has fallen. So if a character with a 16 Constitution (+3 modifier) is reduced to -4 hit points, the surgery required to restore them would be 1d4+1 hours.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Performing surgery on creatures of a type different from your own carries a -8 penalty. The Surgery feat reduces this penalty to -4, and the Xenomedic feat negates the penalty entirely.

**Action:** Providing first aid, reviving a dazed/stunned/unconscious character, or treating poison is a standard action. Treating a disease takes 10 minutes of work. Conducting surgery takes 1-4 hours, plus 1 hour for each hit point the dying character went into the negatives below their Constitution modifier. Providing long-term care requires 1 hour of light activity per day per patient.

**Try Again?:** Yes, for first aid, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

**Special:** The Surgery feat gives a character the extra training they need to use Treat Injury to help a wounded character by means of an operation (eliminates normal -4 penalty).

A character can take 10 when making a Treat Injury check. A character can take 20 only when performing first aid to restore hit points or when attempting to revive dazed, stunned, or unconscious characters.

Long-term care, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Restoring hit points via first aid, or reviving a dazed, stunned, or unconscious characters, requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, they take a -4 penalty on the check.

A character can use the Treat Injury skill on themselves only to perform first aid, treat disease, or treat poison. The character takes a -5 penalty on their check any time they treat their own wounds.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

The Treat Injury skill cannot be used on nonliving or inorganic creatures, such as Constructs or Undead.

## Tumble (Dex; Trained Only, Armor Check Penalty)

You are light on your feet, knowing how to bob and weave with advanced training.

**Check:** You can't use this skill if your speed has been reduced by armor, excess equipment, or loot. You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below:

| Tumble DC | Task                                                                                                                                                                                                                                                                                                                                                                   |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 15        | Treat a fall as if it were 10 feet shorter than it really is when determining damage.                                                                                                                                                                                                                                                                                  |
| 15        | Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC. |
| 25        | Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so.                                                                                                                                                                                    |

Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

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

| Surface Is . . .                                                                 | DC Modifier |
|----------------------------------------------------------------------------------|-------------|
| Lightly obstructed (scree, light rubble, shallow bog <sup>1</sup> , undergrowth) | +2          |
| Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)      | +5          |
| Lightly slippery (wet floor)                                                     | +2          |
| Severely slippery (ice sheet)                                                    | +5          |
| Sloped or angled                                                                 | +2          |

<sup>1</sup> Tumbling is impossible in a deep bog.

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

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

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

**Special:** If you have 5+ ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5+ ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

If you have the [Acrobatic](#) feat and at least one rank in Tumble, you get a +2 bonus on Tumble checks.

**Synergy:** If you have 5+ ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 5+ ranks in Jump, you get a +2 bonus on Tumble checks.

## Use Magic Device (Cha; Trained Only, Arcane 1, Tech 1)

Use this skill to activate magic devices, also known as enchanted items, either by training or trickery.

**Check:** You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check for that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table below.

| Task                     | Use Magic Device DC |
|--------------------------|---------------------|
| Activate blindly         | 25                  |
| Decipher a written spell | 25 + spell level    |
| Use a scroll             | 20 + caster level   |
| Use a wand               | 20                  |
| Emulate a class feature  | See text            |
| Emulate an ability score | See text            |
| Emulate a race           | 25                  |
| Emulate an alignment     | 30                  |

**Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know

it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before.

If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

**Decipher a Written Spell:** This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

**Emulate an Ability Score:** To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for Wizard spells, Wisdom for Cleric spells, or Charisma for Bard, Saint, or Sorcerer spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

**Emulate an Alignment:** Some magic items have positive or negative effects based on the user's alignment. Use Magic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

**Emulate a Class Feature:** Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check (see above).

**Emulate a Race:** Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

**Use a Scroll:** If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Device allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Device check (see above). This use of the skill also applies to other spell completion magic items.

**Use a Wand:** Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staves.

**Action: None.** The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

**Try Again?:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

**Special:** You cannot take 10 with this skill.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 bonus on Use Magic Device checks.

**Synergy:** If you have 5+ ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5+ ranks in Decipher Script, you get a +2 bonus on Use Magic Device checks related to scrolls.

If you have 5+ ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

### Use Psionic Device (Cha; Trained Only, Psionic 1, Tech 1)

Use this skill to activate psionic devices, also known as imbued items, that otherwise you could not activate.

**Check:** You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.



You make Use Psionic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour.

You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Psionic Device are summarized on the table below:

| Task                     | Use Psionic Device DC |
|--------------------------|-----------------------|
| Activate blindly         | 25                    |
| Address a power stone    | 25 + power level      |
| Emulate an ability score | See text              |
| Emulate an alignment     | 30                    |
| Emulate a class feature  | See text              |
| Emulate a race           | 25                    |
| Use a dorje              | 20                    |
| Use a power stone        | 20 + manifester level |

**Activate Blindly:** Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

**Address a Power Stone:** Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

**Emulate an Ability Score:** To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15 (so a result of 28 on the skill check would give an effective ability score of 13, sufficient to manifest up to a 3<sup>rd</sup>-level power). If you already have a high enough score in the appropriate ability, you don't need to make this check.

**Emulate an Alignment:** Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were the desired alignment. You can emulate one alignment at a time.

**Emulate a Class Feature:** Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

**Emulate a Race:** Some psionic items work only for certain races, or they work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

**Use a Dorje:** Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

**Use a Power Stone:** Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This allows you to use a power stone as if you had that power on your power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone.

**Note:** Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

**Action:** None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item.



**Try Again?:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

**Special:** You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

A character with the **Psionic Affinity** feat gets a +2 bonus on Use Psionic Device checks.

**Synergy:** If you have 5+ ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5+ ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

## Use Rope (Dex; Tech 1)

You have specialized training in tying knots for various purposes.

**Check:** Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below:

| Use Rope DC     | Task                                                                             |
|-----------------|----------------------------------------------------------------------------------|
| 10              | Tie a firm knot                                                                  |
| 10 <sup>1</sup> | Secure a grappling hook                                                          |
| 15              | Tie a special knot, such as one that slips, slides slowly, or loosens with a tug |
| 15              | Tie a rope around yourself one-handed                                            |
| 15              | Splice two ropes together                                                        |
| Varies          | Bind a character                                                                 |

<sup>1</sup> Add 2 to the DC for every 10 feet the hook is thrown; see below.

**Secure a Grappling Hook:** Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5+ indicates that the grappling hook initially holds, but it comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

**Bind a Character:** When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

**Action:** Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

**Special:** A silk or synthetic rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an *Animate Rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack.

If you have the **Deft Hands** feat, you get a +2 bonus on Use Rope checks.

**Synergy:** If you have 5+ ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5+ ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5+ ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

## Chapter VI: Feats

Feats are the nuanced abilities and “tricks of the trade” that your character has developed over their lifespan. Some feats are Heritage feats, abilities that have been with the character since their youth, while others would have been developed more recently. A feat either grants the character a new ability or gives a bonus to another ability.

### Acquiring Feats

Every character starts with one Heritage feat and one additional feat of choice, which may or may not be an additional Heritage feat. Some Starting Occupations give characters another feat, while being human also gives another feat at 1<sup>st</sup> level. Finally, if a character takes their first level in a Hero class, they also receive a Hero's Gift, which may or may not be another feat. Thus, a 1<sup>st</sup>-level human Hero of some sort with the right Starting Occupation could have 5 feats to start.

Every player character class starts with Simple Weapons Proficiency, and most Basic classes give additional weapon and/or armor proficiencies. These are in addition to any feats the player gets to select.

As characters advance in level, they pick up more feats along the way; an additional feat at 3<sup>rd</sup> character level, and at every 3<sup>rd</sup> level after that (6<sup>th</sup>-level character, 9<sup>th</sup>-level character, etc.). A character can select any feat for which they qualify, except another Heritage feat, as Heritage feats are only available at 1<sup>st</sup> level, or by GM's permission after 1<sup>st</sup> level.

### Feat Prerequisites

Some feats have prerequisites, whether it be a minimum attribute score, a minimum base attack modifier, a certain number of ranks in a skill, or a prior feat or set of feats. A character can gain a feat at the same level at which they gain the prerequisite. For example, a certain feat has a prerequisite of 8 ranks in a skill; if the character is buying their 8<sup>th</sup> rank in the skill at 6<sup>th</sup> level, they could at the same time take the desired feat for which they now qualify as their 6<sup>th</sup> level feat.

Conversely, a character can't use a feat if they have lost a prerequisite. For example, Power Attack has a prerequisite of Strength attribute score of 13 or higher. If a character suffers Strength damage in some manner, and their Strength score falls below 13, the character no longer has the option of using their Power Attack feat.

### Types of Feats

As you can imagine, there is a vast array of feats available to characters in DxD20. Depending on your GM's Six Levels, some feats and/or feat categories may not be available. The feat's description will note the scenario prerequisites for inclusion in your game.

There are 6 main types of feats (with one subclass of feats), classified as follows;

**Heritage feats:** Feats that are developed early in life and can only be taken at 1<sup>st</sup> level or with the GM's blessing;  
**General feats:** Feats that are universal in nature, offering bonuses and abilities any character would benefit from;  
**Expert feats:** Feats that focus on non-combat applications, or combat through vehicles like mecha and starships;  
**Fighter feats:** Feats that focus on direct combat applications, melee or ranged, offensive or defensive in nature;  
**Magic feats:** Feats that have to do with arcane and divine magic, including the item creation feats associated with spell energies (only available with Arcane Level 1 and/or Divine Level 1 scenarios);  
**Power feats:** Feats that have to do with psychic and supernatural “super” powers, including the item creation feats associated with psychic powers (only available with Psionic Level 1 and/or Mutation Level 5 scenarios).  
**Item Creation feats:** Feats that have to do with magic (“enchanted”) and psionic (“imbued”) item creation, the rules for this subset of feats are included in the DxD20 Game Master's Guide; talk to your GM about using these feats.

Note that Magic feats are limited to arcane and divine spellcasters, while Power feats are limited to psionic and super-powered manifesters. However, Fighter feats and Expert feats are available to all characters, assuming they meet any prerequisites.

Table: General / Heritage Feat List

| General /<br>Heritage Feat Name   | Scenario<br>Prerequisites | Feat<br>Prerequisites      | Bonus                                                             |
|-----------------------------------|---------------------------|----------------------------|-------------------------------------------------------------------|
| <u>Action Boost</u>               | Heroic 1                  | ---                        | roll d8 instead of d6 when spending Action Point                  |
| <u>Arcane Heritage</u>            | Arcane 1                  | Heritage                   | choose arcane caster class, caster level equal to character level |
| <u>Charismatic Plus</u>           | Heroic 1                  | Charismatic Hero 1         | choose up to two Charismatic talents                              |
| <u>Dedicated Plus</u>             | Heroic 1                  | Dedicated Hero 1           | choose up to two Dedicated talents                                |
| <u>Diehard</u>                    | ---                       | Endurance                  | automatically stabilize when Dying                                |
| <u>Divine Heritage</u>            | Divine 1                  | Heritage                   | choose divine caster class, caster level equal to character level |
| <u>Endurance</u>                  | ---                       | ---                        | bonuses to endure adverse conditions                              |
| <u>Fast Plus</u>                  | Heroic 1                  | Fast Hero 1                | choose up to two Fast talents                                     |
| <u>Force of Will</u>              | ---                       | Iron Will                  | get an immediate re-roll of a failed Will save                    |
| <u>Fleet of Foot</u>              | ---                       | Run                        | make a single 90 degree turn during charge                        |
| <u>Great Fortitude</u>            | ---                       | ---                        | +2 to all Fortitude saves                                         |
| <u>Heroic Surge</u>               | Heroic 1                  | ---                        | take an additional standard action                                |
| <u>Improved Damage Threshold</u>  | ---                       | ---                        | massive damage threshold increased by +3                          |
| <u>Improved Natural Healing</u>   | ---                       | Fort +5                    | recover faster than others when resting                           |
| <u>Iron Will</u>                  | ---                       | ---                        | +2 to all Will saves                                              |
| <u>Jack of All Trades</u>         | ---                       | 8 <sup>th</sup> -lvl char. | can use Trained only skills untrained                             |
| <u>Leadership</u>                 | ---                       | 6 <sup>th</sup> -lvl char. | attract a cohort and followers                                    |
| <u>Lightning Reflexes</u>         | ---                       | ---                        | +2 to all Reflex saves                                            |
| <u>Low Profile</u>                | ---                       | ---                        | reduce Reputation by -3                                           |
| <u>Martial Weapon Proficiency</u> | ---                       | Simple Weapon              | eliminate penalties for wielding martial weapon                   |
| <u>Multi-Talented</u>             | Heroic 1                  | Attribute 13               | Select one Talent from a Hero class for which you qualify         |
| <u>Oathbound</u>                  | ---                       | Allegiance                 | can work better with others of same allegiance                    |
| <u>Open Minded</u>                | ---                       | ---                        | gain 5 skill points                                               |
| <u>Planetary Adaptation</u>       | Tech 6                    | Heritage                   | gain an adaptation based on your homeworld                        |
| <u>Psionic Heritage</u>           | Psionic 1                 | Heritage                   | choose psionic class, manifester level equal to character level   |
| <u>Rapid Metabolism</u>           | ---                       | Con 13                     | you heal faster than normal                                       |
| <u>Renown</u>                     | ---                       | ---                        | increase Reputation by +3                                         |
| <u>Run</u>                        | ---                       | ---                        | increased top speed of x5 base speed                              |
| <u>Shield Proficiency</u>         | ---                       | ---                        | you can use bucklers, small, or large shields proficiently        |
| <u>Simple Weapons Proficiency</u> | ---                       | ---                        | you know how to wield simple weapons                              |
| <u>Slightly Different</u>         | Mutation 1                | ---                        | you get 2 Mutation points to spend on minor mutations             |
| <u>Smart Plus</u>                 | Heroic 1                  | Smart Hero 1               | choose up to two Smart talents                                    |
| <u>Strong Plus</u>                | Heroic 1                  | Strong Hero 1              | choose up to two Strong talents                                   |
| <u>Supernatural Mutation</u>      | Mutation 5                | Heritage                   | can spend Mutation points on supernatural powers                  |
| <u>Tough Plus</u>                 | Heroic 1                  | Tough Hero 1               | choose up to two Tough talents                                    |
| <u>Toughness</u>                  | ---                       | Heritage                   | gain additional hit points                                        |
| <u>Ultra Immune System</u>        | ---                       | Con 13                     | reduce attribute drain to attribute damage, save bonuses          |
| <u>Wild Talent</u>                | Psionic 1                 | ---                        | you have 2 power points and are considered psionic                |
| <u>Windfall</u>                   | ---                       | ---                        | increase Wealth score by +3                                       |

Table: Expert Feat List

| Expert Feat Name                | Prerequisite(s)            | Bonus                                                     |
|---------------------------------|----------------------------|-----------------------------------------------------------|
| <u>Acrobatic</u>                | ---                        | +2 bonus to Jump and Tumble checks                        |
| <u>Advanced Mecha Operation</u> | Tech 6, Mecha Operation    | dodge bonus and lesser penalties with chosen mecha        |
| <u>Agile</u>                    | ---                        | +2 bonus to Balance and Escape Artist checks              |
| <u>Aircraft Operation</u>       | Tech 5, Pilot 4            | eliminate penalties for chosen aircraft                   |
| <u>Alertness</u>                | ---                        | +2 bonus to Spot and Listen checks                        |
| <u>Athletic</u>                 | ---                        | +2 bonus to Climb and Swim checks                         |
| <u>Animal Affinity</u>          | ---                        | +2 bonus to Handle Animal and Ride checks                 |
| <u>Attentive</u>                | ---                        | +2 bonus to Investigate and Sense Motive checks           |
| <u>Builder</u>                  | ---                        | +2 bonus to two Craft skills of choice                    |
| <u>Cautious</u>                 | ---                        | +2 bonus to Demolitions and Disable Device checks         |
| <u>Cloak Dance</u>              | Hide 10, Perform (dance) 2 | take action to gain concealment until your next turn      |
| <u>Confident</u>                | ---                        | +2 bonus to Gamble and Intimidate, bonus vs. intimidation |

| Expert Feat Name                 | Prerequisite(s)                                                                           | Bonus                                                                                 |
|----------------------------------|-------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <u>Craft Cybernetics</u>         | Tech 6, Craft (electronic) 10, Craft (mechanical) 10, Knowledge (earth & life sciences) 5 | you can build cybernetic implants                                                     |
| <u>Creative</u>                  | ---                                                                                       | +2 bonus to two Perform skills of choice                                              |
| <u>Cybernetic Surgery</u>        | Tech 6, Treat Injury 8, Surgery                                                           | eliminate penalties for implanting cybernetics                                        |
| <u>Cybertaker</u>                | Tech 6                                                                                    | increase maximum number of cybernetic implants by 1                                   |
| <u>Deceitful</u>                 | ---                                                                                       | +2 bonus to Disguise and Forgery checks                                               |
| <u>Deceptive</u>                 | ---                                                                                       | +2 bonus to Bluff and Disguise checks                                                 |
| <u>Deft Hands</u>                | ---                                                                                       | +2 bonus to Sleight of Hand and Use Rope checks                                       |
| <u>Diligent</u>                  | ---                                                                                       | +2 bonus to Appraise and Decipher Script checks                                       |
| <u>Educated</u>                  | ---                                                                                       | +2 bonus to two Knowledge skills of choice                                            |
| <u>Focused</u>                   | ---                                                                                       | +2 bonus to Balance and Concentration checks                                          |
| <u>Force Stop</u>                | Tech 3, Drive 4, Vehicle Expert                                                           | can attempt sideswipe to stop another vehicle                                         |
| <u>Gearhead</u>                  | Tech 5                                                                                    | +2 bonus to Computer Use and Repair checks                                            |
| <u>Guide</u>                     | ---                                                                                       | +2 bonus to Navigate and Survival checks                                              |
| <u>Hair Trigger</u>              | Tech 6, Base Attack +6                                                                    | increase Reflex save DC by +2 vs. mecha's area effects                                |
| <u>Investigator</u>              | ---                                                                                       | +2 bonus to Gather Information and Search checks                                      |
| <u>Mastercrafter</u>             | Tech 1, Craft (any) 8, Craft (mechanical) 8, Craft (electronic) 8 (see text)              | can create mastercrafted works of technology without necessarily costing character XP |
| <u>Mecha Crush</u>               | Tech 6, Mecha Operation                                                                   | you can direct your mecha to crush smaller opponents                                  |
| <u>Mecha Fling</u>               | Tech 6, Mecha Operation                                                                   | you can grapple smaller opponents to try and throw them                               |
| <u>Mecha Operation</u>           | Tech 6                                                                                    | eliminate penalties for piloting chosen mecha                                         |
| <u>Mecha Sweep</u>               | Tech 6, Mecha Operation, Power Attack                                                     | use large heavy object to sweep area of smaller opponents                             |
| <u>Mecha Trample</u>             | Tech 6, Mecha Operation, Base Attack +4                                                   | targets you overrun with your mecha cannot avoid you                                  |
| <u>Mecha Weapon Boost</u>        | Tech 6, Base Attack +8, Repair 6                                                          | overpower weapon to do more damage at cost of accuracy                                |
| <u>Mecha Weapon Proficiency</u>  | Tech 6, Mecha Operation                                                                   | eliminate penalties for wielding mecha weapons                                        |
| <u>Medical Expert</u>            | ---                                                                                       | +2 bonus to Craft (pharmaceutical) and Treat Injury checks                            |
| <u>Meticulous</u>                | ---                                                                                       | +2 bonus to Forgery and Search checks                                                 |
| <u>Negotiator</u>                | ---                                                                                       | +2 bonus to Diplomacy and Sense Motive checks                                         |
| <u>Nimble</u>                    | ---                                                                                       | +2 bonus to Escape Artist and Sleight of Hand checks                                  |
| <u>Nimble Fingers</u>            | ---                                                                                       | +2 bonus to Disable Device and Repair checks                                          |
| <u>Persuasive</u>                | ---                                                                                       | +2 bonus to Bluff and Intimidate checks                                               |
| <u>Salvage</u>                   | Tech 5, Craft (electronic & mechanical) 5                                                 | you can salvage valuable parts from ruined tech                                       |
| <u>Skill Focus</u>               | ---                                                                                       | +3 bonus to one skill of choice                                                       |
| <u>Spacer</u>                    | Tech 5                                                                                    | +2 bonus to Use Computer, Navigate, and Pilot on starship                             |
| <u>Starship Battle Run</u>       | Tech 6, Dex 13, Starship Dodge, Starship Mobility                                         | you can fire weapons while moving and not provoke attacks of opportunity from target  |
| <u>Starship Dodge</u>            | Tech 6, Dex 13, Pilot 6, Starship Operation                                               | dodge bonus with option to ready swift action for dodge                               |
| <u>Starship Feint</u>            | Tech 6, Pilot 9, Starship Operation                                                       | Bluff opposing starship to render flat-footed as move                                 |
| <u>Starship Gunnery</u>          | Tech 6                                                                                    | eliminate penalties for wielding starship weapons                                     |
| <u>Starship Mobility</u>         | Tech 6, Starship Dodge                                                                    | dodge bonus for moving starship through threatened zone                               |
| <u>Starship Operation</u>        | Tech 6, Pilot 2                                                                           | eliminate penalties for piloting chosen starship                                      |
| <u>Starship Strafe</u>           | Tech 6, Starship Gunnery                                                                  | change area of effect of area-effect starship weapon                                  |
| <u>Stealthy</u>                  | ---                                                                                       | +2 bonus to Hide and Move Silently checks                                             |
| <u>Studious</u>                  | ---                                                                                       | +2 bonus to Decipher Script and Research checks                                       |
| <u>Stun Mecha</u>                | Tech 6, Base Attack +8, Mecha Operation, Precise Shot                                     | attempt to stun mecha with an electrical attack                                       |
| <u>Surface Vehicle Operation</u> | Drive 4                                                                                   | eliminate penalties for piloting chosen vehicle                                       |
| <u>Surgery</u>                   | Treat Injury 4                                                                            | eliminate penalties for attempting surgery                                            |
| <u>Thruster Blast</u>            | Tech 6, Pilot 10, appropriate tech                                                        | use thrusters on hand to create a cloud of concealment                                |
| <u>Track</u>                     | ---                                                                                       | able to track through difficult conditions                                            |
| <u>Urban Tracking</u>            | ---                                                                                       | use Gather Information to track someone in a city                                     |
| <u>Vehicle Dodge</u>             | Tech 3, Dex 13, Drive 6, Vehicle Expert                                                   | dodge bonus with option to ready swift action for dodge                               |
| <u>Vehicle Expert</u>            | Tech 3                                                                                    | +2 bonus to Drive and Pilot checks                                                    |
| <u>Vehicle Specialization</u>    | Tech 3                                                                                    | +2 bonus on all checks involving chosen vehicle                                       |
| <u>Xenomedic</u>                 | Tech 6, Knowledge (earth & life sciences) 6, Treat Injury 6, Surgery                      | eliminate penalties for Treat Injury on aliens                                        |
| <u>Zero-G Training</u>           | Tech 5, Dex 13, Tumble 4                                                                  | eliminate penalties for operating in zero-gravity                                     |

Table: Fighter Feat List

| Fighter Feat Name                      | Prerequisite(s)                                                            | Bonus                                                                     |
|----------------------------------------|----------------------------------------------------------------------------|---------------------------------------------------------------------------|
| <u>Adv. Combat Martial Arts</u>        | Base Attack +8, Combat Martial Arts, Improved Combat Martial Arts          | your unarmed strike now does x3 damage on critical                        |
| <u>Adv. Defensive Martial Arts</u>     | Base Attack +8, Defensive Martial Arts, Improved Defensive Martial Arts    | +1 to Defense, declare parry as immediate free action                     |
| <u>Advanced Dodge</u>                  | Dex 17, Dodge, Improved Dodge                                              | +1 to dodge, declare dodge as immediate free action                       |
| <u>Advanced Firearms Proficiency</u>   | Tech 3, Personal Firearms Proficiency                                      | wield automatic firearms proficiently, can use autofire                   |
| <u>Adv. Two-Weapon Fighting</u>        | Base Attack +11, Dex 17, Two-Weapon Fighting, Improved Two-Weapon Fighting | get a 3 <sup>rd</sup> attack with off-hand weapon at -10 penalty          |
| <u>Agile Riposte</u>                   | Dex 13, Dodge                                                              | if opponent misses get free attack of opportunity 1/rd.                   |
| <u>Alien Weapon Proficiency</u>        | Tech 6                                                                     | eliminate penalties for wielding chosen alien weapon                      |
| <u>Armor Proficiency (Heavy)</u>       | Tech 1, Armor Proficiency (Light), Armor Proficiency (Medium)              | get full bonuses for wearing heavy armor                                  |
| <u>Armor Proficiency (Light)</u>       | Tech 1                                                                     | get full bonuses for wearing light armor                                  |
| <u>Armor Proficiency (Medium)</u>      | Tech 1, Armor Proficiency (Light)                                          | get full bonuses for wearing medium armor                                 |
| <u>Armor Proficiency (Powered)</u>     | Tech 6, Armor Proficiency (Light), Armor Proficiency (Medium)              | get full bonuses for wearing powered armor                                |
| <u>Blind-Fight</u>                     | ---                                                                        | re-roll misses due to concealment, 2 <sup>nd</sup> result stands          |
| <u>Brawl</u>                           | ---                                                                        | +1 to unarmed attacks doing 1d6 nonlethal damage                          |
| <u>Burst Fire</u>                      | Tech 3, Wis 13, Advanced Firearms Prof.                                    | take -4 to hit with automatic weapon to do x2 damage                      |
| <u>Cleave</u>                          | Power Attack                                                               | get free attack 1/rd. when enemy is felled by you in melee                |
| <u>Combat Expertise</u>                | Int 13                                                                     | reduce Base Attack modifier to increase Defense Bonus                     |
| <u>Combat Martial Arts</u>             | Base Attack +1                                                             | unarmed now considered armed, inflict 1d4 lethal damage                   |
| <u>Combat Reflexes</u>                 | ---                                                                        | you may make additional AoO up to your Dex. modifier/rd.                  |
| <u>Combat Throw</u>                    | Defensive Martial Arts                                                     | +2 bonus on opposed Dex and Str checks to trip/grapple                    |
| <u>Dead Aim</u>                        | Wis 13, Far Shot                                                           | take full-round action to get +2 to ranged attack                         |
| <u>Defensive Martial Arts</u>          | ---                                                                        | +1 bonus to Defense Bonus, ready parry as swift action                    |
| <u>Deflect Arrows</u>                  | Dex 13, Defensive Martial Arts                                             | get free parry vs. ranged non-ballistic attack 1/rd.                      |
| <u>Dodge</u>                           | Dex 13                                                                     | +1 dodge bonus to AC, ready dodge as swift action                         |
| <u>Double Tap</u>                      | Tech 3, Dex 13, Point-Blank Shot                                           | take -2 to hit with semi-auto weapon to do 1.5x damage                    |
| <u>Drive-By Attack</u>                 | ---                                                                        | able to attack while piloting vehicle, aim while moving                   |
| <u>Elusive Target</u>                  | Dex 13, Defensive Martial Arts                                             | get +4 bonus to AC vs. ranged attacks while in melee                      |
| <u>Exotic Firearm Proficiency</u>      | Tech 3, Personal Firearms Prof., Advanced Firearms Prof.                   | eliminate penalties for wielding chosen exotic firearm                    |
| <u>Exotic Weapon Proficiency</u>       | Base Attack +1                                                             | eliminate penalties for wielding chosen exotic weapon                     |
| <u>Far Shot</u>                        | Point-Blank Shot                                                           | increase range increments for ranged weapons                              |
| <u>Great Cleave</u>                    | Base Attack +4, Str 13, Cleave, Power Attack                               | get free attack for every enemy felled by you in melee                    |
| <u>Greater Two-Weapon Fighting</u>     | Dex 19, Base Attack +11, Improved Two-Weapon Fighting, Two-Weapon Fighting | you get a 3 <sup>rd</sup> attack with your offhand weapon at -10 to hit   |
| <u>Greater Weapon Focus</u>            | Fighter 8, Weapon Focus                                                    | get additional +1 to hit (+2 total) with chosen weapon                    |
| <u>Greater Weapon Specialization</u>   | Fighter 12, Greater Weapon Focus, Weapon Specialization, Weapon Focus      | get additional +2 damage (+4 total) with chosen weapon                    |
| <u>Improved Brawl</u>                  | Base Attack +3, Brawl                                                      | +2 to unarmed attacks doing 1d8 nonlethal damage                          |
| <u>Improved Bull Rush</u>              | Str 13, Power Attack                                                       | +4 bonus to opposed Str check, do not invoke AoO                          |
| <u>Improved Combat Martial Arts</u>    | Base Attack +4, Combat Martial Arts                                        | threat range on unarmed attacks increases to 19-20                        |
| <u>Improved Combat Throw</u>           | Base Attack +3, Defensive Martial Arts, Combat Throw                       | If an opponent misses take AoO to trip opponent                           |
| <u>Improved Critical</u>               | Base Attack +8                                                             | double threat range of chosen weapon                                      |
| <u>Improved Defensive Martial Arts</u> | Base Attack +4, Defensive Martial Arts                                     | +1 to Defense Bonus, ready parry as free action                           |
| <u>Improved Disarm</u>                 | Int 13, Combat Expertise                                                   | do not provoke AoO when attempting to disarm                              |
| <u>Improved Dodge</u>                  | Dex 15, Dodge                                                              | +1 to Defense Bonus, ready dodge as free action                           |
| <u>Improved Feint</u>                  | Int 13, Combat Expertise (Streetfighting)                                  | can make Bluff check as move action to feint (+2)                         |
| <u>Improved Grapple</u>                | Dex 13, Brawl, Combat Martial Arts                                         | grapple with +4 bonus and no AoO from opponents                           |
| <u>Improved Initiative</u>             | ---                                                                        | +4 bonus to Initiative checks                                             |
| <u>Improved Knockout Punch</u>         | Base Attack +6, Brawl, Knockout Punch                                      | first unarmed attack vs. flat-footed opponent is x3 critical              |
| <u>Improved Overrun</u>                | Str 13, Power Attack                                                       | +4 to Strength check to overrun, opponent can't avoid you                 |
| <u>Improved Precise Shot</u>           | Base Attack +11, Dex 19, Point Blank Shot, Precise Shot                    | ignore less than total cover or concealment, can hit grapplers accurately |
| <u>Improved Shield Bash</u>            | Shield Proficiency                                                         | keep shield bonus to AC when performing shield bash                       |
| <u>Improved Sunder</u>                 | Str 13, Power Attack                                                       | do not provoke AoO when attempting to sunder                              |
| <u>Improved Trip</u>                   | Int 13, Combat Expertise                                                   | do not provoke AoO with trip attack, get free AoO on trip                 |

| Fighter Feat Name                    | Prerequisite(s)                                                                  | Bonus                                                           |
|--------------------------------------|----------------------------------------------------------------------------------|-----------------------------------------------------------------|
| <u>Improved Two-Weapon Fighting</u>  | Base Attack +6, Dex 15, Two-Weapon Fighting                                      | get a 2 <sup>nd</sup> attack with off-hand weapon at -5 penalty |
| <u>Knockout Punch</u>                | Base Attack +3, Brawl                                                            | first unarmed attack vs. flat-footed opponent is x2 critical    |
| <u>Manyslot</u>                      | Base Attack +6, Dex 17, Point-Blank Shot, Rapid Shot                             | fire multiple arrows with a single standard action              |
| <u>Mobility</u>                      | Dex 13, Dodge                                                                    | +4 dodge bonus to AC moving through threatened areas            |
| <u>Mounted Archery</u>               | Ride 1, Mounted Combat                                                           | halve penalties from firing while mounted                       |
| <u>Mounted Combat</u>                | Ride 1                                                                           | may attempt Ride check 1/rd. to negate hit                      |
| <u>Nerve Pinch</u>                   | Base Attack +4, Combat Martial Arts                                              | make unarmed attack as standard action to paralyze target       |
| <u>Personal Firearms Proficiency</u> | Tech 3                                                                           | eliminate penalties for wielding personal firearms              |
| <u>Point-Blank Shot</u>              | ---                                                                              | +1 to hit and damage on ranged attacks within 30'               |
| <u>Power Attack</u>                  | Str 13                                                                           | reduce Base Attack modifier to do more damage                   |
| <u>Power Crit</u>                    | Heroic 1, Base Attack +10, Weapon Prof.                                          | spend Action Point to automatically threaten crit with hit      |
| <u>Precise Shot</u>                  | Point-Blank Shot                                                                 | eliminate penalties for shooting into a melee                   |
| <u>Quick Draw</u>                    | Base Attack +1                                                                   | you draw weapon as a free action rather than move action        |
| <u>Quick Reload</u>                  | Base Attack +1, Weapon Proficiency                                               | reload light weapon as free action, heavy weapon as move        |
| <u>Rapid Shot</u>                    | Dex 13, Point-Blank Shot                                                         | take an extra attack with ranged weapon for -2 to hit           |
| <u>Reckless Offense</u>              | Base Attack +1                                                                   | take -4 to AC to get +2 melee attack bonus                      |
| <u>Ride-By Attack</u>                | Ride 1, Mounted Combat                                                           | you can attack mid-move when attacking from a mount             |
| <u>Shield Parry</u>                  | Base Attack +1, Wis 13, Shield Proficiency                                       | you can parry an attack with your shield as an immediate action |
| <u>Shot on the Run</u>               | Base Attack +4, Dex 13, Dodge, Mobility, Point-Blank Shot                        | you can attack with a ranged weapon mid-move                    |
| <u>Sidestep Charge</u>               | Dex 13, Dodge                                                                    | +4 bonus to AC against charging foe                             |
| <u>Skip Shot</u>                     | Point-Blank Shot, Precise Shot                                                   | you can try to ricochet attack into opponent behind cover       |
| <u>Snatch Arrows</u>                 | Dex 15, Defensive Martial Arts, Deflect Arrows                                   | you can try to counterattack with thrown weapons                |
| <u>Spirited Charge</u>               | Ride 1, Mounted Combat, Ride-By Attack                                           | deal double damage with mounted charge (x3 with lance)          |
| <u>Spring Attack</u>                 | Base Attack +4, Dex 13, Dodge, Mobility                                          | you can attack with a melee weapon mid-move                     |
| <u>Stand Still</u>                   | Str 13                                                                           | AoO stops opponent's movement through threatened area           |
| <u>Strafe</u>                        | Tech 3, Personal Firearms Prof., Advanced Firearms Proficiency                   | you can change area of effect for autofire burst                |
| <u>Streetfighting</u>                | Base Attack +2, Brawl                                                            | can do bonus 1d4 damage with melee weapon 1/rd.                 |
| <u>Stunning Fist</u>                 | Base Attack +8, Dex 13, Wis 13, Combat Martial Arts                              | try to stun foe with unarmed attack 1/day/4 levels              |
| <u>Supernatural Strike</u>           | Base Attack +2                                                                   | you can threaten criticals on targets immune to criticals       |
| <u>Tower Shield Proficiency</u>      | Shield Proficiency                                                               | eliminate penalties for wielding a tower shield                 |
| <u>Trample</u>                       | Ride 1, Mounted Combat                                                           | targets you overrun with your mount cannot avoid you            |
| <u>Two-Weapon Defense</u>            | Dex 15, Two-Weapon Fighting                                                      | +1 shield bonus to AC, can give up offhand attack to parry      |
| <u>Two-Weapon Fighting</u>           | Dex 15                                                                           | penalties for fighting with two weapons reduced                 |
| <u>Unbalance Opponent</u>            | Base Attack +6, Defensive Martial Arts                                           | negate one opponent's Str modifier to hit you in melee          |
| <u>Weapon Finesse</u>                | Base Attack +1                                                                   | use Dex modifier in lieu of Str modifier with light weapons     |
| <u>Weapon Focus</u>                  | Base Attack +1, Weapon Proficiency                                               | +1 to hit with chosen weapon                                    |
| <u>Weapon Specialization</u>         | Fighter 4, Weapon Focus                                                          | +2 to damage with chosen weapon                                 |
| <u>Whirlwind Attack</u>              | Base Attack +4, Dex 13, Int 13, Dodge, Mobility, Spring Attack, Combat Expertise | take one attack on all opponents in melee with you              |

Table: Magic Feat List

| Magic Feat Name                 | Prerequisite(s)                             | Bonus                                                     |
|---------------------------------|---------------------------------------------|-----------------------------------------------------------|
| <u>Augment Summoning</u>        | ---                                         | creatures you summon are stronger and tougher             |
| <u>Combat Casting</u>           | ---                                         | +4 bonus on Concentration checks to cast spells in combat |
| <u>Empower Spell</u>            | ---                                         | spend spell points to increase variable effects 50%       |
| <u>Enchant Arms &amp; Armor</u> | Caster Level 5                              | you can create magical armor and weapons                  |
| <u>Enchant Construct</u>        | Enchant Arms & Armor, Enchant Wondrous Item | you can create Constructs such as golems                  |
| <u>Enchant Potion</u>           | Caster Level 3                              | you can create magical potions                            |
| <u>Enchant Ring</u>             | Caster Level 10                             | you can create magical rings                              |
| <u>Enchant Rod</u>              | Caster Level 9                              | you can create magical rods                               |
| <u>Enchant Scroll</u>           | Caster Level 1                              | you can create magical scrolls                            |
| <u>Enchant Staff</u>            | Caster Level 10                             | you can create magical staves                             |
| <u>Enchant Wand</u>             | Caster Level 5                              | you can create magical wands                              |
| <u>Enchant Wondrous Item</u>    | Caster Level 3                              | you can create magical miscellaneous items                |
| <u>Enlarge Spell</u>            | ---                                         | spend spell points to increase spell's range              |

| Magic Feat Name                           | Prerequisite(s)                           | Bonus                                                    |
|-------------------------------------------|-------------------------------------------|----------------------------------------------------------|
| <a href="#">Eschew Materials</a>          | ---                                       | cast spells without needing material components          |
| <a href="#">Extend Spell</a>              | ---                                       | spend spell points to increase spell's duration          |
| <a href="#">Extra Turning</a>             | Divine 1, Turn / Rebuke Undead            | you can turn / rebuke undead +4 times per day            |
| <a href="#">Greater Spell Focus</a>       | Spell Focus                               | additional +1 (total +2) save DC's for chosen school     |
| <a href="#">Greater Spell Penetration</a> | Spell Penetration                         | additional +2 (total +4) caster level for overcoming SR  |
| <a href="#">Heighten Spell</a>            | ---                                       | spend spell points to increase effective level of spell  |
| <a href="#">Improved Counterspell</a>     | ---                                       | counterspell with any spell of the same school           |
| <a href="#">Improved Turning</a>          | Divine 1, Turn / Rebuke Undead            | considered +1 level for turning checks                   |
| <a href="#">Magical Aptitude</a>          | ---                                       | +2 bonus to Spellcraft and Use Magic Device checks       |
| <a href="#">Maximize Spell</a>            | ---                                       | spend spell points to maximize variable effects          |
| <a href="#">Nonlethal Spell</a>           | ---                                       | spend spell points to change spell's damage to nonlethal |
| <a href="#">Quicken Spell</a>             | ---                                       | spend spell points to cast spell as swift action         |
| <a href="#">Reach Spell</a>               | ---                                       | spend spell points to give touch spell 30' range         |
| <a href="#">Sacred Spell</a>              | 1 <sup>st</sup> -level divine spellcaster | spend spell points to make half of spell's damage holy   |
| <a href="#">Signature Spell</a>           | Spell Mastery                             | you can spontaneously convert spells to signature spell  |
| <a href="#">Silent Spell</a>              | ---                                       | spend spell points to cast without verbal component      |
| <a href="#">Spell Focus</a>               | ---                                       | +1 to save DC's for one school of magic                  |
| <a href="#">Spell Mastery</a>             | Wizard 1                                  | some spells don't require spellbook anymore              |
| <a href="#">Spell Penetration</a>         | ---                                       | +2 on caster level checks to overcome SR                 |
| <a href="#">Spellslinger</a>              | ---                                       | gain bonus power points equal to your character level    |
| <a href="#">Still Spell</a>               | ---                                       | spend spell points to cast without somatic component     |
| <a href="#">Widen Spell</a>               | ---                                       | spend spell points to double spell's area of effect      |

Note: Magic Feats are only available in Arcane Level 1 and/or Divine Level 1 scenarios.

## Table: Power Feat List

| Power Feat Name                              | Prerequisite(s)                                               | Bonus                                                         |
|----------------------------------------------|---------------------------------------------------------------|---------------------------------------------------------------|
| <a href="#">Aligned Attack</a>               | Divine 1, Base Attack +6                                      | expend focus to give an attack an alignment, extra damage     |
| <a href="#">Body Fuel</a>                    | ---                                                           | take 3 points of attribute burn to regain 2 power points      |
| <a href="#">Boost Construct</a>              | Psionic 1                                                     | astral constructs you create get an additional ability        |
| <a href="#">Burrowing Power</a>              | ---                                                           | expend focus and power points to bypass barrier               |
| <a href="#">Chain Power</a>                  | ---                                                           | expend focus and power points to arc energy attack            |
| <a href="#">Chaotic Mind</a>                 | Psionic 1, Chaotic alignment, Cha 15                          | your chaotic nature prevents insight bonuses of enemies       |
| <a href="#">Closed Mind</a>                  | Psionic 1                                                     | gain resistance to all psionic power                          |
| <a href="#">Combat Manifestation</a>         | Psionic 1                                                     | +4 bonus on Concentration checks to use power in combat       |
| <a href="#">Deep Impact</a>                  | Psionic 1, Base Attack +5, Str 13, Psionic Weapon             | expend focus to threaten critical with next melee attack      |
| <a href="#">Empower Power</a>                | ---                                                           | expend focus and power points for +50% variable effect        |
| <a href="#">Enlarge Power</a>                | ---                                                           | expend focus and power points to double power's range         |
| <a href="#">Expanded Knowledge</a>           | Psionic 1, Manifestor Level 3                                 | choose a new power, even one not normally available           |
| <a href="#">Extend Power</a>                 | ---                                                           | expend focus and power points to double power duration        |
| <a href="#">Fell Shot</a>                    | Base Attack +5, Dex 13, Point-Blank Shot, Power Shot          | expend focus to threaten critical with next ranged attack     |
| <a href="#">Greater Power Endowment</a>      | Power Endowment                                               | expend focus to add +2 save DC of power                       |
| <a href="#">Greater Power Fist</a>           | Base Attack +5, Str 13, Power Fist                            | expend focus to give unarmed melee attack +4d6 damage         |
| <a href="#">Greater Power Penetration</a>    | Psionic 1, Power Penetration                                  | expend focus to get additional +4 bonus to overcome PR        |
| <a href="#">Greater Power Shot</a>           | Base Attack +5, Point-Blank Shot, Power Shot                  | expend focus to give ranged attack +4d6 damage                |
| <a href="#">Greater Power Specialization</a> | Manifestor Level 10, Power Specialization, Weapon Focus (ray) | +2 damage to targets within 30' when using Weapon Focus (ray) |
| <a href="#">Greater Psionic Weapon</a>       | Psionic 1, Base Attack +5, Str 13, Psionic Weapon             | expend focus to give melee weapon +4d6 damage                 |
| <a href="#">Hostile Mind</a>                 | Psionic 1, Cha 15                                             | telepathic enemies risk damage in trying to read your mind    |
| <a href="#">Imbue Arms &amp; Armor</a>       | Psionic 1, Manifestor Level 5                                 | you can create psionic arms and armor                         |
| <a href="#">Imbue Cognizance Crystal</a>     | Psionic 1, Manifestor Level 3                                 | you can create cognizance crystals                            |
| <a href="#">Imbue Construct</a>              | Psionic 1, Imbue Arms & Armor, Imbue Universal Item           | you can create Constructs such as golems                      |
| <a href="#">Imbue Dorje</a>                  | Psionic 1, Manifestor Level 5                                 | you can create dorjes                                         |
| <a href="#">Imbue Power Stone</a>            | Psionic 1, Manifestor Level 1                                 | you can create power stones                                   |
| <a href="#">Imbue Psicrown</a>               | Psionic 1, Manifestor Level 10                                | you can create psicrowns                                      |
| <a href="#">Imbue Ring</a>                   | Psionic 1, Manifestor Level 10                                | you can create psionic rings                                  |
| <a href="#">Imbue Tattoo</a>                 | Psionic 1, Manifestor Level 3                                 | you can create psionic tattoos                                |
| <a href="#">Imbue Universal Item</a>         | Psionic 1, Manifestor Level 3                                 | you can create psionic miscellaneous items                    |



| Power Feat Name                 | Prerequisite(s)                                                    | Bonus                                                                |
|---------------------------------|--------------------------------------------------------------------|----------------------------------------------------------------------|
| <u>Inquisitor</u>               | Psionic 1, Wis 13                                                  | expend focus to get +10 bonus on Sense Motive vs. Bluff              |
| <u>Maximize Power</u>           | ---                                                                | expend focus and power points to maximize variables                  |
| <u>Mental Resistance</u>        | Psionic 1, Will save +2                                            | gain a mental damage reduction 3/- vs. attribute damage              |
| <u>Metamorphic Transfer</u>     | Manifester Level 5, Wis 13                                         | gain limited access to new form's supernatural abilities             |
| <u>Mind Over Body</u>           | Con 13                                                             | you heal attribute damage faster, based on Con modifier              |
| <u>Narrow Mind</u>              | Psionic 1, Wis 13                                                  | get +4 to Concentration checks for becoming focused                  |
| <u>Opportunity Power</u>        | Psionic 1                                                          | expend focus and power points to manifest power for AoO              |
| <u>Overchannel</u> <sup>1</sup> | ---                                                                | you can take damage to manifest power at a higher level              |
| <u>Power Endowment</u>          | ---                                                                | expend focus to increase save DC of power by +1                      |
| <u>Power Fist</u>               | Str 13                                                             | expend focus to add +2d6 damage to unarmed attack                    |
| <u>Power Penetration</u>        | Psionic 1                                                          | expend focus for +4 to manifest level to overcome PR                 |
| <u>Power Reservoir</u>          | ---                                                                | you have additional power points equal to your level                 |
| <u>Power Shot</u>               | Point-Blank Shot                                                   | expend focus to give ranged attack +2d6 damage                       |
| <u>Power Specialization</u>     | Manifester Level 4, Weapon Focus (ray)                             | +2 damage with Weapon Focus (ray), expend focus to do more           |
| <u>Psionic Affinity</u>         | Psionic 1                                                          | +2 bonus to Psicraft and Use Psionic Device checks                   |
| <u>Psionic Body</u>             | Psionic 1                                                          | +5 hit points for each psionic feat                                  |
| <u>Psionic Charge</u>           | Psionic 1, Dex 13, Speed of Thought                                | expend focus to make single turn during charge                       |
| <u>Psionic Dodge</u>            | Psionic 1, Dex 13, Dodge                                           | +1 to Defense, expend focus as immediate action to dodge             |
| <u>Psionic Meditation</u>       | Psionic 1, Wis 13, Concentration 7                                 | you can regain focus with a move action                              |
| <u>Psionic Weapon</u>           | Psionic 1, Str 13                                                  | expend focus to add +2d6 damage to armed melee attack                |
| <u>Quicken Power</u>            | ---                                                                | expend focus to manifest power as a swift action                     |
| <u>Return Shot</u>              | Psionic 1, Base Attack +3, Point Blank Shot, Power Shot, Fell Shot | expend focus to return projectile attack back at attacker            |
| <u>Second Skin</u>              | Astral Construct power, Concentration 5                            | create astral construct to serve as ectoplasmic armor                |
| <u>Speed of Thought</u>         | Psionic 1, Wis 13                                                  | gain movement bonus if focused and unencumbered                      |
| <u>Split Ray</u>                | Manifester Level 5                                                 | expend focus and power points to hit 2 <sup>nd</sup> target with ray |
| <u>Talented</u> <sup>1</sup>    | Overchannel                                                        | avoid damage with overchannelling lower-level powers                 |
| <u>Unavoidable Strike</u>       | Base Attack +5, Str 13, Power Fist                                 | expend focus to threaten critical with next unarmed attack           |
| <u>Unconditional Power</u>      | ---                                                                | expend focus and power points to manifest while disabled             |
| <u>Unstable Mutation I-V</u>    | Mutation 5, Supernatural Mutation, previous Unstable Mutation      | get additional MP for purchase of super-powers                       |
| <u>Widen Power</u>              | ---                                                                | expend focus and power points to double area of effect               |
| <u>Wounding Attack</u>          | Base Attack +8                                                     | expend focus to do 1 point of Con damage with attack                 |

Note: Power feats are only available in Psionic Level 1 and/or Mutation Level 5 scenarios. Feats with prerequisite "Psionic 1" are only available to psionic characters.

<sup>1</sup> In cases where a Power Feat gives a modifier to a character's "Effective Manifester Level", the Feat also gives a modifier to a character's Mutant Level in the case of super-powered characters, as appropriate.

## Feat Descriptions

### Feat Description Format

Here is the format for feat descriptions, presented below in alphabetical order;

#### Feat Name [Feat Type; Scenario Prerequisites]

Here you'll find a quick comment on what the feat offers.

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

**Benefit:** What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

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

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

Feats: A

### **Acrobatic (Expert)**

You have an excellent sense of coordination.

**Benefit:** You get a +2 bonus on all Jump checks and Tumble checks.

### **Action Boost (General)**

You have the ability to alter your luck drastically in dire circumstances.

**Prerequisite:** Heroic Level 1 scenario.

**Benefit:** When you spend an Action Point, you roll d8s instead of d6s for the action result.

### **Advanced Combat Martial Arts (Fighter)**

You have advanced training in multiple offensive martial arts forms.

**Prerequisites:** Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

**Benefit:** When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

**Normal:** An unarmed strike critical hit deals double damage.

### **Advanced Defensive Martial Arts (Fighter)**

You have advanced training in multiple defensive martial arts forms.

**Prerequisites:** Defensive Martial Arts, Improved Defensive Martial Arts, base attack bonus +8.

**Benefit:** You gain an additional +1 competence bonus to your Defense bonus, for a total of +3 competence bonus to your overall Defense bonus, stacking with the modifiers from Defensive Martial Arts and Improved Defensive Martial Arts. Because the competence bonuses affect the character's overall Defense bonus, the cumulative bonuses from the Defensive Martial Arts feats affect both parrying and dodging.

Furthermore, you can now declare a parry as an immediate free action, in reaction to any melee attack that you are aware of, once per round.

**Special:** A condition that makes the character lose their Dexterity bonus to Defense also makes the character lose competence bonuses. Also, the competence bonuses from Defensive Martial Arts, Improved Defensive Martial Arts, and Advanced Martial Arts stack, unlike most other types of bonuses.

**Normal:** Readying a parry is a move action, and the target must be declared during the character's initiative.

### **Advanced Dodge (Fighter)**

You have advanced training in avoiding your enemy's attacks.

**Prerequisites:** Dex 17, Dodge, Improved Dodge.

**Benefit:** You gain an additional +1 dodge bonus to AC, for a total of +3 dodge bonus to your AC with the bonuses from Dodge and Improved Dodge. Also, you can now declare a dodge as an immediate free action, in reaction to any attack requiring an attack roll that you are aware of, once per round.

**Special:** A condition that makes you lose your Dexterity bonus to AC also makes you lose the bonuses to dodge from Advanced Dodge.

**Normal:** Readying a dodge is a move action, and the target must be declared during the character's initiative.

### **Advanced Firearms Proficiency (Fighter)**

You are able to use automatic firearms competently.

**Prerequisite:** Personal Firearms Proficiency, Tech Level 3 scenario.

**Benefit:** The character can fire any personal firearm on auto-fire without penalty (provided, of course, that it has an auto-fire setting).

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on auto-fire.

### Advanced Mecha Operation (Expert)

You have received advanced training or extensive practice in mecha movement.

**Prerequisite:** Mecha Operation, Tech Level 6 scenario.

**Benefit:** Choose a size of mecha (Medium, Large, Huge, Gargantuan, or Colossal). When you are operating a mecha of the chosen size, you gain a +1 dodge bonus to AC, and you can ready to dodge as a swift action. Furthermore, armor penalties for operating the mecha are 2 less than they would otherwise be (minimum penalty -0).

**Normal:** A character with Mecha Operation can ready to dodge as a move action.

### Advanced Two-Weapon Fighting (Fighter)

You are an expert at wielding two weapons simultaneously.

**Prerequisites:** Dexterity 17, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

**Benefit:** The character gets a third attack with their offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other with no penalty.

**Normal:** A character wielding a melee weapon in one hand and a ranged weapon in the other takes a -4 penalty, on top of any other penalties as a result of wielding two weapons.

### Agile (Expert)

Your sense of balance and flexibility is better than most.

**Benefit:** You get a +2 bonus on all Balance checks and Escape Artist checks.

### Agile Riposte (Fighter)

**Prerequisites:** Dexterity 13, Dodge.

**Benefit:** Once per round, if the opponent the character has designated as their dodge target makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent.

In the case of a character with Advanced Dodge, such a character may make an Agile Riposte attack of opportunity against any opponent, of whom they are aware of, that attacks and misses the character.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

### Aircraft Operation (Expert)

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

**Prerequisite:** Pilot 4 ranks, Tech Level 5 scenario.

**Benefit:** The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

**Normal:** Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

**Special:** The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

### Alertness (Expert)

You are acutely aware of your surroundings.

**Benefit:** You get a +2 bonus to Listen checks and Spot checks.

### **Alien Weapon Proficiency (Fighter)**

Choose an alien weapon to which you have access; you are proficient with that style of alien weapon.

**Benefit:** You take no penalty on attack rolls when using the chosen kind of alien weapon.

**Special:** A creature without this feat takes a -4 nonproficient penalty when making attacks with any alien weapon.

### **Aligned Attack (Power)**

You can focus to infuse your attack with power and purpose.

**Prerequisite:** Base attack bonus +6, Psionic Level 1 or Mutation Level 5 scenario.

**Benefit:** When you take this feat, choose either chaos, good, evil, or law. Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your focus.

### **Animal Affinity (Expert)**

You have a way with animals.

**Benefit:** You get a +2 bonus on Handle Animal checks and Ride checks.

### **Arcane Heritage (Heritage)**

There is magic in your bloodline.

**Prerequisite:** Arcane Level 1 scenario.

**Benefit:** Select a Basic arcane spellcasting class (Bard, Sorcerer, Wizard); you have the 1<sup>st</sup>-level spellcasting capability of that class, with 2 arcane power points. You cast at 1<sup>st</sup>-level of ability.

If you take one or more levels in the selected spellcasting class, then your effective caster level for that class is now equal to your character level, regardless of how you may multiclass. Add the power points from your Arcane Heritage to your arcane power point pool.

### **Archaic Weapons Proficiency (General)**

See "Martial Weapon Proficiency", except it is with regard to all martial weapons up to the character's Tech Level.

**Special:** This feat is not available as general feat; it is an automatic feat for Berserkers, Fighters, Warminds, and Rangers, and it is a possible bonus feat for a Strong Hero.

### **Armor Proficiency (Heavy) (Fighter)**

You can operate effectively in heavy armor.

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

### **Armor Proficiency (Light) (Fighter)**

You can operate effectively in light armor.

**Benefit:** When a character wears a type of armor with which they are proficient, the character gets to add the armor's armor bonus to their AC. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble checks.

**Normal:** A character who wears armor with which they are not proficient subtracts the armor's armor check penalty from the armor's armor modifier to AC (minimum +1 AC modifier). Also, the character suffers its armor check penalty on attack rolls, parry/dodge rolls, and on all skill checks that involve moving.

**Armor Proficiency (Medium) (Fighter)**

You can operate effectively in medium armor.

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

**Armor Proficiency (Powered) (Fighter)**

You can operate effectively in powered armor.

**Prerequisite:** Tech Level 6 scenario, Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** See Armor Proficiency (light). Furthermore, a character who is proficient in powered armor can also use any built-in sensor systems and weapons systems without penalty.

**Normal:** A character who wears armor with which they are not proficient subtracts the armor's armor check penalty from the armor's armor modifier to AC (minimum +1 AC modifier). Also, the character suffers its armor check penalty on attack rolls, parry/dodge rolls, and on all skill checks that involve moving.

Furthermore, characters without this feat take a -4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating a powered armor. Also, they cannot run or charge.

**Athletic (Expert)**

You have a natural inclination for swimming and climbing.

**Benefit:** You get a +2 bonus to Climb checks and Swim checks.

**Attentive (Expert)**

You are intuitively observant.

**Benefit:** You get a +2 bonus on Investigate checks and Sense Motive checks.

**Augment Summoning (Magic)**

Creatures you summon are stronger and tougher.

**Benefit:** Any creature you conjure with a spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Feats: B

**Blind-Fight (Fighter)**

You are skilled in anticipating an unseen foe's moves.

**Benefit:** In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** This feat is available to a Monk as a 2<sup>nd</sup> Degree Belt class ability.

**Body Fuel (Power)**

You can expand your power point total at the expense of your health.

**Benefit:** You can recover 2 power points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

**Special:** Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

### **Boost Construct (Power)**

Your astral constructs have more abilities.

**Benefit:** When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

### **Brawl (Fighter)**

You are experienced in fisticuffs.

**Benefit:** When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + their Strength modifier.

**Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

### **Builder (Expert)**

You are knowledgeable in the applied sciences.

**Benefit:** Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

**Special:** The character can select this feat twice. The second time, the character applies it to the two skills they didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

### **Burrowing Power (Power)**

Your powers sometimes bypass barriers.

**Benefit:** To use this feat, you must expend your focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier.

The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Concentration check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a wall of ectoplasm). Force walls or walls of ectoplasm are assumed to have less than 1 foot of thickness unless noted otherwise.

If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with Clairvoyant Sense. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

### **Burst Fire (Fighter)**

You have a tempered trigger finger.

**Prerequisites:** Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency, Tech Level 3 scenario.

**Benefit:** When using an automatic firearm with at least five bullets / rounds loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal x2 damage. Firing a burst expends five bullets / rounds and can only be done if the weapon has five bullets / rounds in it.

**Normal:** Autofire uses ten bullets / rounds, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets / rounds are wasted.

**Special:** If the firearm has a three-round burst setting, firing a burst expends three bullets / rounds instead of five and can be used if the weapon has only three bullets / rounds in it.

Feats: C

### **Cautious (Expert)**

You always check twice.

**Benefit:** You get a +2 bonus to Demolitions checks and Disable Device checks.

### **Chain Power (Power)**

You can make your energy powers arc to additional targets.

**Benefit:** To use this feat, you must expend your focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

### **Chaotic Mind (Power)**

The turbulence of your thoughts prevents others from gaining insight into your actions.

**Prerequisite:** Chaotic alignment, Cha 15, Psionic Level 1 scenario.

**Benefit:** Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

### **Charismatic Plus (General)**

Your drive to excel enables you to progress faster toward becoming a truly charismatic hero.

**Prerequisite:** Heroic Level 1 scenario, Charismatic Hero level 1.

**Benefit:** You gain two talents from the Charismatic Hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it; Favor, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

### **Cleave (Fighter)**

Dropping an enemy heartens you to strike at the next one.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

### **Cloak Dance (Expert)**

You are skilled at using optical tricks to make yourself seem to be where you are not.

**Prerequisites:** Hide 10 ranks, Perform (dance) 2 ranks.



**Benefit:** You can take a move action to obscure your exact position. Until your next turn, you have concealment. Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

### **Closed Mind (Power)**

Your mind is better able to resist psionics than normal.

**Prerequisite:** Psionic Level 1 scenario.

**Benefit:** You get a +2 bonus on all saving throws to resist psionic powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use psionic powers (if you have a psionic power point reserve or psi-like abilities).

### **Combat Casting (Magic)**

You are experienced in keeping your concentration on your magicks even while under duress.

**Benefit:** You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

### **Combat Expertise (Fighter)**

The best offense is a good defense according to you.

**Prerequisite:** Int 13.

**Benefit:** When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a bonus to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action. The bonus to the character's Defense affects the character's AC (both touch and total), dodge modifier, and parry modifier.

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 bonus to Defense.

### **Combat Manifestation (Power)**

You are experienced in keeping your concentration on your psionics even while under duress.

**Prerequisite:** Psionics Level 1 scenario.

**Benefit:** You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while you are grappling or pinned.

### **Combat Martial Arts (Fighter)**

You are trained in offensive martial arts techniques.

**Prerequisite:** Base attack bonus +1.

**Benefit:** With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

**Normal:** Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

**Special:** Combat Martial Arts is also known as Improved Unarmed Strike; any character with Improved Unarmed Strike is also considered to have Combat Martial Arts for all intents and purposes.

### **Combat Reflexes (Fighter)**

You know how to pounce on opportunities in combat.

**Benefit:** The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent. The character may also make attacks of opportunity when flat-footed.

However, characters with the Opportunist special ability (see Rogue and Fast Hero) can still only use their ability once per round.

**Normal:** A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

**Special:** This feat is available to a Monk as a 2<sup>nd</sup> Degree Belt class ability.

### **Combat Throw (Fighter)**

Your studies in defensive martial arts allow you to leverage an enemy's position in combat.

**Prerequisite:** Defensive Martial Arts.

**Benefit:** The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against them.

**Special:** This feat is available to a Monk as a 2<sup>nd</sup> Degree Belt class ability.

### **Confident (Expert)**

You have a swagger than can give others pause.

**Benefit:** The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

### **Craft Cybernetics (Expert)**

You can construct cybernetic attachments.

**Prerequisites:** Tech Level 6 scenario, Craft (electrical) 10 ranks, Craft (mechanical) 10 ranks, Knowledge (life sciences) 5 ranks.

**Benefits:** You can build cybernetic attachments. You must first spend the equivalent of one-half the amount of the purchase DC of the attachment (to acquire the necessary components), then invest 24 hours in its construction. At the end of that time, you must succeed at a Craft (mechanical) check (DC 30) and a Craft (electrical) check (DC 30).

If both Craft checks succeed, the cybernetic attachment functions properly and can be installed at any time (see the Cybernetic Surgery feat). If either or both checks fail, the attachment's design is flawed; another 24 hours must be spent fixing the problems, and two new checks must be made at the end of that time.

**Special:** This feat does not allow you to build a cybernetic attachment of a higher Tech Level.

### **Creative (Expert)**

You are a natural artist.

**Benefit:** Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (oratory), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). You get a +2 bonus on all checks with those two skills.

**Special:** A character can select this feat multiple times, selecting two new skills from the choices given above.

### **Cybernetic Surgery (Expert)**

You can graft cybernetic attachments onto living tissue as well as safely remove them.

**Prerequisites:** Tech Level 6 scenario, Treat Injury 8 ranks, Surgery.

**Benefit:** You can make a Treat Injury check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a -4 penalty on the check. Cybernetic surgery takes 1d4 hours.

The consequences of failure are severe: If your check result fails by 5+, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

**Normal:** Characters without this feat take a -8 penalty on Treat Injury checks made to perform cybernetic surgery (-4 penalty if they have the Surgery feat).

### **Cybertaker (Expert)**

You can have more cybernetic attachments than normal without suffering ill effects.

**Prerequisite:** Tech Level 6 scenario.

**Benefit:** The maximum number of cybernetic attachments you can have without suffering negative levels increases by 1.

**Special:** You can gain this feat multiple times. Its effects stack.

Feats: D

### **Dead Aim (Fighter)**

With a moment to draw a bead, you can shoot more accurately than most.

**Prerequisites:** Wisdom 13, Far Shot.

**Benefit:** Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before their next action, the character loses the benefit of aiming.

### **Deceitful (Expert)**

You are good at presenting façade as fact.

**Benefit:** You get a +2 bonus on Disguise checks and Forgery checks.

### **Deceptive (Expert)**

You are a natural actor.

**Benefit:** You get a +2 bonus on Bluff checks and Disguise checks.

### **Dedicated Plus (General)**

Your drive to excel enables you to progress faster toward becoming a truly dedicated hero.

**Prerequisite:** Heroic Level 1 scenario, Dedicated Hero level 1.

**Benefit:** You gain two talents from the Dedicated Hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

### **Deep Impact (Power)**

When you focus you can strike your foe with a melee weapon with a greater chance of scoring a critical hit.

**Prerequisite:** Psionic Level 1 scenario, Str 13, Psionic Weapon, base attack bonus +5.

**Benefit:** To use this feat, you must expend your focus. Your next melee attack automatically threatens the target with a critical if it hits; confirm the potential critical as normal. If your attack misses, you still expend your focus.

**Normal:** The to-hit roll has to be a natural number rolled on the d20 in order to be a threat for a critical.

### **Defensive Martial Arts (Fighter)**

You have training in defensive martial arts techniques.

**Benefit:** The character gains a +1 competence bonus to their overall Defense bonus. Because the competence bonus affects the character's overall Defense bonus, the bonuses from the Defensive Martial Arts feat affects both parrying and dodging. Furthermore, you can ready a parry as a swift action.

**Special:** A condition that makes the character lose their Dexterity bonus to AC also makes the character lose competence bonuses. Also, the competence bonuses from Defensive Martial Arts, Improved Defensive Martial Arts, and Advanced Defensive Martial Arts stack, unlike most other types of bonuses.

**Normal:** It normally takes a move action to ready a parry for an untrained character.

### **Deflect Arrows (Fighter)**

You can knock aside incoming arrows and thrown weapons.

**Prerequisites:** Dex 13, Defensive Martial Arts.

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged (non-ballistic, non-energy) weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

**Special:** This feat is available to a Monk as a 2<sup>nd</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### **Deft Hands (Expert)**

You have some fancy fingerwork.

**Benefit:** You get a +2 bonus on Sleight of Hand and Use Rope checks.

**Special:** If the scenario is Tech Level 3 or higher, then you have the option of substituting Demolitions for Use Rope. Demolitions is still a trained skill, meaning you must have at least 1 rank in it to use the skill.

### **Diehard (General)**

You refuse to die.

**Prerequisite:** Endurance.

**Benefit:** When reduced to below  $-\text{[Con modifier]}$  but above  $-\text{[Con attribute]}$  hit points when a character is normally dying, you automatically become stable. You don't have to roll to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious and stable.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach  $-\text{[Con attribute]}$  hit points, you immediately die.

**Normal:** A character without this feat who is reduced to below  $-\text{[Con modifier]}$  but above  $-\text{[Con attribute]}$  hit points is unconscious and dying.

### **Diligent (Expert)**

You have an eye for value and discernment.

**Benefit:** You get a +2 bonus to Appraise checks and Decipher Script checks.

### **Divine Heritage (Heritage)**

You have a link to the divine.

**Prerequisite:** Divine Level 1 scenario.

**Benefit:** Select a Basic divine spellcasting class (Cleric, Saint); you have the 1<sup>st</sup>-level spellcasting capability of that class, with 2 divine power points. You cast at 1<sup>st</sup>-level of ability.

If you take one or more levels in the selected spellcasting class, then your effective caster level for that class is now equal to your character level, regardless of how you may multiclass. Add the power points from your Divine Heritage to your divine power point pool.

### **Dodge (Fighter)**

You have training in avoiding blows.

**Prerequisite:** Dex 13.

**Benefit:** You receive a +1 dodge bonus to Armor Class. Also, you can ready a dodge as a swift action.

**Special:** A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

**Normal:** Readying a dodge is a move action.

### **Double Tap (Fighter)**

Just to be sure.

**Prerequisites:** Tech Level 3 scenario, Dexterity 13, Point-Blank Shot.

**Benefit:** When using a semiautomatic firearm with at least two bullets/rounds loaded, the character may fire two bullets/rounds as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +50% damage with a successful hit. Using this feat fires two bullets/rounds and can only be done if the weapon has two bullets/rounds in it.

### **Drive-By Attack (Fighter)**

You are skilled at attacking accurately from a moving vehicle.

**Prerequisite:** Tech Level 3 scenario.

**Benefit:** The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, they can take their attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed.

Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make their attack action either before or after the vehicle's movement.

## **Feats: E-F**

### **Educated (Expert)**

You have pursued a formal education.

**Benefit:** Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

**Special:** A character can select this feat multiple times. Each time, the character selects two new Knowledge skills.

### **Elusive Target (Fighter)**

You know how to use your enemies for cover.

**Prerequisites:** Dexterity 13, Defensive Martial Arts.

**Benefit:** When fighting one or more opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

**Special:** This feat is available to a Monk as a 1<sup>st</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### **Empower Power (Power)**

You can manifest powers to greater effect.

**Benefit:** To use this feat, you must expend your focus. You can empower a power; all variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as

normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest Dispel Magic & Psionics) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2; the power's total cost cannot exceed your manifester level.

### **Empower Spell (Magic)**

You can cast spells to greater effect.

**Benefit:** All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell cost 4 power points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

### **Enchant Arms & Armor (Magic; Item Creation)**

You can create enchanted weapons, armor, and/or shields.

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can enchant any weapon, armor, or shield with magical effects whose prerequisites you meet. Enchanting a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enchant a weapon, suit of armor, or shield, you must spend 1/20<sup>th</sup> of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enchanted must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken enchanted weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

### **Enchant Construct (Magic; Item Creation)**

You can infuse your power into Constructs to serve you.

**Prerequisite:** Arcane Level 1 or Divine Level 1 scenario, Enchant Arms & Armor and Enchant Wondrous Item.

**Benefit:** You can create any Construct whose prerequisites you meet. Doing so takes one day for each 1,000 gp in its base price. To create a Construct, you must spend 1/20<sup>th</sup> of its base price in XP and use up raw materials costing one-half its base price. See the description of Item Creation feats at the beginning of this section for more details.

### **Enchant Potion (Magic; Item Creation)**

You can brew potions.

**Prerequisite:** Caster level 3<sup>rd</sup>.

**Benefit:** You can create a magic potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/20<sup>th</sup> of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the sole target of the spell effect.

Any potion enchanted with a spell possessing a costly material component or an XP cost also carries a commensurate cost for the potion's creator; in addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

### **Enchant Ring (Magic; Item Creation)**

You can forge enchanted rings based on your power type (arcane, divine, or psionic).

**Prerequisite:** Arcane Level 1 or Divine Level 1 or Psionic Level 1 scenario, caster level 10<sup>th</sup>.

**Benefit:** You can enchant (if taken as a Magic feat) or imbue (if taken as a Power feat) any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend  $1/20^{\text{th}}$  of its base price in XP and use up raw materials costing one-half of its base price.

Some rings incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the ring's base price.

### **Enchant Rod (Magic; Item Creation)**

You can create magical rods and scepters.

**Prerequisite:** Caster level  $9^{\text{th}}$ .

**Benefit:** You can enchant any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To enchant a rod, you must spend  $1/20^{\text{th}}$  of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

### **Enchant Scroll (Magic; Item Creation)**

You can scribe magical scrolls.

**Prerequisite:** Caster level  $1^{\text{st}}$ .

**Benefit:** You can enchant a scroll with any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend  $1/25^{\text{th}}$  of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

### **Enchant Staff (Magic; Item Creation)**

You can create magical staves, which have multiple magical effects.

**Prerequisite:** Caster level  $10^{\text{th}}$ .

**Benefit:** You can enchant any staff whose prerequisites you meet. Crafting a staff takes one day for each 1,000 gp in its base price. To enchant a staff, you must spend  $1/20^{\text{th}}$  of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staves incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

### **Enchant Wand (Magic; Item Creation)**

You can create magical wands.

**Prerequisite:** Caster level  $5^{\text{th}}$ .

**Benefit:** You can enchant a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To enchant a wand, you must spend  $1/20^{\text{th}}$  of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

### **Enchant Wondrous Item (Magic; Item Creation)**

You can create magical items of a miscellaneous nature.

**Prerequisite:** Caster level  $3^{\text{rd}}$ .



**Benefit:** You can enchant any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/20<sup>th</sup> of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to enchant an item or to mend a broken one.

### **Endurance (General)**

You are inured to the threats of nature.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

**Special:** A Ranger automatically gains Endurance as a bonus feat at 3rd level.

### **Enlarge Power (Power)**

You can manifest powers farther than normal.

**Benefit:** To use this feat, you must expend your focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level.

Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

### **Enlarge Spell (Magic)**

You can cast spells farther than normal.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell costs 2 power points more than the spell's base cost; the new cost cannot be greater than your spellcaster level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

### **Eschew Materials (Magic)**

Your mastery of magic allows you to preclude the need for material components in many cases.

**Benefit:** You can cast any spell that has a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

### Exotic Firearm Proficiency (**Fighter**)

Choose a weapon type from the following list; cannon, heavy machine gun, grenade launchers, or rocket launchers. You understand how to use all weapons within that group.

**Prerequisite:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** You make attack rolls with the chosen weapon type without penalty.

**Normal:** A character who use a weapon with which they are not proficient takes a -4 penalty on attack rolls with the weapon.

**Special:** You can gain this feat up to four times, each time choosing a different weapon group.

### Exotic Weapon Proficiency (**Fighter**)

Choose a type of weapon exotic to you; you understand how to use that weapon in combat.

**Prerequisite:** Base Attack +1, Str 13 to wield certain oversized exotic weapons, like a bastard sword.

**Benefit:** You make attack rolls with the weapon normally.

**Normal:** A character who uses a weapon with which they are not proficient takes a -4 penalty on attack rolls.

**Special:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with some larger weapons such as the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

### Expanded Knowledge (**Power**)

You have access to powers beyond others of your discipline.

**Prerequisites:** Psionic Level 1 scenario, manifester level 3<sup>rd</sup>.

**Benefit:** Add to your psionic powers known one additional psionic power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list.

**Special:** You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

### Extend Power (**Power**)

You can manifest powers that last longer than normal.

**Benefit:** To use this feat, you must expend your focus. You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

### Extend Spell (**Magic**)

You can cast spells that last longer than normal.

**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell costs 2 power points more than the spell's base cost; the new cost cannot be greater than your spellcaster level.

### Extra Turning (**Magic**)

You are more attuned to your connection with positive (or negative) energy.

**Prerequisite:** Divine Level 1 scenario, ability to turn or rebuke creatures.

**Benefit:** Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

**Normal:** Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + their Charisma modifier.

**Special:** You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

### **Far Shot (Fighter)**

You can get better range on thrown and non-ballistic ranged weapons.

**Prerequisite:** Point-Blank Shot.

**Benefit:** When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.

### **Fast Plus (General)**

Your drive to excel enables you to progress faster toward becoming a truly dexterous hero.

**Prerequisite:** Heroic Level 1 scenario, Fast Hero level 1.

**Benefit:** You gain two talents from the Fast Hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

### **Fell Shot (Power)**

When you focus you can strike your foes at range with greater chances of scoring a critical hit.

**Prerequisite:** Dex 13, Point-Blank Shot, Power Shot, base attack bonus +5.

**Benefit:** To use this feat, you must expend your focus. Your next ranged attack automatically threatens the target if it hits and the target is within 30 feet. If your attack misses, you still expend your focus.

### **Fleet of Foot (General)**



You can turn on a dime.

**Prerequisite:** Run.

**Benefit:** When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

**Normal:** Without this feat, you can run or charge only in a straight line.

### **Focused (Expert)**

You maintain your focus even under difficult circumstances.

**Benefit:** You get a +2 bonus to Balance checks and Concentration checks.

### **Force of Will (General)**

You are able to resist mental attacks with extreme force of will.

**Prerequisite:** Iron Will.

**Benefit:** Whenever you fail a Will save, you immediately get a re-roll; the second result stands, even if it was worse than the first result.

### **Force Stop (Expert)**

You are versed in vehicle-to-vehicle arrest techniques.

**Prerequisites:** Tech Level 3 scenario, Drive 4 ranks, Vehicle Expert.

**Benefit:** When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so

that they form a tee. The vehicles at least temporarily end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

## Feats: G-H

### **Gearhead (Expert)**

You get along better with machines than people.

**Prerequisite:** Tech Level 5 scenario.

**Benefit:** You get a +2 bonus on Computer Use checks and Repair checks.

### **Great Cleave (Fighter)**

When you start dropping opponents, you don't stop.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

### **Great Fortitude (General)**

You have a greater fortitude than most.

**Benefit:** You get a +2 bonus on Fortitude saving throws.

### **Greater Power Endowment (Power)**

You can infuse your powers with even greater potency, making them more difficult to resist.

**Prerequisite:** Power Endowment.

**Benefit:** When you use the Power Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

### **Greater Power Fist (Power)**



You can charge your unarmed strike or natural weapon with additional damage potential.

**Prerequisite:** Str 13, Power Fist, base attack bonus +5.

**Benefit:** When you use the Power Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

### **Greater Power Penetration (Power)**

Your powers are especially potent at breaking through others' resistance.

**Prerequisite:** Psionic Level 1 scenario, Power Penetration.

**Benefit:** To use this feat, you must expend your focus. You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration.

**Special:** A mutant's super-powers are supernatural abilities, and thus are not subject to power resistance or spell resistance.

### **Greater Power Shot (Power)**

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Point-Blank Shot, Power Shot, base attack bonus +5.

**Benefit:** When you use the Power Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

**Special:** In the case of a mutant taking this feat, the Power Shot can only be applied to innate ranged powers, not to external ranged attacks like bows or guns.

### **Greater Power Specialization (Power)**

You deal more damage with your powers.

**Prerequisites:** Power Specialization, Weapon Focus (ray), manifester level 10th.

**Benefit:** Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

### Greater Psionic Weapon (Power)

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Psionic Level 1 scenario, Str 13, Psionic Weapon, base attack bonus +5.

**Benefit:** When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

### Greater Spell Focus (Magic)

Choose a school of magic to which you already have applied the Spell Focus feat; your spells in that school are even more difficult to resist.

**Prerequisite:** Spell Focus in the selected school of magic.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

### Greater Spell Penetration (Magic)

Your spells are able to better penetrate the magic resistance of opponents.

**Prerequisite:** Spell Penetration.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration, for a total of a +4 bonus.

### Greater Two-Weapon Fighting (Fighter)

You are a master of wielding two weapons simultaneously.

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

**Benefit:** You get a third attack with your off-hand weapon, albeit at a –10 penalty.

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

### Greater Weapon Focus (Fighter)

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Fighter level 8th.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A Fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

### Greater Weapon Specialization (Fighter)

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Fighter level 12th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

**Special:** You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Guide (Expert)

You know how to get around and stay alive in the wild.

**Benefit:** You get a +2 bonus to Navigate checks and Survival checks.

### Hair Trigger (Expert)

You have developed a delicate sense of timing, and your area attacks hit your foes when they're ill-prepared to defend against them.

**Prerequisite:** Base attack bonus +6.

**Benefit:** Whenever you make an attack from your mecha that requires enemies to make Reflex saving throws, the DC for such saves is increased by +2.

### Heighten Spell (Magic)

You are able to augment your spells, increasing their power.

**Benefit:** A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other Magic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a Lesser Globe of Invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and costs as much to cast as a spell of its effective level; the new cost cannot be greater than your spellcaster level.

For example, a Fireball, normally a 3<sup>rd</sup>-level spell, costs 5 power points. However, a 7<sup>th</sup>-level arcane spellcaster with Heighten Spell could heighten the Fireball to be the equivalent of a 4<sup>th</sup>-level spell, costing 7 power points, and then the spell would be treated for all intents and purposes as a 4<sup>th</sup>-level spell.

### Heroic Surge (General)

You are able to push yourself that little bit further when it matters most.

**Prerequisite:** Heroic Level 1 campaign, at least one level in any Hero class.

**Benefit:** The character may take an extra move action or standard action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on their character level (as shown below), but never more than once per round.

#### Character Level Times per Day

|                                    |   |
|------------------------------------|---|
| 1 <sup>st</sup> -4 <sup>th</sup>   | 1 |
| 5 <sup>th</sup> -8 <sup>th</sup>   | 2 |
| 9 <sup>th</sup> -12 <sup>th</sup>  | 3 |
| 13 <sup>th</sup> -16 <sup>th</sup> | 4 |
| 17 <sup>th</sup> -20 <sup>th</sup> | 5 |

### Hostile Mind (Power)

Your mind recoils violently against those who use psionics against you.

**Prerequisite:** Psionic Level 1 scenario, Cha 15.

**Benefit:** Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use psionic powers (if you have a psionic power point reserve or psi-like abilities).

Feats: I

### **Imbue Arms & Armor (Power; Item Creation)**

You can create psionic weapons, armor, and shields.

**Prerequisite:** Psionic Level 1 scenario, Manifester level 5<sup>th</sup>.

**Benefit:** You can imbue any weapon, armor, or shield with any psionic power whose prerequisites you meet. Imbuing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To imbue a weapon, armor, or shield, you must spend 1/20<sup>th</sup> of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be imbued must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enhance that item in the first place.

### **Imbue Cognizance Crystal (Power; Item Creation)**

You can create psionic cognizance crystals that store power points.

**Prerequisite:** Psionic Level 1 scenario, Manifester level 3<sup>rd</sup>.

**Benefit:** You can imbue a cognizance crystal. Doing so takes one day for each 1,000 gp in its base price. The base price of a cognizance crystal is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To create a cognizance crystal, you must spend 1/20<sup>th</sup> of its base price in XP and use up raw materials costing one-half its base price. See the description of Item Creation feats at the beginning of this section for more details.

### **Imbue Construct (Power; Item Creation)**

You can infuse your power into Constructs to serve you.

**Prerequisite:** Psionic Level 1 scenario, Imbue Arms & Armor and Imbue Universal Item.

**Benefit:** You can create any Construct whose prerequisites you meet. Doing so takes one day for each 1,000 gp in its base price. To create a Construct, you must spend 1/20<sup>th</sup> of its base price in XP and use up raw materials costing one-half its base price. See the description of Item Creation feats at the beginning of this section for more details.

### **Imbue Dorje (Power; Item Creation)**

You can create slender crystal wands called dorjes than manifest powers when charges are expended.

**Prerequisite:** Psionic Level 1 scenario, manifester level 5<sup>th</sup>.

**Benefit:** You can imbue a dorje with any psionic power you know of 4<sup>th</sup>-level or less. Imbuing a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifest level x the power level x 750 gp. To imbue a dorje, you must spend 1/20<sup>th</sup> of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges. Any dorje that stores a power with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

### **Imbue Power Stone (Power; Item Creation)**

You can imprint power stones.

**Prerequisite:** Psionic Level 1 scenario, manifest level 1<sup>st</sup>.

**Benefit:** You can imbue a power stone with any psionic power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored power x its manifest level x 25 gp. To imprint a power stone, you must spend 1/20<sup>th</sup> of this base price in XP and use up raw materials costing one-half of this base price.



Any power stone that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

### **Imbue Psicrown (Power; Item Creation)**

You can imbue crystalline crowns with multiple psionic effects, known as psicrowns.

**Prerequisite:** Psionic Level 1 scenario, Manifester level 10<sup>th</sup>.

**Benefit:** You can imbue any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price. To imbue a psicrown with psionic powers, you must spend 1/20<sup>th</sup> of its base price in XP and use up raw materials costing one-half of its base price. Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

### **Imbue Ring (Power; Item Creation)**

You can forge enchanted rings based on your power type (arcane, divine, or psionic).

**Prerequisite:** Arcane Level 1 or Divine Level 1 or Psionic Level 1 scenario, caster level 10<sup>th</sup>.

**Benefit:** You can enchant (if taken as a Magic feat) or imbue (if taken as a Power feat) any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/20<sup>th</sup> of its base price in XP and use up raw materials costing one-half of its base price.

Some rings incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the ring's base price.

### **Imbue Tattoo (Power; Item Creation)**

You can create imbued tattoos, which store psionic powers within their designs.

**Prerequisite:** Psionic Level 1 scenario, manifester level 3<sup>rd</sup>.

**Benefit:** You can create an imbued tattoo of any power of 3<sup>rd</sup> level or lower that you know and that targets one or more creatures. Scribing an imbued tattoo takes one day. When you create a imbued tattoo, you set the manifest level. The manifest level must be sufficient to manifest the power in question and no higher than your own level. The base price of a imbued tattoo is its power level x its manifest level x 50 gp. To scribe a tattoo, you must spend 1/20<sup>th</sup> of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price.

When you create an imbued tattoo, you make any choices that you would normally make when manifesting the power.

When its wearer physically activates the tattoo, the wearer is the target of the power.

Any tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when crafting the tattoo.

### **Imbue Universal Item (Power; Item Creation)**

You can create psionic items of a miscellaneous nature.

**Prerequisite:** Psionic Level 1 scenario, manifest level 3<sup>rd</sup>.

**Benefit:** You can imbue any universal item whose prerequisites you meet. Crafting a universal item takes one day for each 1,000 gp in its base price. To imbue a universal item, you must spend 1/20<sup>th</sup> of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some universal items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to imbue an item or to mend a broken one.

### **Improved Brawl (Fighter)**

You really know how to give a beating in a fight.

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making an unarmed attack, the character receives a +2 competence bonus on their attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

**Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

### Improved Bull Rush (Fighter)

You know how to push people around in a fight.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

### Improved Combat Martial Arts (Fighter)

You have studied one or more offensive martial arts techniques extensively.

**Prerequisites:** Combat Martial Arts, base attack bonus +4.

**Benefit:** The character's threat range on an unarmed strike improves to 19-20.

**Normal:** A character without this feat threatens a critical hit with an unarmed strike only on a 20.

### Improved Combat Throw (Fighter)

You know how to use your opponent's force against them.

**Prerequisites:** Defensive Martial Arts, Combat Throw, base attack bonus +3.

**Benefit:** In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if they are unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

**Special:** This feat doesn't grant the character more attacks of opportunity than they are normally allowed in a round.

### Improved Counterspell (Magic)

You are adaptable when it comes to countering an opponent's spells.

**Benefit:** When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

**Normal:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### Improved Critical (Fighter)

You know how to find your opponent's weak spots with the chosen weapon.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Benefit:** Choose a weapon type; when using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

### Improved Damage Threshold (General)

You are able to stay on your feet where others would be felled.

**Benefit:** The character increases their massive damage threshold by 3 points.

**Normal:** A character without this feat has a massive damage threshold equal to their current Constitution score. With this feat, the character's massive damage threshold is current Con +3 (per instance of this feat).

**Special:** A character may gain this feat multiple times. Its effects stack.

### Improved Defensive Martial Arts (Fighter)

You have training in multiple defensive martial arts techniques.

**Prerequisite:** Defensive Martial Arts, base attack bonus +4.

**Benefit:** You get an additional +1 competence bonus to your overall Defense bonus, which stacks with Defensive Martial Arts, for a net +2 competence bonus to Defense. Because the competence bonuses affect the character's overall Defense bonus, the bonuses from the Defensive Martial Arts feats affect both parrying and dodging. Furthermore, you declare your parry as a free action.

**Special:** A condition that makes the character lose their Dexterity bonus to AC also makes the character lose competence bonuses. Also, the competence bonuses from Defensive Martial Arts, Improved Defensive Martial Arts, and Advanced Defensive Martial Arts stack, unlike most other types of bonuses.

**Normal:** Readyng a parry untrained is a move action.

### Improved Disarm (Fighter)

You are adept at disarming your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

**Normal:** See the normal disarm rules.

**Special:** This feat is available to a Monk as a 3<sup>rd</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Improved Dodge (Fighter)

You have improved your training in avoiding blows.

**Prerequisites:** Dex 15, Dodge.

**Benefit:** You get an additional +1 dodge bonus to your AC, and you may now ready a dodge as a free action.

**Special:** A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

**Normal:** Readyng a dodge is a move action.

### Improved Familiar (Magic)

You have a familiar beyond the usual ken.

**Prerequisites:** Arcane Level 1 scenario, ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

**Benefit:** When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

| Familiar       | Alignment      | Arcane Spellcaster Level |
|----------------|----------------|--------------------------|
| Shocker lizard | Neutral        | 5 <sup>th</sup>          |
| Stirge         | Neutral        | 5 <sup>th</sup>          |
| Formian worker | Lawful neutral | 7 <sup>th</sup>          |
| Imp            | Lawful evil    | 7 <sup>th</sup>          |
| Pseudodragon   | Neutral good   | 7 <sup>th</sup>          |
| Quasit         | Chaotic evil   | 7 <sup>th</sup>          |

Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

| Familiar                               | Type/Subtype        | Arcane Spellcaster Level |
|----------------------------------------|---------------------|--------------------------|
| Celestial hawk <sup>1</sup>            | Good                | 3rd                      |
| Fiendish Tiny viper snake <sup>2</sup> | Evil                | 3rd                      |
| Air elemental, Small                   | Air                 | 5th                      |
| Earth elemental, Small                 | Earth               | 5th                      |
| Fire elemental, Small                  | Fire                | 5th                      |
| Shocker lizard                         | Electricity         | 5th                      |
| Water elemental, Small                 | Water               | 5th                      |
| Homunculus <sup>3</sup>                | Construct or Undead | 7th                      |
| Ice mephit                             | Cold                | 7th                      |

<sup>1</sup> Or other celestial animal from the standard familiar list.

<sup>2</sup> Or other fiendish animal from the standard familiar list.

<sup>3</sup> The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

### Improved Feint (Fighter)

You know how to lure your opponent into exposing themselves to attack while in combat.

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character can make a Bluff check to feint in combat as a move action.

**Special:** If the character also has Streetfighting, then they receive a +2 bonus on Bluff checks made to feint in melee combat.

**Normal:** Feinting in combat requires an attack action.

### Improved Grapple (Fighter)

You know how to wrestle.

**Prerequisite:** Dex 13, Brawl, and Combat Martial Arts.

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

**Special:** This feat is available to a Monk as a 1<sup>st</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Improved Initiative (Fighter)

Your reaction time is better than most.

**Benefit:** You get a +4 bonus to Initiative checks.

### Improved Knockout Punch (Fighter)

You know where that glass jaw is.

**Prerequisites:** Brawl, Knockout Punch, base attack bonus +6.

**Benefit:** When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

### Improved Natural Healing (General)

You recover from wounds and injury faster than normal.

**Prerequisite:** Base Fortitude save bonus +5.

**Benefit:** You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Attribute damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

**Normal:** Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Attribute damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

### Improved Overrun (Fighter)

Once you line someone up, they're getting run over.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

### Improved Precise Shot (Fighter)

Your ranged attacks are so accurate as to ignore cover and concealment.

**Prerequisites:** Dex 19, Point-Blank Shot, Precise Shot, Base Attack +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted by anything less than total concealment. Total cover and total concealment provide their normal benefits against ranged attacks.

In addition, when you shoot or throw a ranged weapon at a grappling opponent, your attack always targets the desired grappler.

**Normal:** See Cover and Concealment for the AC bonuses of cover and the miss chance given by concealment.

Without this feat, a character who shoots or throws a ranged weapon into a grapple has a 50% chance of striking either combatant (or otherwise divided equally amongst all involved in the grapple).

**Special:** An 11<sup>th</sup>-level Ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if they do not have the prerequisites for it, but only when they are wearing light or no armor.

### Improved Shield Bash (Fighter)

You can use your shield for both offense and defense.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until their next turn.

### Improved Sunder (Fighter)

You have an eye for the weak points in objects, including weapons and armor.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you declare that you are attacking an attended object worn by another character, you do not provoke an attack of opportunity when doing so. You also gain a +4 bonus on any attack roll made to attack an object carried, held, or worn by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object carried, held, or worn by another character. If the attack of opportunity incurred by the Sunder attempt hits, then any resulting damage becomes a negative modifier for the attacker's opposed attack roll against the defender (see the Sunder special attack action for more details).

### Improved Trip (Fighter)

You know techniques in tripping your enemy.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

**Special:** This feat is available to a Monk as a 3<sup>rd</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Improved Turning (Magic)

You are better at turning than most of your caliber.

**Prerequisite:** Divine Level 1 scenario, ability to turn or rebuke creatures.

**Benefit:** You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

### Improved Two-Weapon Fighting (Fighter)

You have trained extensively in wielding two weapons simultaneously.

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

**Benefit:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty. Also, you reduce the penalty for wielding a melee weapon in one hand and a ranged weapon in the other to a –2 penalty to any attacks using those weapons.

**Normal:** Without this feat, you can only get a single extra attack with an off-hand weapon. A character wielding a melee weapon in one hand and a ranged weapon in the other takes a –4 penalty to any attacks using those weapons, on top of any other penalties as a result of wielding two weapons.

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

### Improved Unarmed Strike (Fighter)

See "Combat Martial Arts".

### Inquisitor (Power)

You can tell when someone is lying.

**Prerequisite:** Psionic Level 1 scenario, Wis 13.

**Benefit:** To use this feat, you must expend your focus; you gain a +10 bonus on a Sense Motive check to oppose a Bluff check. You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your focus.

### Investigator (Expert)

You know how to find clues and leads.

**Benefit:** You get a +2 bonus to Gather Information checks and Search checks.

### Iron Will (General)

You have a will of iron.

**Benefit:** You get a +2 bonus to Will saves.

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### Jack of All Trades (General)

You have an amateur's knowledge of all skills, even ones that require training.

**Prerequisite:** Character level 8.

**Benefit:** You may use any skill untrained, including arcane and psionic skills (assuming they're part of the scenario). The costs for class skills versus cross-class skills are unchanged.

### Knockout Punch (Fighter)

You know how to cold-cock someone.

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

### Leadership (General)

Your exploits have attracted a cohort and followers.

**Prerequisite:** Character level 6th.

**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

**Leadership Modifiers:** Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers their Leadership score:

| Leader's Reputation     | Modifier |
|-------------------------|----------|
| Great renown            | +2       |
| Fairness and generosity | +1       |
| Special power           | +1       |
| Failure                 | -1       |
| Aloofness               | -1       |
| Cruelty                 | -2       |

Other modifiers may apply when the character tries to attract a cohort:

| The Leader . . .                           | Modifier |
|--------------------------------------------|----------|
| Has a familiar or animal companion         | -2       |
| Recruits a cohort of a different alignment | -1       |
| Caused the death of a cohort               | -2*      |

\* Cumulative per cohort killed.

Followers have different priorities from cohorts; for attracting new followers, use these modifiers:

| The Leader . . .                                              | Modifier |
|---------------------------------------------------------------|----------|
| Has a stronghold, base of operations, guildhouse, or the like | +2       |
| Moves around a lot                                            | -1       |
| Caused the death of other followers                           | -1       |

As the campaign / scenario progresses, the character will likely earn instances of the modifiers given above, especially with regard to the penalties for subsequent cohort deaths. A character who loses too many cohorts may be reduced to a point wherein they cannot hope to attract a cohort of comparable power level.

| Leadership Score | Cohort Level    | Number of Followers by Level |                 |                 |                 |                 |                 |
|------------------|-----------------|------------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|
|                  |                 | 1 <sup>st</sup>              | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> | 6 <sup>th</sup> |
| 1 or lower       | —               | —                            | —               | —               | —               | —               | —               |
| 2                | 1 <sup>st</sup> | —                            | —               | —               | —               | —               | —               |
| 3                | 2 <sup>nd</sup> | —                            | —               | —               | —               | —               | —               |
| 4                | 3 <sup>rd</sup> | —                            | —               | —               | —               | —               | —               |
| 5                | 3 <sup>rd</sup> | —                            | —               | —               | —               | —               | —               |
| 6                | 4 <sup>th</sup> | —                            | —               | —               | —               | —               | —               |



|              |                  |     |    |   |   |   |   |
|--------------|------------------|-----|----|---|---|---|---|
| 7            | 5 <sup>th</sup>  | —   | —  | — | — | — | — |
| 8            | 5 <sup>th</sup>  | —   | —  | — | — | — | — |
| 9            | 6 <sup>th</sup>  | —   | —  | — | — | — | — |
| 10           | 7 <sup>th</sup>  | 5   | —  | — | — | — | — |
| 11           | 7 <sup>th</sup>  | 6   | —  | — | — | — | — |
| 12           | 8 <sup>th</sup>  | 8   | —  | — | — | — | — |
| 13           | 9 <sup>th</sup>  | 10  | 1  | — | — | — | — |
| 14           | 10 <sup>th</sup> | 15  | 1  | — | — | — | — |
| 15           | 10 <sup>th</sup> | 20  | 2  | 1 | — | — | — |
| 16           | 11 <sup>th</sup> | 25  | 2  | 1 | — | — | — |
| 17           | 12 <sup>th</sup> | 30  | 3  | 1 | 1 | — | — |
| 18           | 12 <sup>th</sup> | 35  | 3  | 1 | 1 | — | — |
| 19           | 13 <sup>th</sup> | 40  | 4  | 2 | 1 | 1 | — |
| 20           | 14 <sup>th</sup> | 50  | 5  | 3 | 2 | 1 | — |
| 21           | 15 <sup>th</sup> | 60  | 6  | 3 | 2 | 1 | 1 |
| 22           | 15 <sup>th</sup> | 75  | 7  | 4 | 2 | 2 | 1 |
| 23           | 16 <sup>th</sup> | 90  | 9  | 5 | 3 | 2 | 1 |
| 24           | 17 <sup>th</sup> | 110 | 11 | 6 | 3 | 2 | 1 |
| 25 or higher | 17 <sup>th</sup> | 135 | 13 | 7 | 4 | 2 | 2 |

**Leadership Score:** A character's base Leadership score equals their level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of a character's Leadership score, they can only recruit a cohort who is two or more levels lower than themselves. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if they recruit a cohort of an alignment different from their own.

Cohorts earn XP as follows; the cohort does not count as a party member when determining the party's XP; divide the cohort's level by the level of the PC with whom they are associated (the character with the Leadership feat who attracted the cohort); multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

For example, a 10<sup>th</sup> level leader has an 8<sup>th</sup> level cohort. The 10<sup>th</sup> level character earns 5,000 XP. The cohort earns 8/10<sup>th</sup>'s of the 5,000 XP, for a total of 4,000 XP.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if the character has acquired more followers, some of which may be higher level than the existing followers.

### Lightning Reflexes (General)

You have faster than normal reflexes.

**Benefit:** You get a +2 bonus to Reflex saves.

### Low Profile (General)

You've kept your head down in the public eye.

**Benefit:** Reduce the character's Reputation bonus by 3 points.

**Special:** You may take this feat multiple times; its effects stack.

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### Magical Aptitude (Magic)

You have a knack for magical endeavors.

**Benefit:** You get a +2 bonus to Spellcraft checks and Use Magic Device checks.

### Manyshot (Fighter)

You can fire two arrows at once.

**Prerequisites:** Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

**Benefit:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a –4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative –2 penalty on the attack roll (for a total penalty of –6 for three arrows and –8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

**Special:** Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A 6th-level Ranger who has chosen the archery combat style is treated as having Manyshot even if they do not have the prerequisites for it, but only when they are wearing light or no armor.

### Martial Weapon Proficiency (General)

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

**Benefit:** You make attack rolls with the selected weapon normally.

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** Berserkers, Fighters, Warlords, and Rangers are proficient with all martial weapons. They need not select this feat. A Cleric or Saint who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to their deity's favored weapon as a bonus feat, if the weapon is a martial one; they need not select it.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

### Mastercrafter (Expert)

You are adept at creating mastercrafted items according to your craft (including tools, vehicles, weapons, and armor as the scenario's Tech Level allows).

**Prerequisites:** Tech Level 1 scenario, appropriate Craft (any) 8 ranks.

**Benefit:** You reduce the XP cost for mastercrafting items by 250 XP per instance of Mastercrafter that you possess.

**Special:** This feat may be taken up to 3 times, according to the prerequisites given above. For each time that it is taken, the character reduces the cost of mastercrafting by an additional 250 XP, up to a maximum of 750 XP for 3 instances of Mastercrafter. In the case of a Techsmith with 3 instances of the Mastercrafter feat, an item can be mastercrafted to a maximum non-magical bonus of +4.

**Normal:** Characters must pay XP from their accumulated XP to build Mastercrafted items. Mastercrafted items can be mastercrafted to a maximum non-magical bonus of +3.

### Maximize Power (Power)

You can manifest powers to maximum effect.

**Benefit:** To use this feat, you must expend your focus; you can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

### Maximize Spell (Magic)

You can cast spells to maximum effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell costs 6 power points more than the spell's base cost; the new cost cannot be greater than your spellcaster level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

### Mecha Crush (Expert)

You can hurl your mecha's body onto opponents to deal tremendous damage.

**Prerequisite:** Tech Level 6 scenario, Mecha Operation.

**Benefit:** As an attack action, you can maneuver your mecha to jump or fall onto opponents, using the mecha's body to crush them. This attack is useful only against creatures at least two size categories smaller than your mecha. The base damage for a crush attack depends on your mecha's size category, as given below. Add 1.5 times your mecha-modified Strength bonus to this base damage to determine the total damage for the attack.

| Mecha Size | Damage |
|------------|--------|
| Large      | 2d6    |
| Huge       | 2d8    |
| Gargantuan | 4d6    |
| Colossal   | 4d8    |

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your mecha's body. Each creature in the affected area must succeed on a Reflex save (DC 10 + your mecha's size modifier for grapple attacks). On a failure, the creature is pinned and automatically takes crush damage each round the pin is maintained.

### Mecha Fling (Expert)

You can pick up an opponent with your mecha and fling it.

**Prerequisite:** Tech Level 6 scenario, Mecha Operation, at least one free hand slot.

**Benefit:** Your mecha can make a grapple check at a -20 penalty against an opponent at least two size categories smaller than it. If the grapple succeeds, you can use an attack action to fling the held opponent on your next action. The range increment for the thrown foe is 10 feet, and the maximum range is 100 feet.

A creature may be thrown horizontally or vertically. If thrown vertically, it takes normal falling damage (1d6 per 10 feet fallen, maximum 20d6). If thrown horizontally, it takes damage as though it had fallen half the distance thrown (rounded down), and you may apply your mecha-modified Strength bonus to the damage.

Your mecha may also fling your opponent at another mecha, vehicle, or creature. To do so, make an attack roll at a -4 penalty, with appropriate range penalties, against the target. If you hit, both the thrown creature and the target take the amount of damage that the thrown creature would have otherwise taken, as given above.

### Mecha Operation (Expert)

You know how to operate a mecha.

**Prerequisite:** Tech Level 6 scenario.

**Benefit:** You do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with mecha controls (see below). You can move normally in a mecha and generally perform any action as if you weren't inside a mecha, subject to the obvious limitations of size. You threaten areas within your reach even if unarmed.

**Normal:** Characters without this feat take a -4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating a mecha. Furthermore, they cannot run or charge.

### Mecha Sweep (Expert)

You can use your mecha to wield improvised weapons and attack several spaces at once.

**Prerequisite:** Tech Level 6 scenario, Mecha Operation, Power Attack, two free hand slots.

**Benefit:** You can use your mecha's great size and strength, along with your own knowledge of balance and leverage, to pick up a heavy object (such as a large tree or boulder) and attack an area as an attack action. The area affected is a half-circle with a radius equal to your mecha's reach. This attack deals damage to all creatures two or more size categories smaller than your mecha within the area. The base damage dealt depends on your mecha's size, as given below. Add 1.5 times your mecha's Strength bonus to this base damage to determine the total damage for the attack.

| Mecha Size | Damage |
|------------|--------|
| Large      | 1d6    |
| Huge       | 1d8    |
| Gargantuan | 2d6    |
| Colossal   | 2d8    |

Though it can deal significant damage, this form of attack is awkward and unbalancing. You take a -2 penalty to your mecha's AC and on Reflex saves until your next turn.

### Mecha Trample (Expert)

Your mecha can knock down and crush opponents.

**Prerequisite:** Tech Level 6 scenario, Mecha Operation, base attack bonus +4.

**Benefit:** When you attempt to overrun an opponent while operating a mecha, the target may not choose to avoid your mecha. If your mecha knocks down the target, your mecha may make one free slam attack against the target, gaining a +4 bonus on the attack roll because the target is prone.

### Mecha Weapon Boost (Expert)

By disabling safeguards and shunting auxiliary power into your weapons, you can attain greater destructive power at the cost of weapon accuracy.

**Prerequisite:** Tech Level 6 scenario, base attack bonus +8, Repair 6 ranks.

**Benefit:** You can take a penalty of up to -5 on your attack roll. If you do, the mecha weapon of your choice deals +1d6 points of damage for each -1 penalty you took. The attack penalty persists until the beginning of your next turn, but the additional damage applies only to the next single attack you make.

### Mecha Weapon Proficiency (Expert)

You know how to acquire targets and fire your mecha's weapons using onboard computers and sensors.

**Prerequisite:** Tech Level 6 scenario, Mecha Operation.

**Benefit:** You no longer suffer the standard penalties on attack rolls while you're in your mecha. You can use any feats that refer to firearms with your ranged mecha weapons. This feat is also required for the built-in weaponry of any powered armor.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made while in a mecha cockpit or with a powered armor's built-in weaponry. Furthermore, they cannot apply firearm feats to a mecha's ranged weapons.

### Medical Expert (Expert)

You have training in helping the sick and injured.

**Benefit:** The character gets a +2 bonus on Craft (pharmaceutical) checks and Treat Injury checks.

**Special:** Remember that the Craft (pharmaceutical) skill can't be used untrained.

### Mental Resistance (Power)

Your mind is armored against mental intrusion.

**Prerequisite:** Psionic Level 1 scenario, base Will save bonus +2.

**Benefit:** Against attacks that do not employ an energy type to deal damage, you gain damage reduction 3/–. In addition, when you are hit with ability damage (but not ability drain or self-incurred ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use psionic powers (if you have a psionic power point reserve or psi-like abilities).

### Metamorphic Transfer (Power)

You can gain a supernatural ability of a metamorphed form.

**Prerequisite:** Wis 13, manifester level 5th.

**Benefit:** Each time you change your form, such as through the Metamorphosis power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses (You are still subject to other restrictions on the use of the ability.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is 10 + your Cha modifier + 1/2 your Hit Dice.

**Normal:** You cannot use the supernatural abilities of creatures whose form you assume.

**Special:** You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

### Meticulous (Expert)

You have exceptional attention to detail.

**Benefit:** The character gets a +2 bonus on Forgery checks and Search checks.

### Mind Over Body (Power)

Your ability damage heals more rapidly.

**Prerequisite:** Con 13.

**Benefit:** You heal ability damage and “ability burn” (self-incurred ability) damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

**Special:** This feat stacks with Improved Natural Healing.

**Normal:** You heal ability damage and ability burn damage at a rate of 1 point per day.

### Mobility (Fighter)

You move deftly through combat.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

### Mounted Archery (Fighter)

You are experienced at firing from the back of a mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

### Mounted Combat (Fighter)

You are experienced in fighting from the back of a mount.

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit (similar to a dodge or parry). The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's touch Armor Class if it's higher than the mount's regular AC.)

### Multi-Talented (Heritage)

You have more than one talent.

**Prerequisite:** Heroic Level 1 scenario, a minimum attribute score of 13 in the Talent's associated Hero class.

**Benefit:** Choose a starting Talent from a Hero class for which you qualify but do not have any levels in; you now possess that Talent and are considered 1<sup>st</sup> level in the associated Hero class for purposes of using the Talent.

**Normal:** A character must have at least one level in the associated Hero class to select a Talent.

Feats: N-O

### Narrow Mind (Power)

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your focus even in the most turbulent situations.

**Prerequisite:** Psionic Level 1 scenario, Wis 13.

**Benefit:** You gain a +4 bonus on Concentration checks you make to become focused.

### Negotiator (Expert)

You are good at gauging and swaying attitudes.

**Benefit:** You get a +2 bonus to Diplomacy checks and Sense Motive checks.

### Nerve Pinch (Fighter)

You can incapacitate foes with a vicelike pinch.

**Prerequisites:** Combat Martial Arts, base attack bonus +4.

**Benefit:** You make a special unarmed attack against a living creature; to do so, you must give up an attack of opportunity to the target, assuming they are aware of you. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails. If you are not hit by the attack of opportunity and your attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds. This ability does not work on creatures without nervous systems or discernible anatomies, such as Oozes and Plants.

**Special:** This feat is available to a Monk as a 1<sup>st</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Nimble (Expert)

You have exceptional flexibility and manual dexterity.

**Benefit:** The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

**Special:** Remember that the Sleight of Hand skill can't be used untrained.

### Nimble Fingers (Expert)

You are adept at manipulating small tools and delicate objects.

**Benefit:** You get a +2 bonus to Disable Device and Repair checks.

**Special:** If the scenario is Tech Level 3 or higher, the player may opt to swap either bonus for a +2 bonus to Demolitions instead.

### Nonlethal Spell (Magic)

You can modify a spell to subdue enemies.

**Benefit:** You may modify a spell that deals lethal damage to deal nonlethal damage instead. All other effects of the spell remain normal (for example, a nonlethal fireball may still set flammable objects ablaze).

A nonlethal spell costs 2 power points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

### Oathbound (General)

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

**Prerequisites:** At least one declared allegiance.

**Benefit:** Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on their skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

**Special:** You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

### Open Minded (General)

You are naturally able to reroute your memory, mind, and skill expertise.

**Benefit:** You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as ½ ranks. You cannot exceed the normal maximum ranks for your level in any skill.

**Special:** You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

### Opportunity Power (Power)

You can make power-enhanced attacks of opportunity.

**Prerequisite:** Psionic Level 1 scenario.

**Benefit:** To use this feat, you must expend your focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free. Manifesting this power is an immediate action. You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the psionic power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

**Special:** As a mutant's focus costs a move action, it is impossible for a mutant to activate their power as an immediate action attack of opportunity.

**Normal:** Attacks of opportunity can be made only with melee weapons.

### Overchannel (Power)

You can expend your life force to strengthen your powers.

**Benefit:** While manifesting a power, you can increase your effective manifester level by one (1), but in so doing you take 1d8 points of damage. At 8<sup>th</sup> level, you can choose to increase your effective manifester level by two (2), but you take 3d8 points of damage. At 15<sup>th</sup> level, you can increase your effective manifester level by three (3), but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and (in the case of psionic powers) overcoming power resistance.

**Normal:** Your manifester level is equal to your total levels in classes that manifest powers.



Feats: P

### Personal Firearms Proficiency (**Fighter**)

You are competent with personal firearms.

**Benefit:** The character can fire any personal firearm without penalty.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

### Persuasive (**Expert**)

You have a way with words and body language.

**Benefit:** You get a +2 bonus to Bluff checks and Intimidate checks.

### Planetary Adaptation (**Heritage**)

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

**Prerequisite:** Tech Level 6 scenario or GM's permission.

**Benefit:** You gain one of the benefits listed below, depending on your planet of origin.

*Barren World:* You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

*Cold World:* You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

*Dark World:* You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

*High-G World:* You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.

*Hot World:* You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.

*Low-G World:* You gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.

*Water World:* You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

**Special:** You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

### Point-Blank Shot (**Fighter**)

You use ranged weapons with greater accuracy at close range.

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

### Power Attack (**Fighter**)

You can deliver more damage in your melee attacks by sacrificing accuracy.

**Prerequisite:** Str 13.

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

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.

### Power Crit (**Fighter**)

You may threaten a critical hit if you succeed in hitting an opponent.

**Prerequisite:** Heroic Level 1 or higher scenario, Base attack bonus +10, proficiency with weapon.

**Benefit:** You may spend an Action Point before making an attack with a weapon with which you are proficient. If the attack hits, it automatically threatens a critical hit (regardless of whether the attack roll falls within the weapon's actual threat range). You must roll to confirm the critical hit, as normal. This is a supernatural ability.

**Normal:** You must roll in the threat range of a weapon, then confirm that threat to score a critical hit.

### Power Endowment (Power)

You can endow your manifestations with more concentrated focus.

**Benefit:** To use this feat, you must expend your focus; you add 1 to the save DC of a power you manifest.

### Power Fist (Power)

You can charge your unarmed strike or natural weapon with additional damage potential.

**Prerequisite:** Str 13.

**Benefit:** To use this feat, you must expend your focus; your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your focus.

### Power Penetration (Power)

Your powers are especially potent, breaking through power resistance more readily than normal.

**Prerequisite:** Psionic Level 1 scenario.

**Benefit:** To use this feat, you must expend your focus. You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

**Special:** A mutant's super-powers are supernatural abilities, and thus are not subject to power resistance or spell resistance.

### Power Reservoir (Power)



You have access to hidden reserves of power.

**Benefit:** You gain bonus power points equal to your character level. Whenever your character level increases, so does your power point pool. If you have multiple power point pools (ie. psionic power points and super power points), then you must choose which pool to apply this feat to.

**Special:** This feat may be taken twice, once for each power point pool.

### Power Shot (Power)

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Point-Blank Shot.

**Benefit:** To use this feat, you must expend your focus; your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

**Special:** In the case of a mutant taking this feat, the Power Shot can only be applied to innate ranged powers, not to external ranged attacks like bows or guns.

### Power Specialization (Power)

You deal more damage with your powers.

**Prerequisites:** Weapon Focus (ray), manifester level 4th.

**Benefit:** With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key attribute modifier to the damage in addition to the 2 points from Power Specialization.

**Special:** Wisdom is considered the key attribute for super-powered Mutants using Power Specialization.

**Precise Shot (Fighter)**

You know how to place your shot in tight quarters.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

**Psionic Affinity (Power)**

You have a knack for psionic endeavors.

**Benefit:** You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

**Psionic Body (Power)**

Your mind reinforces your body.

**Prerequisite:** Psionic Level 1 scenario, at least one level in a psionic class (Psion or Warmind).

**Benefit:** When you take this feat, you gain 5 hit points for each Power feat you have, including this one. Whenever you take another Power feat, you gain 5 more hit points.

**Psionic Charge (Power)**

You can charge in a crooked line.

**Prerequisite:** Psionic Level 1 scenario, Dex 13, Speed of Thought.

**Benefit:** To use this feat, you must expend your focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a hex that blocks or slows movement, or one that contains a creature. You must have line of sight to the opponent at the start of your turn.

**Psionic Dodge (Power)**

You are psychically sensitive to enemy attacks, making you preternaturally competent at dodging blows.

**Prerequisite:** Psionic Level 1 scenario, Dex 13, Dodge.

**Benefit:** You must be focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat. You can also expend your focus to get a re-roll on a failed dodge attempt, but you must accept the result of the second roll, even if it's worse than the first.

**Psionic Heritage (Heritage)**

You have always had innate psychic power.

**Prerequisite:** Psionic Level 1 scenario.

**Benefit:** Select a Basic psionic manifester class (Psion, Warmind, Wilder); you have the 1<sup>st</sup>-level manifesting capability of that class, with 2 psionic power points. You manifest at 1<sup>st</sup>-level of ability.

If you take one or more levels in the selected manifesting class, then your effective manifester level for that class is now equal to your character level. Add the power points from your Psionic Heritage to your psionic power point pool.

**Normal:** A character's manifester level is equal to the class level of the class granting the psionic powers, not the character's overall character level.

**Psionic Meditation (Power)**

You can focus your mind faster than normal, even under duress.

**Prerequisite:** Psionic Level 1, Wis 13, Concentration 7 ranks.

**Benefit:** You can take a move action to become focused.

**Normal:** A character without this feat must take a full-round action to become focused (see Concentration skill).

### Psionic Weapon (Power)

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Psionic Level 1 scenario, Str 13.

**Benefit:** To use this feat, you must expend your focus; your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your focus.

Feats: Q-R

### Quick Draw (Fighter)

You are quick on the draw.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at their full normal rate of attacks (much like a character with a bow).

**Normal:** Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

### Quick Reload (Fighter)

You are adept at quickly reloading firearms, including crossbows.

**Prerequisite:** Base attack bonus +1, proficiency with the weapon to be reloaded.

**Benefit:** Reloading a hand crossbow or light crossbow, or a firearm with an already filled box magazine or speed loader, is a free action. Reloading a heavy crossbow, a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

**Normal:** Reloading a hand/light crossbow or a firearm with an already filled box magazine or speed loader is a move action. Reloading a heavy crossbow, a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

### Quickened Power (Power)

You can manifest a power with a moment's thought.

**Benefit:** To use this feat, you must expend your focus; you can quicken a power, manifesting it as a swift action.

You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened. Manifesting a quickened power does not provoke attacks of opportunity.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

### Quickened Spell (Magic)

You can cast a spell with but a thought.

**Benefit:** Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell cost 8 power points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

Casting a quickened spell doesn't provoke an attack of opportunity.

**Special:** This feat can't be applied to any spell cast spontaneously (including Saint spells, Sorcerer spells, Bard spells, and Cleric / Druid spells cast spontaneously), since applying a Magic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

### Rapid Metabolism (General)

Your wounds heal rapidly.

**Prerequisite:** Con 13.

**Benefit:** You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Treat Injury skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

### **Rapid Shot (Fighter)**

You can make a barrage of ranged attacks at the cost of accuracy.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a –2 penalty. You must use the full attack action to use this feat.

**Special:** A 2<sup>nd</sup>-level Ranger who has chosen the archery combat style is treated as having Rapid Shot, even if they do not have the prerequisites for it, but only when they are wearing light or no armor.

### **Reach Spell (Magic)**

You can cast touch spells without touching the spell recipient.

**Benefit:** You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. You must succeed at a ranged touch attack to cast the spell upon the recipient. A reach spell costs 4 power points more than the base spell’s cost; the new cost cannot be greater than your spellcaster level.

### **Reckless Offense (Fighter)**

You can shift your focus from defense to offense.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When you use the attack action or full attack action in melee, you can take a penalty of –4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

### **Renown (General)**

You have established a name for yourself.

**Benefit:** Your Reputation bonus increases by +3.

**Special:** This feat may be taken multiple times; its effects stack.

### **Return Shot (Power)**

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

**Prerequisite:** Psionic Level 1 scenario, Point-Blank Shot, Power Shot, Fell Shot, base attack bonus +3.

**Benefit:** To use this feat, you must expend your focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is an immediate free action.

**Special:** If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

### **Ride-By Attack (Fighter)**

You can perform hit-and-run attacks from the back of a mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can’t exceed

double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

**Normal:** You resolve your attack at the end of a charge move, not during it.

### Run (General)

You have an extra gear.

**Benefit:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### Feats: Sa-Sp

#### Sacred Spell (Magic)

You can cast spells imbued with divine energy.

**Prerequisite:** 1<sup>st</sup>-level divine spellcaster.

**Benefit:** Half of the damage dealt by a sacred spell is converted into divine energy, and as such is not prevented by abilities or spells that reduce or prevent damage from a particular type of energy. For example, half the damage from a sacred Fireball spell would not be negated by fire resistance or fire immunity. Only spells that deal damage may be made into sacred spells.

A sacred spell costs 4 points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

#### Salvage (Expert)

You can salvage parts from destroyed vehicles, mecha, starships, robots, and cybernetic attachments.

**Prerequisite:** Tech Level 5 scenario, Craft (Electrical) 5 ranks and Craft (Mechanical) 5 ranks.

**Benefit:** Salvaging a destroyed vehicle, mecha, starship, robot, or cybernetic attachment takes time, as noted below (see Table: Salvage). At the end of this time, make a Search DC 20 check. If the check fails, you find nothing of value in that time. If you wish, you may take 20 to ensure you're finding whatever is available, but that takes 20 times the amount of time listed, and the first instance does not count towards that time. If the check succeeds, you may attempt the appropriate Craft check, Craft (electrical) and/or Craft (mechanical), to see if you can successfully salvage whatever is of value. The Craft attempt(s) to actually salvage the value of the destroyed object takes the same amount of time as the Search time given on Table: Salvage.

If you succeed in the required Craft check(s), you salvage an amount of Wealth equal to the original Purchase DC of the salvaged item, minus 16 (approx. 1% of the original value), plus the modifier given on the Table: Salvage. Effectively, you are either gaining the Wealth by selling the salvaged parts for scrap or by using them to offset the cost of future building projects. If you wish to (or need to), you can take 20 on the Craft check(s), for 20x the required time.

Note that some machines can be salvaged for a better value with a better Craft check, based on the chart. For example, a Huge or smaller Vehicle with an original Purchase DC of 30 (\$35,000) needs a minimum Craft check DC 15 to salvage a value of 30 (the original value of the vehicle) – 16 (base 1% of the original value salvaged) + 1 (as per the Salvage table for a Huge vehicle) = Purchase DC 15 (\$500) in 30 minutes. If the Craft check were 20-24, then the value salvaged would have been 30 – 16 + 2 = Purchase DC 16 (\$650), while a Craft check of 25 or higher would have salvaged a value of 30 – 16 + 3 = Purchase DC 17 (\$900).

Conversely, a Gargantuan starfighter with an original Purchase DC of 48 (\$6.5M) requires a minimum Craft check of 30 to salvage a value of 48 – 16 + 3 = Purchase DC 35 (\$150,000). However, if the salvager could succeed with a Craft check of 35-39, then they would salvage a value of 48 – 16 + 5 = Purchase DC 37 (\$275,000), and if the salvage could somehow get 40+ on their check, then they would be able to salvage a value of 48 – 16 + 8 = Purchase DC 40 (\$650,000).

Table: Salvage

| Salvaged Machine Vehicle | Time Required (Search & Craft) | Craft Check DC | Craft Skill Required | Wealth Increase |
|--------------------------|--------------------------------|----------------|----------------------|-----------------|
| Huge or smaller          | 30 min.                        | 15             | Mechanical           | +1              |
| Gargantuan               | 1 hr.                          | 20             | Mechanical           | +2              |
| Colossal                 | 3 hr.                          | 25             | Mechanical           | +3              |

**Mecha**

|                 |         |    |                           |    |
|-----------------|---------|----|---------------------------|----|
| Huge or smaller | 30 min. | 25 | Electrical and Mechanical | +2 |
| Gargantuan      | 1 hr.   | 30 | Electrical and Mechanical | +4 |
| Colossal        | 3 hr.   | 35 | Electrical and Mechanical | +6 |

**Starship**

|                       |                     |    |                           |    |
|-----------------------|---------------------|----|---------------------------|----|
| Gargantuan            | 1 hr.               | 30 | Electrical and Mechanical | +3 |
| Colossal (Ultralight) | 3 hr.               | 35 | Electrical and Mechanical | +5 |
| Colossal (Light+)     | 6+ hr. <sup>1</sup> | 40 | Electrical and Mechanical | +8 |

**Robot**

|                 |         |    |                           |    |
|-----------------|---------|----|---------------------------|----|
| Tiny or smaller | 10 min. | 20 | Electrical and Mechanical | +1 |
| Small to Large  | 30 min. | 25 | Electrical and Mechanical | +2 |
| Huge or bigger  | 1 hr.   | 30 | Electrical and Mechanical | +3 |

**Cybernetic Attachment**

|             |         |    |            |    |
|-------------|---------|----|------------|----|
| Replacement | 10 min. | 15 | Electrical | +1 |
| Enhancement | 30 min. | 20 | Electrical | +2 |

**Differing Tech Level**

|                            |                 |                 |               |                 |
|----------------------------|-----------------|-----------------|---------------|-----------------|
| -1 Tech Level <sup>2</sup> | x½ <sup>3</sup> | -5 <sup>2</sup> | Same as above | -2 <sup>2</sup> |
| +1 Tech Level <sup>4</sup> | x2 <sup>3</sup> | +10             | Same as above | +5              |

<sup>1</sup> A Starship takes 6 hours per size category of Colossal above Ultralight; so 6 hours for a Light Colossal vessel, 12 hours for a Medium Colossal vessel, 18 for a Heavy Colossal vessel, and 24 hours for a Superheavy Colossal vessel.

<sup>2</sup> A character may salvage machinery more than 1 Tech Level lower than their own; for each tier below their own Tech Level, modifiers apply.

<sup>3</sup> These are the time multipliers to be applied; it takes half as long as listed for each Tech Level below the character's, and twice as long to attempt to salvage something of a higher Tech Level.

<sup>4</sup> A character with the Salvage feat may only attempt to salvage something from one Tech Level higher than their own; two Tech Levels higher is simply too advanced for the character to salvage effectively.

**Normal:** A character without Salvage can only salvage from their own Tech Level and lower, and they always receive a -16 to the original Purchase DC as the recovered value of the salvaged machinery. Also, a character without Salvage does not have the option of taking 10 or taking 20 on either the Search check or the relevant Craft check(s).

**Second Skin (Power)**

You can create an ectoplasmic sheath around your body that moves with you.

**Prerequisite:** Concentration 5 ranks, Astral Construct power.

**Benefit:** By expending your focus, you can manifest a Second Skin as a full-round action. The Second Skin has all the physical stats of the corresponding Astral Construct, behaving like a suit of armor for the manifester. With that in mind, Second Skin cannot be used while wearing any sort of armor; the ectoplasmic sheath must be in contact with the wearer. While the Second Skin is active, you cannot regain your focus; you are maintaining the Second Skin. The Second Skin costs the same amount of power points as the corresponding Astral Construct.



## Second Skin Statistics by Power Level

| Second Skin Level (PP) | Standard AC Bonus | -----T/ACTical modifiers-----<br>Hardness / Hit Points | Size | Abilities | Damage Reduction | Str / Slam Attack |
|------------------------|-------------------|--------------------------------------------------------|------|-----------|------------------|-------------------|
| 1 <sup>st</sup> (1)    | +5                | 5 Hardness / 25                                        | S    | 1 Menu A  | --               | 15 / 1d4+2        |
| 2 <sup>nd</sup> (3)    | +6                | 6 Hardness / 30                                        | M    | 1 Menu A  | --               | 17 / 1d6+3        |
| 3 <sup>rd</sup> (5)    | +8                | 8 Hardness / 40                                        | M    | 1 Menu A  | --               | 21 / 1d6+5        |
| 4 <sup>th</sup> (7)    | +10               | 10 Hardness / 50                                       | M    | 1 Menu B  | --               | 25 / 1d6+7        |
| 5 <sup>th</sup> (9)    | +12               | 10 Hardness / 60                                       | L    | 1 Menu B  | 5/magic          | 29 / 1d8+9        |
| *6 <sup>th</sup> (11)  | +15               | 15 Hardness / 75                                       | L    | 1 Menu B  | 10/magic         | 33 / 1d8+11       |
| *7 <sup>th</sup> (13)  | +16               | 15 Hardness / 80                                       | L    | 1 Menu C  | 10/magic         | 35 / 1d8+12       |
| *8 <sup>th</sup> (15)  | +18               | 15 Hardness / 90                                       | L    | 1 Menu C  | 15/magic         | 39 / 1d8+14       |
| *9 <sup>th</sup> (17)  | +20               | 20 Hardness / 100                                      | H    | 2 Menu C  | 15/magic         | 43 / 2d6+16       |

\* These levels of Second Skin are only available to psionic characters if it's a minimum Psionic Level 5 scenario.

**Second Skin Level (PP):** This is the equivalent level of the Astral Construct being manifested, and its base power point cost.

**Standard AC Bonus:** This is the bonus offered to AC by the skin. It does not stack with other armor AC modifiers.

**T/ACTical modifiers (Hardness / Hit Points / Size):** Use these stats only if your GM is using the T/ACTical combat rules. "Hardness" is how much hardness the Second Skin has. "Hit Points" is how many hit points the Second Skin has before being destroyed; any excess damage carries over to the manifester. "Size" is the maximum size manifester that can be completely covered by the Second Skin; if a character is not completely covered by the Second Skin, then any attack roll beating the character's full AC hits the character and is applied to the character directly. If a character is completely covered by the Second Skin, then every attack is applied to the Second Skin first, and the character's full AC is only used for purposes of confirming threats for potential critical hits.

Despite the fact that the Second Skin is a construct, the character can still be critically hit.

**Abilities:** The character can choose one or more abilities from the following Ability charts below, depending on what level of Second Skin they're manifesting.

**Damage Reduction:** The innate level of damage reduction of the Second Skin.

**Str / Slam Attack:** The Strength attribute of the Second Skin and the damage it inflicts with a blow. Note that, while the manifester is wearing a Second Skin, they are considered armed.

### Second Skin Menu A

| Ability      | Effect                                                                               |
|--------------|--------------------------------------------------------------------------------------|
| Buff         | +5 hit points                                                                        |
| Celerity     | +10' land speed                                                                      |
| Fins         | swim speed of 30'                                                                    |
| Lasting Skin | duration of power changes from 1 rd./level to 1 min./level                           |
| Wings        | flight speed of 20' (average maneuverability)                                        |
| Resistance   | energy resist 5 against one energy type of choice (fire, cold, acid, or electricity) |
| Tail         | Improved Trip                                                                        |

### Second Skin Menu B

| Ability           | Effect                                                      |
|-------------------|-------------------------------------------------------------|
| Fast Healing      | skin has Fast Healing 2                                     |
| Four Eyes         | darkvision / low-light vision                               |
| Improved Buff     | +15 hit points                                              |
| Improved Wings    | flight speed of 40' (average maneuverability)               |
| Long-Lasting Skin | duration of power changes from 1 rd./level to 10 min./level |
| Tentacles         | Improved Grab                                               |
| Versatile         | take 2 selections from Menu A instead                       |

## Second Skin Menu C

| Ability            | Effect                                                                     |
|--------------------|----------------------------------------------------------------------------|
| Crushing Tentacles | Constrict (Improved Grab that also inflicts Slam damage)                   |
| Extra Buff         | +30 hit points                                                             |
| Juggernaut         | Trample (as Mecha Trample)                                                 |
| Psychic Membrane   | blindsight                                                                 |
| Rending Claws      | Rend (do an additional 2d6 + 1.5x Str. modifier extra when both claws hit) |
| Second Skin        | duration of power changes from 1 rd./level to 1 hour/level                 |
| Versatile          | take 2 selections from Menu B instead                                      |

The Second Skin counts as the character's manifestation of Astral Construct, meaning they cannot also create a separate Astral Construct while wearing a Second Skin. If a character creates one while the other is present, the first one is automatically dispelled in favor of the new manifestation.

**Special:** Characters with the Boost Construct feat can use it to give their Second Skin an additional ability.

### Shield Parry (Fighter)

Your awareness of the battlefield and your proficiency with a shield allow you to carefully time a parry against an incoming attack.

**Prerequisites:** Wis 13, Base Attack +1, Shield Proficiency.

**Benefit:** You can use your shield, as an immediate action once per round, to Parry any incoming attack (that you are aware of) that requires a roll to hit, whether ranged or melee. On a successful Parry you resolve the attack against the shield, reducing the damage done by half or negating the effect, as applicable. This ability does not stack with Defensive Martial Arts; the character can either attempt to Parry as normal or use their Shield Parry each round.

**Normal:** A proficient character who is using a shield gets the shield's equipment AC bonus to their full AC. The character typically does not have the option of resolving an incoming attack against their shield. Also, Parry attempts typically cannot be used against ranged attacks.

### Shield Proficiency (General)

You are proficient with bucklers, small shields, and large shields.

**Benefit:** You can use a shield and suffer only the standard penalties.

**Normal:** A character who is using a shield with which they are not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Bards, Berserkers, Clerics, Fighters, Warminds, and Rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

### Shot on the Run (Fighter)

You know how to draw a bead while running.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-Blank Shot, base attack bonus +4.

**Benefit:** When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

**Normal:** Your move action resolves either before or after your standard action, not during it.

### Sidestep Charge (Fighter)

You are skilled at dodging past charging opponents and taking advantage when they miss.

**Prerequisite:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

**Special:** This feat is available to a Monk as a 3<sup>rd</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Signature Spell (Magic)

You are so familiar with a mastered spell that you can spontaneously cast it, converting other prepared spells into that spell.

**Prerequisite:** Spell Mastery.

**Benefit:** Each time you take this feat, choose a spell that you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into this signature spell, just as a Cleric of good alignment may spontaneously cast prepared spells as *Cure* spells.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new spell that meets the prerequisites.

### Silent Spell (Magic)

You don't have to use verbal components for spells if you don't wish to.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell costs 2 power points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

**Special:** Bard spells cannot be enhanced by this Magic feat.

### Simple Weapon Proficiency (General)

**Benefit:** You make attack rolls with simple weapons normally.

**Normal:** When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

**Special:** Typically, only Ordinary and NPC characters might start without the Simple Weapon Proficiency; all player characters are assumed to have this feat, unless otherwise instructed by your GM. Conversely, if you do not want the Simple Weapon Proficiency feat when you start your character, you can talk to your GM about taking another feat in lieu if it fits the character and/or scenario.

### Skill Focus (Expert)

Choose a skill; you are exceptionally well-versed in that skill.

**Benefit:** You get a +3 bonus on all checks involving that skill.

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

### Skip Shot (Fighter)

You can ricochet shots around corners and behind cover.

**Prerequisites:** Point-Blank Shot, Precise Shot.

**Benefit:** If the character has a solid, relatively smooth surface on which to skip an arrow or bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on their attack roll, and the character's attack deals –5 points of damage.

**Special:** The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot. A GM may also rule that a highly reflective surface can be used with a laser weapon to the same effect. However, any weapon that ignores hardness cannot be ricocheted.

### Slightly Different (Heritage)

You are... slightly different.

**Prerequisite:** Mutation Level 1 scenario.

**Benefit:** You have 2 Mutation points.

**Special:** Unless you have the Supernatural Mutation feat as well, you can only spend your Mutation points on Advantages.

### Smart Plus (General)

Your drive to excel enables you to progress faster toward becoming a truly intelligent hero.

**Prerequisite:** Heroic Level 1 scenario, Smart Hero level 1.

**Benefit:** You gain two talents from the Smart Hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Savant, Linguist, Exploit Weakness, Plan, Trick.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the Savant talent, which you can select multiple times. However, each time you select the Savant talent, you must choose a different skill (see the Savant talent's description).

### Snatch Arrow (Fighter)

It's all in the reflexes.

**Prerequisites:** Dex 15, Combat Martial Arts, Deflect Arrows.

**Benefit:** When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

### Spacer (Expert)

You have a special affinity for spacecraft and space travel.

**Prerequisite:** Tech Level 5 scenario.

**Benefits:** You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

### Speed of Thought (Power)

The energy of your mind energizes the alacrity of your body.

**Prerequisite:** Psionic Level 1 scenario, Wis 13.

**Benefit:** As long as you are focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

### Spell Focus (Magic)

Choose a school of magic; your spells from that school are especially effective.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Spell Mastery (Magic)

You have a few spells committed permanently to memory.

**Prerequisite:** Wizard level 1st.

**Benefit:** Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

**Normal:** Without this feat, you must use a spellbook to prepare all your spells, except Read Magic.

### Spell Penetration (Magic)

Your spells are better at piercing spell resistance.

**Benefit:** You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

### Spellslinger (Magic)

You have a gift for magic that allows you to cast more spells than normal.

**Benefit:** You gain bonus power points equal to your character level. Whenever your character level increases, so does your power point pool. If you have multiple power point pools (ie. arcane power points and divine power points), then you must choose which pool to apply this feat to.

**Special:** This feat may be taken twice, once for each spellcasting power point pool.

### Spirited Charge (Fighter)

You know how to leverage the speed and size of your mount into your weapon.

**Prerequisites:** Ride 1 rank, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

### Split Ray (Power)

You can affect two targets with a single ray attack.

**Prerequisite:** Manifestor level 5<sup>th</sup>.

**Benefit:** To use this feat, you must expend your focus. You can split any rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifestor level.

### Spring Attack (Fighter)

You have a fluidity in combat that allows you to weave in and out while striking.

**Prerequisites:** Dex 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

### Feats: St-Su

#### Stand Still (Fighter)

You can prevent foes from fleeing or closing.

**Prerequisite:** Str 13.

**Benefit:** When a foe's movement out of a hex you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in their tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up their move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

#### Starship Battle Run (Expert)

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights.

**Prerequisite:** Tech Level 6 scenario, Dexterity 13, Starship Dodge, Starship Mobility.

**Benefit:** When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby starships, as normal).

### Starship Dodge (Expert)

You are adept at dodging attacks while piloting starships.

**Prerequisite:** Tech Level 6 scenario, Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

**Benefit:** When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's AC against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action. You may ready a move action to dodge any one weapon of your designated opponent, an opposed Pilot skill check with DC equal to the to-hit roll of the chosen attack.

If the starship being piloted is Ultralight-Colossal or smaller, then it completely dodges the attack with a successful opposed Pilot skill check. However, if the skill check fails, the starship is hit as normal. In either case, the pilot can make an immediate move action up to ½ the starship's movement rate. The pilot's initiative order does not change.

If the starship is Light-Colossal or larger, the attack cannot be completely dodged; instead, the pilot can declare that they want to rotate the ship one facing as an immediate action with a successful Pilot skill check. The pilot declares which facing they want to turn to, and then makes the opposed Pilot skill check. If the skill check is failed, the attack resolves its damage on the original flank, and then the starship rotates to the facing the pilot had intended as an immediate action. The pilot's initiative order does not change (see Starship Movement and Combat in the DxD20 GM's Guide).

**Normal:** A starship pilot cannot dodge an incoming attack.

### Starship Feint (Expert)

You are skilled at misleading your enemy in starship combat.

**Prerequisite:** Tech Level 6 scenario, Pilot 9 ranks, Starship Operation (of the appropriate type).

**Benefit:** When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a standard action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat.

**Normal:** Feinting in starship combat is not possible.

### Starship Gunnery (Expert)

You are proficient with starship weapon systems.

**Prerequisite:** Tech Level 6 scenario.

**Benefit:** You do not take a penalty on attack rolls when firing a starship weapon.

**Normal:** Without this feat, you take a –4 nonproficient penalty on attack rolls when firing a starship weapon.

### Starship Mobility (Expert)

You are adept at dodging attacks while piloting starships.

**Prerequisite:** Tech Level 6 scenario, Dexterity 13, Starship Dodge.

**Benefit:** When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +4 dodge bonus to your ship's AC against attacks of opportunity caused when you move out of or within a starship's threatened area. Any condition that makes you lose your Dexterity bonus to AC also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Starship Dodge feat) stack with each other, unlike most types of bonuses.

### Starship Operation (Expert)

Select one of the following types of starships: ultralight, light, mediumweight, heavy, or superheavy. You are proficient at operating starships of that type.

**Prerequisite:** Tech Level 6 scenario, Pilot 2 ranks.

**Benefit:** When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full Defense bonus to the ship's AC.

**Normal:** Without this feat, you take a -4 nonproficient penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's AC.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, mediumweight, heavy, or superheavy).

### Starship Strafe (Expert)

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal.

**Prerequisite:** Starship Gunnery.

**Benefit:** When using a starship's ranged weapon on autofire, you can affect an area equaling ten (10) contiguous pairs of 250-foot hexes. If the strafing is all to the same target from the first hex to the last hex, then the target is effectively hit twice; resolve two autofire results against the target.

**Normal:** A starship weapon on autofire normally affects a roughly 1,000-foot-by-1,000-foot area (3-polyhex space), doing x1 damage.

### Stealthy (Expert)

You are quiet on your feet and shadowed in your step.

**Benefit:** You get a +2 bonus on all Hide checks and Move Silently checks.

### Still Spell (Magic)

You need not gesticulate when casting spells with somatic components.

**Benefit:** A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell costs 2 more power points than the base spell's cost; the new cost cannot be greater than your spellcaster level.

### Strafe (Fighter)



You can use an automatic firearm to spread out fire.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using a firearm on autofire, the character can affect an area four 5-foot hexes long and one hex wide (that is, any four hexes in a straight line). If the strafing is all to the same target from the first hex to the last hex, then the target is effectively hit twice; resolve two autofire results against the target.

**Normal:** A firearm on autofire normally affects a 10-foot-by-10-foot area and does x1 damage.

### Streetfighting (Fighter)

All's fair in love and war.

**Prerequisites:** Brawl, base attack bonus +2.

**Benefit:** Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

### Strong Plus (General)

Your drive to excel enables you to progress faster toward becoming a truly strong hero.

**Prerequisite:** Heroic Level 1 scenario, Strong Hero level 1.

**Benefit:** You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee Smash.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.



### Studious (Expert)

You are a productive bookworm.

**Benefit:** The character gets a +2 bonus on all Decipher Script checks and Research checks.

### Stun Mecha (Expert)

By channeling electricity into an enemy mecha's control system, you can temporarily short it out.

**Prerequisite:** Tech Level 6 scenario, base attack bonus +8, Mecha Operation, Precise Shot.

**Benefit:** If you threaten a critical hit with an electricity attack against another mecha, you may automatically confirm the critical. In addition to suffering the effects of the critical hit, the mecha is automatically stunned for 2d4 rounds. The stunned mecha automatically drops what it is holding and can take no attack or move actions. While the mecha is stunned, apply a -2 penalty to the mecha operator's Defense (even though the operator is not stunned).

### Stunning Fist (Fighter)

You strike at the very core of an enemy's being.

**Prerequisites:** Dex 13, Wis 13, Combat Martial Arts, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, Oozes, Plants, Undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** This feat is available to a Monk as a 1<sup>st</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Supernatural Mutation (Heritage)

You have super-powers, born of some exceptional circumstance.

**Prerequisite:** Mutation Level 5 scenario, non-Construct, non-Elemental, non-Outsider, non-Undead character.

**Benefit:** You acquire the Mutant subtype racial template; choose a mutation level with your GM's permission; minor mutant (2 MP, no level modifier), moderate mutant (10 MP, +1 level modifier), major mutant (20 MP, +2 level modifier), or mega-mutant (30+ MP, +3 level modifier, +1 for each additional 10 MP beyond 30 MP).

You can spend Mutation Points (MP) to take magic spells and/or psionic powers as supernatural abilities, referred to as super-powers. You manifest super-powers at a level equal to your Mutant Level (ML), which is your character level plus your level modifier from Supernatural Mutation (ie. +1 per 10 MP). Do not add any level modifiers from any other sources (such as original race) to your character's ML.

You have a super-power point pool equal to your starting Mutation Points plus your Mutant Level squared with bonus power points given by a high Wisdom score, like a Cleric or Warmind.

Power Points (PP) by Mutant Level (ML)

| ML | PP      | ML | PP       | ML   | PP       |
|----|---------|----|----------|------|----------|
| 1  | 1 + MP  | 8  | 64 + MP  | 15   | 225 + MP |
| 2  | 4 + MP  | 9  | 81 + MP  | 16   | 256 + MP |
| 3  | 9 + MP  | 10 | 100 + MP | 17   | 289 + MP |
| 4  | 16 + MP | 11 | 121 + MP | 18   | 324 + MP |
| 5  | 25 + MP | 12 | 144 + MP | 19   | 361 + MP |
| 6  | 36 + MP | 13 | 169 + MP | 20   | 400 + MP |
| 7  | 49 + MP | 14 | 196 + MP | etc. |          |

With a move action, you can focus to meet the requirements for any Power feat that requires you to expend your focus. However, unlike a psionic character, you cannot maintain your focus; when you gather your

focus by spending a move action, you must expend it immediately with the manifestation of the super-power to be modified by the Power feat.

**Normal:** Characters start with no Mutation Points, and if they do get Mutation Points (typically through taking Drawbacks), they can only buy Advantages (extraordinary abilities; see the section on Mutations for more details).

### **Supernatural Strike (Fighter)**

You have an unnatural ability to score critical hits against creatures that are normally unaffected by critical hits.

**Prerequisite:** Base attack +2, GM's permission.

**Benefit:** When you roll a threat against a creature normally unaffected by critical hits (such as a Construct, Ooze, or Undead), you may check for a critical hit and deal the increased damage if the threat is confirmed. Creatures unaffected by massive damage are still unaffected by massive damage resulting from a critical hit. This is a supernatural ability, meaning it is typically only used in scenarios with supernatural threats.

### **Surface Vehicle Operation (Expert)**

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

**Prerequisite:** Drive 4 ranks (Tech Level 3 scenario for heavy wheeled, powerboat, and/or tracked vehicles).

**Benefit:** The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

**Normal:** Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

**Special:** A character can gain this feat as many as five times. Each time the character takes the feat, they select a different class of surface vehicle.

### **Surgery (Expert)**

You are formally trained in medical methods.

**Prerequisite:** Treat Injury 4 ranks.

**Benefit:** The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

**Normal:** Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

## **Feats: T-U**

### **Thruster Blast (Expert)**

By directing your vectored thrusters all around your mecha, you can kick up a cloud of dust and debris that obscures the battlefield.

**Prerequisite:** Tech Level 6 scenario, Pilot 10 ranks, flight system (jetpack, thruster boots, or ramjet thruster boots).

**Benefit:** You can aim your thruster exhaust toward the ground to create a hemispherical cloud. If you are within 30 feet of the ground and there is loose debris or dust, you can create a cloud with a 50-foot radius centered directly below you. The generated winds snuff out small fires and give guided missiles attacking you a –4 penalty on their attack rolls. Creatures without eye protection caught within the debris cloud are blinded while inside it and for 1 round after emerging from it. The debris cloud grants anyone inside it one-half concealment (20% miss chance). Mecha with sensor systems ignore the concealment effects.

Because some mecha have vectored thrust systems, their flight path isn't affected by the aim of the exhaust. They don't have to hover or fly upward to create the cloud.

### Tough Plus (General)

Your drive to excel enables you to progress faster toward becoming a truly tough hero.

**Prerequisites:** Heroic Level 1 scenario, Tough Hero level 1.

**Benefit:** You gain two talents from the Tough hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Damage Reduction 2/—, Damage Reduction 3/—, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

### Toughness (Heritage)

You are tougher than most.

**Benefit:** You get +1 hit point per character level.

**Special:** A character may gain this feat multiple times. Its effects stack.

### Tower Shield Proficiency (Fighter)

You know how to use a tower shield competently.

**Prerequisite:** Shield Proficiency.

**Benefit:** You can use a tower shield and suffer only the standard penalties.

**Normal:** A character who is using a shield with which they are not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

### Talented (Power)

You can overchannel your powers with less cost to yourself.

**Prerequisite:** Overchannel.

**Benefit:** To use this feat, you must expend your focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

### Track (Expert)

You know how to follow tracks in the wild.

**Benefit:** To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half their normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

| Surface   | Track DC |
|-----------|----------|
| Very soft | 5        |
| Soft      | 10       |
| Firm      | 15       |
| Hard      | 20       |

*Very Soft:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

*Soft:* Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

*Firm:* Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

*Hard:* Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, they can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Table: Tracking Modifiers

| Condition                                              | DC Modifier |
|--------------------------------------------------------|-------------|
| Every three targets in the group being tracked         | −1          |
| <b>Size of targets being tracked:</b> <sup>1</sup>     |             |
| - Fine                                                 | +8          |
| - Diminutive                                           | +4          |
| - Tiny                                                 | +2          |
| - Small                                                | +1          |
| - Medium-size                                          | +0          |
| - Large                                                | −1          |
| - Huge                                                 | −2          |
| - Gargantuan                                           | −4          |
| - Colossal                                             | −8          |
| Every 24 hours since the trail was made                | +1          |
| Every hour of rain since the trail was made            | +1          |
| Fresh snow cover since the trail was made              | +10         |
| <b>Poor visibility:</b> <sup>2</sup>                   |             |
| - Overcast or moonless night                           | +6          |
| - Moonlight                                            | +3          |
| - Fog or precipitation                                 | +3          |
| - Tracked target hides trail (and moves at half speed) | +5          |

<sup>1</sup> For a group of mixed sizes, apply only the modifier for the largest size category represented.

<sup>2</sup> Apply only the largest modifier from this category.

**Normal:** A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

**Special:** A Ranger automatically has Track as a bonus feat; they need not select it.

### Trample (Fighter)

You can run down enemies with your mount.

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

### Trustworthy (Expert)

You have an honest face.

**Benefit:** The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

### Two-Weapon Defense (Fighter)

You are able to use your weapons to defend yourself as well.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

### Two-Weapon Fighting (Fighter)

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

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

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

### Ultra Immune System (General)

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

**Prerequisite:** Con 13.

**Benefits:** You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

### Unavoidable Strike (Power)

When you focus you can strike your foe with a natural weapon and a greater chance of scoring a critical hit.

**Prerequisite:** Psionic Level 1 scenario, Str 13, Power Fist, base attack bonus +5.

**Benefit:** To use this feat, you must expend your focus. Your next natural attack automatically threatens the target if it hits. If your attack misses, you still expend your focus.

**Normal:** A threat requires a natural to-hit roll on the d20 that falls within the weapon's threat range.

### Unbalance Opponent (Fighter)

You know how to keep your enemy off-balance.

**Prerequisites:** Defensive Martial Arts, base attack bonus +6.

**Benefit:** During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add their Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, they still take that penalty.)

The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.

**Special:** This feat is available to a Monk as a 3<sup>rd</sup> Degree Belt class ability; the character need not have the prerequisites in order to select it.

### Unconditional Power (Power)

Disabling conditions cannot hold your mind in check.

**Prerequisite:** Mutation Level 5 or Psionic Level 1 scenario.

**Benefit:** To use this feat, you must expend your focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, confused, nauseated, shaken, or stunned.

Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

### Unstable Mutation I-V (Power)

Your powers continue to evolve.

**Prerequisite:** Mutation Level 5 scenario, Supernatural Mutation, all prior instances of Unstable Mutation feat.

**Benefit:** This is actually five tiered feats; starting with Unstable Mutation I, a character with the Supernatural Mutation feat can take Unstable Mutation I to gain 2 additional Mutation Points (MP) for the purchase of new super-powers or to upgrade their current super-powers. Note that Super-Talents count as super-powers.

For each tier of Unstable Mutation, the character gains 2 MP. So, a character taking Unstable Mutation I gets 2 MP. If that same character then takes Unstable Mutation II later, they gain 4 MP at that time, thus having gained 6 MP total in taking the two feats Unstable Mutation I and Unstable Mutation II. A character who takes Unstable Mutation V gains 10 MP and will have gained a total of 30 MP in taking all 5 Unstable Mutation feats.

**Special:** If the player wishes, and the GM agrees, the character may have the option when taking an Unstable Mutation feat of receiving another 10 MP for the cost of increasing their Mutant Level (ML) by +1.

### Up the Walls (Power)

You can run on walls for brief distances.

**Prerequisite:** Psionic Level 1 scenario, Wis 13.

**Benefit:** While you are focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

**Special:** You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

### Urban Tracking (Expert)

You can track down the location of missing persons or wanted individuals.

**Benefit:** To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

| Population       | DC | Checks Required |
|------------------|----|-----------------|
| Fewer than 2,000 | 5  | 1d4             |
| 2,000–9,999      | 10 | 1d4+1           |
| 10,000–49,999    | 15 | 2d4             |
| 50,000–99,999    | 20 | 2d4+1           |
| 100,000–499,999  | 25 | 3d4             |
| 500,000+         | 30 | 3d4+1           |

| Condition                                            | DC Modifier |
|------------------------------------------------------|-------------|
| Every three creatures in the group being sought      | –1          |
| Every 24 hours the quarry has been missing or sought | +1          |
| Tracked quarry “lies low”                            | +5          |

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn’t know exactly how long the task requires.

**Normal:** A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn’t allow effective trailing.

**Special:** You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

## Feats: V-Z

### Vehicle Dodge (Expert)

You are adept at dodging while piloting a vehicle.

**Prerequisites:** Tech Level 3 scenario, Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

**Benefit:** When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to AC against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action. You can ready a dodge against your designated opponent as a swift action.

**Normal:** You ready a dodge as a move action.

### Vehicle Expert (Expert)

You have a way with vehicles.

**Prerequisite:** Tech Level 3 scenario.

**Benefit:** The character gets a +2 bonus on all Drive checks and Pilot checks.

### Vehicle Specialization (Expert)

You are proficient with one type of vehicle.

**Prerequisite:** Tech Level 3 scenario.

**Benefit:** Choose a vehicle type (civilian aircraft, civilian cars, civilian motorcycles, civilian trucks, civilian water vehicles, other civilian vehicles, or military vehicles). When you are in control of a vehicle of the specified type, you gain a +2 competence bonus on skill checks, ability checks, and saving throws involving the vehicle.

### Weapon Finesse (Fighter)

You have learned to favor grace over power in wielding light weapons.

**Prerequisites:** Base attack bonus +1.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls and Parry attempts. If you carry a shield, its armor check penalty applies to your attack rolls. Note that natural attacks are always considered light weapons.

### Weapon Focus (Fighter)

Choose one type of weapon. You can also choose unarmed strike, grapple, or ray as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Weapon Specialization (Fighter)

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Whirlwind Attack (Fighter)

You can strike all opponents within melee in a dazzling display of offense.

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.



**Benefit:** When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

### **Widen Power (Power)**

You can increase the area of your powers.

**Benefit:** To use this feat, you must expend your focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

### **Widen Spell (Magic)**

You can increase the area of effect of your spells.

**Benefit:** You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell costs 6 power points more than the base spell's cost; the new cost cannot be greater than your spellcaster level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

### **Wild Talent (General)**

Your mind wakes to a previously unrealized talent for psionics.

**Prerequisite:** Psionic Level 1 scenario.

**Benefit:** Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and you can now take Power feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

### **Windfall (General)**

You come into money unexpectedly.

**Benefit:** The character's Wealth score increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

**Special:** A character can select this feat multiple times. Each time, both of its effects stack.

### **Wounding Attack (Power)**

Your vicious attacks wound your foe.

**Prerequisite:** Base attack bonus +8.

**Benefit:** To use this feat, you must expend your focus; you can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your focus.

### **Xenomedic (Expert)**

You know how to provide safe medical treatment to alien life forms.

**Prerequisites:** Tech Level 6 scenario, Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

**Benefits:** You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

**Normal:** Characters without this feat take a –8 penalty on Treat Injury checks (–4 if they have the Surgery feat) when performing surgery on creatures of a different type.

**Special:** This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

### Zero-G Training (Expert)

You can function normally in low gravity or zero gravity.

**Prerequisites:** Tech Level 5 scenario, Dexterity 13, Tumble 4 ranks.

**Benefits:** You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

**Normal:** Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.



## Chapter VII: Equipment and Tech

The DxD20 system offers an array of Tech Levels for adventuring groups to explore, from the Stone Age (Tech Level 0) where civilization hasn't even sprung up, to the Technomancy Synthesis (Tech Level 9) where technology has become one with magic. As such, the tech options for characters are only limited by the technology available to them and their GM's imagination!

Being impossible to list every option here, instead you'll find a cross-section of some of the most common and popular items from Tech Level to Tech Level. Anything that's not here can ideally be developed "on the fly" (see below). Use the equipment lists below, with the Gadgets in mind, as a gauge to help determine the cost of something quickly.

### The Art (and Mechanics) of Buying and Selling

#### Purchase DCs and the Sale Price

As mentioned at the end of Chapter III, a character's Wealth score and the Purchase DC's of items are represented in an abstract fashion, owing to the possibility of adding Gadgets and/or crossing Tech Levels. In a game where there's only one Tech Level, cost and value can be fairly straightforward. There is a base Purchase DC for every item, along with a potential modifier for the required "paperwork"; +1 to the Purchase DC for Licensed tech, +2 for Restricted tech, +3 for Military tech, and +4 for Illegal tech. Once you've determined the modifier, apply it, and convert the Purchase DC to a monetary value for purchase.

Of course, it won't take long to notice that there are presently 80 Purchase DC's, which means everything boils down to 80 different prices and that's it! More accurately, the cost of an item is somewhere between the value of the prior Purchase DC and the one given for the item. So, an item with a Purchase DC of 24 (\$6,500) actually has a value of somewhere between Purchase DC 23 (\$5,000) and Purchase DC 24 (\$6,500).

To give some variance in the market, you can roll a d20 and deduct that much in percent from the base purchase price; this is known as the Sale Price. If you wish, you can make an Appraise skill check against the Purchase DC of the item; if you succeed, you are permitted to roll 2d20 and take the better of the two results in determining your Sale Price.

#### Currencies

Depending on your scenario, the predominant currency will most likely be in dollars (\$), copper pieces (cp), or credits (cred). Many items and costs are listed in gold pieces (gp), which is the equivalent of 100 copper pieces / credits / dollars. Thus, any value given in gp must be multiplied by 100 to get the equivalent cp/cred/\$ value for purposes of calculating the item's Purchase DC. So a 2,000gp item has an equivalent value of 200,000 cp / credits / dollars (Purchase DC 36).

In some cases, especially where different worlds and/or cultures are involved, a different / foreign currency may have limited to no value. For the most part, the gold piece standard, with its associated values for silver (1/10<sup>th</sup> of a gp) and copper (1/100<sup>th</sup> of a gp), are of generally consistent value, partly for sake of ease and partly because it is easily justified, as those ores have an intrinsic value that can be useful to almost any culture or Tech Level.

However, fiat currencies like the dollar may have limited value in certain markets. Because the dollar derives its value from the central bank of the nation issuing it, the dollar's value is only as good as the nation's market that it's tied to. For example, some nations have seen massive inflation due to over-production of dollars not matched by a corresponding real value in their market, making the dollars not even worth the paper they're printed on. Conversely, some markets are just inaccessible; a remote tribe is going to find no value in accepting dollars for wares or services.

This potential problem is ostensibly dealt with (again, for sake of ease) with the introduction of "universal credits", or "cred", in Tech Level 6 and higher scenarios. Using technologies such as cryptocurrencies and the like, and assuming that the market is relatively unified in such scenarios, cred is restored to a consistent value similar to the metal-based currencies of the older Tech Levels.

## Selling Items

In the case where characters have excess goods, or not enough liquid money, and they want to liquidate some of their stuff, they can do so. For sake of ease, a character can get 50% of the value of an item on the open market. The only case in which an item may go for more is if it is sufficiently rare or illegal; ask your GM if such is the case whenever you're looking to get more than 50% for the sale of an item.

## On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules. With the GM's permission, a character can assume that they have a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.)

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

## Restricted Objects

Sometimes, typically in higher Tech Levels (ie. Tech Level 3+), objects require licenses to own or operate, or they are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

**Licensed:** The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

**Restricted:** Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

**Military:** The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

**Illegal:** The object is illegal in all but specific, highly regulated circumstances.

**Table: Restricted Objects**

| Registration Rating | License or Fee Purchase DC (\$) | Black Market Purchase DC <sup>1</sup> | Time Required |
|---------------------|---------------------------------|---------------------------------------|---------------|
| Licensed            | 10 (\$120)                      | +1                                    | 1 day         |
| Restricted          | 15 (\$500)                      | +2                                    | 2 days        |
| Military            | 20 (\$2,000)                    | +3                                    | 3 days        |
| Illegal             | 25 (\$9,000)                    | +4                                    | 4 days        |

<sup>1</sup> Add to the object's purchase DC if the character tries to buy it on the black market without first obtaining a license; see The Black Market, below.

## Purchasing a License

To purchase a license or pay necessary fees, pay the appropriate amount based on the Purchase DC given in Table: Restricted Objects. These numbers are general, and they may fluctuate according to the GM's scenario. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character who does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

## The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

## Living in Luxury

The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits. At best, a GM may deem that the opulence offers a +1 circumstance modifier to certain instances of Cha-based skill checks, such as Bluff, Diplomacy, Intimidate, and/or Gather Information.

## Requisitioning Equipment

In some scenarios, the characters are the formal representatives of an organization, either military or para-military, but in most cases well-funded. Thus wealth isn't so much an issue as is availability; the organization likely has access to the equipment the characters are looking for, but are they going to furnish the characters with it?

When a character working for such an organization needs more equipment than they have on hand, the character may try to requisition it. The organization evaluates whether the character really needs the object, how soon the organization can supply it, and whether the organization can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + character level) against a DC equal to the equipment's purchase DC. Add the character's Reputation bonus and their Charisma bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check. The GM will likely also apply a modifier based on the size of the organization.

The result of the check determines whether and how quickly the organization can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the character beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the character. Obviously, expendable objects like ammunition don't have to be returned if used.

Table: Requisition Modifiers

| Situation                                        | Modifier |
|--------------------------------------------------|----------|
| Object is necessary for assignment               | +6       |
| Object has obvious application for assignment    | +4       |
| Object has peripheral application for assignment | +2       |
| Object has no obvious application for assignment | -2       |

|                                                      |    |
|------------------------------------------------------|----|
| Object is rare                                       | –2 |
| <b>Object restriction</b>                            |    |
| Licensed                                             | –2 |
| Restricted                                           | –4 |
| Military                                             | –6 |
| Illegal                                              | –8 |
| Hero is skilled or proficient in use of object       | +2 |
| Hero returned all gear undamaged on previous mission | +2 |

## Concealed Weapons and Objects

Sometimes a character wants or needs to conceal some piece of equipment on their person. It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

### Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before they head out into public can usually take 10 unless they are rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

### Size and Concealment

The object's size affects the check result, as shown on Table: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

**Table: Concealing Weapons and Objects**

| Condition                                                          | Sleight of Hand Modifier |
|--------------------------------------------------------------------|--------------------------|
| <b>Size of weapon or object in relation to medium-size bearer:</b> |                          |
| Fine (4 size categories smaller than bearer)                       | +12                      |
| Diminutive (3 size categories smaller than bearer)                 | +8                       |
| Tiny (2 size categories smaller than bearer)                       | +4                       |
| Small (1 size category smaller than bearer)                        | +0                       |
| Medium-size (same size category as bearer)                         | –4                       |
| Large (1 size category larger than bearer)                         | –8                       |
| Huge or larger (2 or more size categories larger than bearer)      | can't conceal            |
| <b>Other factors:</b>                                              |                          |
| Clothing is tight or small                                         | –4                       |
| Clothing is especially loose or bulky                              | +2                       |
| Clothing is specifically modified for concealing object            | +2                       |
| Weapon is carried in concealed carry holster                       | +4                       |
| Weapon can be drawn normally                                       | –2                       |
| Weapon can be drawn as free action with Quick Draw feat            | –4                       |

### Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words).

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between him or herself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices

may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

### Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

## Carrying Capacity

A character's carrying capacity depends on the character's Strength score, as shown on the table below:

**Table: Carrying Capacity**

| Strength | Light Load    | Medium Load | Heavy Load    |
|----------|---------------|-------------|---------------|
| 1        | up to 3 lb.   | 4–6 lb.     | 7–10 lb.      |
| 2        | up to 6 lb.   | 7–13 lb.    | 14–20 lb.     |
| 3        | up to 10 lb.  | 11–20 lb.   | 21–30 lb.     |
| 4        | up to 13 lb.  | 14–26 lb.   | 27–40 lb.     |
| 5        | up to 16 lb.  | 17–33 lb.   | 34–50 lb.     |
| 6        | up to 20 lb.  | 21–40 lb.   | 41–60 lb.     |
| 7        | up to 23 lb.  | 24–46 lb.   | 47–70 lb.     |
| 8        | up to 26 lb.  | 27–53 lb.   | 54–80 lb.     |
| 9        | up to 30 lb.  | 31–60 lb.   | 61–90 lb.     |
| 10       | up to 33 lb.  | 34–66 lb.   | 67–100 lb.    |
| 11       | up to 38 lb.  | 39–76 lb.   | 77–115 lb.    |
| 12       | up to 43 lb.  | 44–86 lb.   | 87–130 lb.    |
| 13       | up to 50 lb.  | 51–100 lb.  | 101–150 lb.   |
| 14       | up to 58 lb.  | 59–116 lb.  | 117–175 lb.   |
| 15       | up to 66 lb.  | 67–133 lb.  | 134–200 lb.   |
| 16       | up to 76 lb.  | 77–153 lb.  | 154–230 lb.   |
| 17       | up to 86 lb.  | 87–173 lb.  | 174–260 lb.   |
| 18       | up to 100 lb. | 101–200 lb. | 201–300 lb.   |
| 19       | up to 116 lb. | 117–233 lb. | 234–350 lb.   |
| 20       | up to 133 lb. | 134–266 lb. | 267–400 lb.   |
| 21       | up to 153 lb. | 154–306 lb. | 307–460 lb.   |
| 22       | up to 173 lb. | 174–346 lb. | 347–520 lb.   |
| 23       | up to 200 lb. | 201–400 lb. | 401–600 lb.   |
| 24       | up to 233 lb. | 234–466 lb. | 467–700 lb.   |
| 25       | up to 266 lb. | 267–533 lb. | 534–800 lb.   |
| 26       | up to 306 lb. | 307–613 lb. | 614–920 lb.   |
| 27       | up to 346 lb. | 347–693 lb. | 694–1,040 lb. |
| 28       | up to 400 lb. | 401–800 lb. | 801–1,200 lb. |
| 29       | up to 466 lb. | 467–933 lb. | 934–1,400 lb. |
| +10      | x4            | x4          | x4            |

### Light Load:

If the weight of everything a character is wearing or carrying amounts to no more than their light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor they are wearing).



### Medium Load:

If the weight of the character's gear falls in their medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

#### Medium Encumberment Move

| Previous Speed | Current Speed |
|----------------|---------------|
| 20 ft.         | 15 ft.        |
| 30 ft.         | 20 ft.        |
| 40 ft.         | 30 ft.        |
| 50 ft.         | 40 ft.        |
| 60 ft.         | 50 ft.        |

An encumbered character performs as if their Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

### Heavy Load:

If the weight of a character's gear falls in their heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

#### Heavy Encumberment Move

| Previous Speed | Current Speed |
|----------------|---------------|
| 20 ft.         | 10 ft.        |
| 30 ft.         | 15 ft.        |
| 40 ft.         | 20 ft.        |
| 50 ft.         | 25 ft.        |
| 60 ft.         | 30 ft.        |



A heavily encumbered character performs as if their Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is their speed x3 instead of speed x4.

The figure at the upper end of a character's heavy load range is their maximum load. No character can move or perform any other actions while carrying more than their maximum load.

### Lifting and Dragging:

A character can lift up to their maximum load over their head.

A character can lift up to double their maximum load off the ground, but they can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times their maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

## Bigger and Smaller Creatures:

The figures on Table: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures carry less weight depending on size category: Small x ¼, Tiny x ½, Diminutive x ¼, and Fine x 1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x ¼, Diminutive x ½, Tiny x ¾, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

## Tremendous Strength:

For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by x4 if the creature's Strength is in the 30s, x16 if it's in the 40s, x64 if it's in the 50s, and so on.

## Supernatural Strength:

In DxD20, it is possible for a Strong Hero to have several Super-Talents, up to the Apex Super-Talent for a Strong Hero known as Titanic Strength. Above and beyond the superior modifiers for supernaturally-high attribute scores where 30 and 40 are possible, the Super-Strong Hero may have even greater modifiers; see below for the possibilities.

| Super-Talent (MP)    | Cumulative Bonuses                                                                                                                                                                                                                                    |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Supreme Effort (3)   | Spend a Move action to get +5/10/15 to one Str-based d20 roll; while performing a Supreme Effort the character gains x4 Carrying Capacity, +1 Size Category for purposes of natural damage dice, for purposes of grappling, and for Jump skill checks |
| Mangler (3)          | Ignore 5/10/20 points of Hardness and -2/-4/-8 Break DC for any object held in both hands, x4 Carrying Capacity, +1 Size Category for purposes of natural damage dice, grappling and Jump skill                                                       |
| Super-Smash (5)      | +5/10/15 to all melee damage rolls, x4 Carrying Capacity, +1 Size Category for purposes of natural damage dice, grappling, and Jump skill                                                                                                             |
| Titanic Strength (9) | +10 to Strength attribute, x4 Carrying Capacity, +1 Size Category for purposes of natural damage dice, grappling, and Jump skill                                                                                                                      |

Note: Modifiers given with slashes (ie. "+5/10/15") depend on the tier of the prerequisite Talent (ie. the 1<sup>st</sup> tier, the "Improved" 2<sup>nd</sup> tier, or the "Advanced" 3<sup>rd</sup> tier).

Thus, a Super-Strong Hero with Supreme Effort and either Mangler or Super-Smash would have x4 Carrying Capacity of a normal character with their Strength score, x16 while using a Supreme Effort. The same character would be considered Large for purposes of their natural attacks, when grappling, and when using the Jump skill, and they would be considered Huge for the same purposes when making a Supreme Effort.

Conversely, a true Titan with all 4 Super-Talents would have a x64 Carrying Capacity of someone with the same Strength attribute, x256 (you might round to x250 for sake of ease) with a Supreme Effort, and such a super-strong character is considered Gargantuan for purposes of their natural attack damage, grappling, and using Jump (considered Colossal with a Supreme Effort)!

## The Gadget System

The gadget system is a way to customize weapons, armor, and equipment to more appropriately fit a given campaign or character. Since each campaign will likely use very different items based on its unique setting, the gadget system allows total freedom in designing specific models of equipment from the generic base items found throughout this chapter.

Using the gadget system is a simple matter of mixing and matching various elements of a piece of gear until it fits what is needed. As gadgets are technological innovations, they are only available in Tech Level 1 and higher scenarios; check the gadget description for restrictions and details. Unless mastercrafted, an item can only accommodate one gadget upgrade.

First, pick a base weapon, armor, or piece of equipment to be modified. Select a gadget for the appropriate type (armor gadgets for armor, and so on) that is either a universal gadget or a gadget from the same (or lower) Tech Level. Modify the Purchase DC of the base item according to the gadget's instructions, and then purchase the gadget-modified item as normal. Some gadgets have additional restrictions placed on them that must be considered before making the gadget modification.

## Universal Weapon Gadgets

The following gadgets are universal and can apply to weapons found in any era, provided all gadget-specific restrictions are observed.

### Alternate Weapon

Some weapons are capable of serving multiple purposes by integrating two types of weapon into one. This can encompass everything from having a bayonet installed on a rifle to allowing a weapon to switch between two different energy types at any given time. When dealing with firearms and other ranged weapons, this usually involves only mixing like types; for example, energy weapons are only combined with energy weapons, and ballistic weapons are only combined with ballistic weapons. This is not a hard-and-fast limitation but rather a suggestion based on the logistics of designing such a weapon. When selecting the alternate weapon gadget, choose a second weapon. That weapon is integrated into the base weapon and can be used at any time. Additionally, you must choose whether or not the alternate weapon may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional weapon to the base model.

**Restrictions:** The character must also purchase the weapon to be integrated separately from the primary weapon, before the gadget modification is made.

**Purchase DC Modifier:** +4.

### Ammunition, Bio-Agent

Unfortunately for its victims, biological warfare continues to be a common part of combat even in the Fusion Age. Bio-agent ammunition is a logical extension of previous military tactics with regards to biological warfare. Bio-agent ammunition contains a miniscule amount of a biological weapon inside an insulated chamber within each round. Use of bio-agent ammunition causes a –1 penalty to damage. However, any living creature damaged by the round is injected with a poisonous bio-agent with effects identical to cyanogen gas (other poisons can be substituted).

**Restrictions:** Tech Level 6 scenario, ballistic weapon ammunition only.

**Purchase DC:** 14 for 20 rounds.

### Ammunition, Seeker

Each round of seeker ammunition contains a microscopic computer and gravity-bending generators. When seeking ammunition leaves the chamber, it immediately detects the distance to its current target. If that target moves, the gravity generators nudge the bullet into a new trajectory to intercept its target at its new location. Seeking ammunition grants a +1 bonus on all ranged attacks.

**Restrictions:** Tech Level 7 scenario, ballistic weapon ammunition only.

**Purchase DC:** 15 for 20 rounds.

### Autofire Module

Some firearms and energy weapons are capable of firing in singleshot or semiautomatic forms only. The autofire module gadget allows these weapons to be fired on autofire.

**Restrictions:** Tech Level 3 scenario, ranged weapon without autofire only.

**Purchase DC Modifier:** +2.

### Autoloader Module

Many weapons rely on box magazines or power packs to function. The autoloader gadget facilitates quick reloading. This may come in the form of an integrated power pack alternator, or in spring-mounted magazine loaders worn on the wrist of the user. Regardless of their location on the owner's body or the form that the autoloader takes, a weapon with the autoloader module gadget is always automatically reloaded as a free action as soon as the previous magazine or power pack is expended. This module cannot be transferred from one weapon to another, even those of similar types, due to the fact that each autoloader module is keyed to the individual weapon for which it was designed.

**Restrictions:** Tech Level 3 scenario, ranged weapons using box magazines or power packs only.

**Purchase DC Modifier:** +3.

### Booby Trapped

Those characters with a more paranoid outlook on life may consider the booby trapped gadget for protecting their personal belongings. Any weapon with this gadget is designed to function properly only for the owner or owners of the weapon, or for a particular group of characters. If an unauthorized character picks up or attempts to use the weapon, a special trap is immediately triggered. After a trap is triggered, only an authorized user can reset the weapon to its normal state. When selecting the booby trap gadget, the character must designate a single person or a particular group that can use the weapon safely without triggering the trap. Additionally, the character must select a single trap from the list below.

*Barbs* (Tech Level 1): The weapon rapidly projects spikes or blades from its grip, dealing 1d6 points of damage to the user each round the weapon is held.

*Electric Shock* (Tech Level 3): Power cells in the weapon's grip discharge and deal 1d6 points of electricity damage to the user.

*Stun Bolt* (Tech Level 5): A stun shock (Fortitude save DC 15) is discharged from a special nozzle built into the weapon. See the stun module gadget for more information on the effects of stun shocks.

*Trigger Integrated Weapon* (Tech Level 6): An integrated weapon is triggered and targets the unauthorized user. This trap requires that the weapon make use of the alternate weapon gadget (see above) and is typically used to trigger an explosive device.

**Restrictions:** None, except as otherwise noted in each trap's description above regarding Tech Level.

**Purchase DC Modifier:** +6.

### Collapsible

In situations that call for stealth and deception, it is of great value to be able to separate an item into its parts and transport them in their broken down state. A weapon that makes use of the collapsible gadget is easily disassembled and reassembled at a moment's notice. Breaking down a weapon into its individual parts requires a full-round action, while reassembling them in the correct order requires another full-round action. Obviously, the weapons must be fully assembled to be used. In its disassembled state, a weapon is not easily identified; a Knowledge (technology) check (DC 17) is required to identify a collapsed weapon for what it really is.

**Restrictions:** None.

**Purchase DC Modifier:** +2.

### Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing weapons far smaller than their standard counterparts. Any weapon that makes use of the compact gadget is one size smaller than normal, to a minimum size of Diminutive.

This gadget can only be added to ranged weapons, as most melee weapons rely on size and mass to deliver damage.

**Restrictions:** Ranged weapons only.

**Purchase DC Modifier:** +2.

### Expanded Magazine

Some weapon engineers recognize that stopping to reload a weapon in combat is a dangerous and potentially life-threatening maneuver. These engineers have increased the ammunition capacity of the weapon to reduce the frequency with which it must be reloaded. Any weapon with the expanded magazine gadget doubles its normal magazine capacity. This gadget may only be taken once per weapon.

**Restrictions:** Tech Level 3 scenario, ranged weapons only.

**Purchase DC Modifier:** +2.

### Genetic Tags

Some law enforcement agencies and military units go out of their way to track the exact actions of their members by placing an identifying marker on any ammunition expended. This marker may come in the form of a serial number stamped on a weapon's casing, or may be as subtle as a chemical compound sprayed on the outside of the ammunition it leaves the weapon's chamber. Regardless of form, each round of ammunition that is fired from the weapon bears a unique tag that corresponds to the genetic code of the person to whom the weapon is assigned, immediately identifying the attacker to any forensic analysis.

**Restrictions:** Tech Level 6 scenario, ranged ballistic weapons only.

**Purchase DC Modifier:** +2.

### Integrated Equipment

A particular piece of nonweapon equipment has been integrated into the weapon and can be used by the weapon's bearer at any time. This gadget is often used to give ranged weapons features like glow-lamps or flares, though it is not limited to those applications. Some weapons may use the integrated equipment gadget to incorporate a small computer or sensor module, reducing the amount of equipment the character has to carry.

When selecting the integrated equipment gadget, choose a piece of equipment. That equipment is integrated into the base weapon and can be used at any time. Additionally, you must choose whether or not the equipment may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base model.

**Restrictions:** The character must also purchase the piece of equipment to be integrated separately from the weapon, also paying the gadget modification cost incorporated into that item.

**Purchase DC Modifier:** +1.

### Miniaturized

By eliminating wasted space and using microscopic components, some engineers are capable of producing weapons vastly smaller than normal. Any weapon that makes use of the miniaturized gadget is two size categories smaller than normal, to a minimum size of Diminutive.

A weapon to which the miniaturized gadget has been added cannot fire standard ammunition. It must fire appropriate ammunition modified by the miniaturized universal equipment gadget.

This gadget can only be added to ranged weapons, as most melee weapons rely on size and mass to deliver damage.

**Restrictions:** Tech Level 5 scenario, ranged weapons only.

**Purchase DC Modifier:** +5.

### Multiphasic Chamber

This specially-designed chamber puts a subtle electromagnetic charge into the round before firing, giving it a multi-dimensional solidity. In game terms, a ballistic round fired from a multiphasic chamber ignores the 50% miss chance normally due to the target being incorporeal.

**Restrictions:** Tech Level 8 scenario, ballistic weapons only.

**Purchase DC Modifier:** +4.

### Scope, Rangefinding Laser

One of the most valuable additions to any weapon is a scope, allowing the bearer to target opponents farther away than normal. What makes the rangefinding laser scope gadget so valuable is that it serves two purposes. First, a weapon with this gadget increases its range increment by one-half (multiply by 1.5). Additionally, the scope also sends out an invisible laser that can determine the exact range to a target, and then relay that information via a computer link. If that information is relayed to another weapon with the rangefinding laser scope gadget targeting the same character or object, the second attacker gains a +1 equipment bonus on their first attack roll against the target. This allows multiple characters with rangefinding laser scope gadgets to triangulate the exact position of a target and ensures greater accuracy.

**Restrictions:** Tech Level 5 scenario, ranged weapons only.

**Purchase DC Modifier:** +1.

### Scope, Video

The video scope is a special modification to ranged weapons that provides an easier way to survey remote portions of the battlefield from the comfort of a safe haven. The video scope is a three-inch- by-three-inch viewscreen attached to the rear of a standard scope. It allows the weapon's user to sit back and examine the details in the image rather than having to press their eye against the scope. Additionally, the viewscreen can be used to freeze-frame and take still images and boasts zoom and image enhancement software, allowing on-the-fly computer analysis and dissection of battlefield images. Some video scopes are capable of receiving broadcast images from remote locations, allowing the screen to be used for video communication (by jacking in an optional earpiece and microphone) or to transmit maps and movement orders with visual aides.

**Restrictions:** Tech Level 6 scenario, ranged weapons only.

**Purchase DC Modifier:** +2.

### Sensor Baffling

From simple metal detectors to advanced x-ray scanners, there's a way to detect every weapon. As the technology level increases, so does the accuracy of weapons sensing devices. The ability to confuse these sensors can be invaluable, especially when smuggling weapons past security. Any weapon with the sensor baffling gadget grants a +4 bonus on any checks made to conceal the weapon from sensors or other detection devices.

**Restrictions:** Special. Sensor Baffling is only available as soon as Tech Level 5, but it is only of use against sensors of the same Tech Level; no bonuses are received against sensors of a higher Tech Level than the Sensor Baffling gadget (determined by the weapon's Tech Level).

**Purchase DC Modifier:** +2.

### Sound Suppressor

Similar to the technology that produced the silent suit, the sound suppressor gadget is the Gravity Age replacement for the silencers of the modern era. Since energy weapons cannot make use of the traditional silencers found on most ballistic weapons, the sound suppressor takes over this function with almost all Gravity Age weapons.

The sound suppressor generates a field of sonic energy that cancels sound produced within field, reducing weapon firing noise to a mere whine of sonic energy discharge. The sound suppressor adds +10 to the DC of Listen checks made to hear the weapon firing.

**Restrictions:** Tech Level 7 scenario, ranged weapons only.

**Purchase DC Modifier:** +3.

### Spring-Loaded

Some weapons are designed to be concealed from sight and then quickly drawn into the hand at a moment's notice. The spring-loaded gadget ensures that small weapons can remain hidden under layers of clothes or armor

and still be called to action at any time. The bearer of a weapon with this gadget automatically gains the benefits of the Quick Draw feat with this weapon only, even if the weapon is hidden from sight on that character's person.

**Restrictions:** Weapons of size Small or smaller only.

**Purchase DC Modifier:** +2

### Stun Module

One advantage of energy weapons over their ballistic and physical counterparts is that they are capable of altering their own output on the fly. With the stun module gadget, this means that an energy weapon can be used to apply nonlethal force. The stun module is an alternate firing mode; switching to or from stun mode is a free action (just like changing a weapon's rate of fire). Whenever a character fires a weapon set to stun and successfully hits the target, the target must make a Fortitude save (DC determined by cost of the gadget) or be stunned for 1d4 rounds.

**Restrictions:** Tech Level 6 scenario, energy weapons only.

**Purchase DC Modifier:** +2 (Fort DC 12); +4 (Fort DC 15); +6 (Fort DC 18).

### Techno-Organic Makeup

Though the technology of Earth is based on electronics and mechanics, some alien cultures may have developed technology based on living organisms working in harmony for an intended purpose. Additionally, advanced civilizations may make use of certain biological forms of technology integrated with their own mechanical devices to form a techno-organic hybrid capable of performing certain tasks with increased efficiency.

A weapon with the techno-organic makeup gadget is composed of living tissue or a biological/mechanical hybrid material. Unlike normal weapons, the weapon with this gadget heals itself at a rate of one hit point per hour when damaged. Additionally, weapons with this gadget are susceptible to diseases and poisons specifically designed to target techno-organic material.

**Restrictions:** Tech Level 7 scenario.

**Purchase DC Modifier:** +2.

### Teleporting Magazine



One disadvantage to the use of ranged weapons has always been limited ammunition. Unless the weapon's bearer is willing to cart around a bulky power backpack or ribbons of ammunition, reloading is always a problem. The teleporting magazine gadget allows a character to reload without ever having to actually reload; when the weapon detects that it has run out of ammunition, the current box magazine is teleported out of the weapon and another one is teleported in instantaneously. Though the character never has to reload, he must possess enough magazines or power packs to be teleported in or else the gadget does not function.

**Restrictions:** Tech Level 8 scenario, ranged weapons only.

**Purchase DC Modifier:** +6.

### Variable Ammunition

Firearms typically draw their ammunition from a single source and do so until they are reloaded with a fresh magazine. The variable ammunition gadget changes this; it allows the user to load an additional type of ammunition. This essentially doubles the ammunition capacity of the weapon and allows the user to switch between the two different types of ammunition as a free action.

This gadget may be selected multiple times, each time adding a single additional magazine capacity for a different type of ammunition.

**Restrictions:** Tech Level 3 scenario, ranged ballistic weapons only.

**Purchase DC Modifier:** +4.

### Variable Charge

As with the stun module gadget, the variable charge gadget takes advantage of an energy weapon's ability to modify the damage caused by its own shots. This gadget gives the user the ability to "power up" their shots by focusing more energy into a single blast. A weapon with the variable charge gadget may be primed as an attack



action, increasing the damage of its next shot by +50%. For example, a weapon that normally deals 4d6 points of damage deals 6d6 points of damage after being primed for one round. A weapon may be primed for up to three rounds. If primed for more than three rounds, it becomes unstable; on the fourth round the weapon must be fired or else it explodes and deals the fully charged damage (normal weapon damage +200%) to the user. When this occurs, the weapon is completely destroyed.

**Restrictions:** Tech Level 6 scenario, ranged energy weapons only.

**Purchase DC Modifier:** +6.

### Voice Recognition System

A countermeasure commonly built into weapons is the voice recognition system gadget. It requires any user to speak a command word to unlock the weapon before it can be used. Some weapons couple the voice recognition system with the booby trap gadget to require a voice command to reset the weapon to its previous state. Any weapon with the voice recognition system gadget will not fire or activate unless the owner (or designated group) gives the command word to the weapon.

**Restrictions:** Tech Level 6 scenario.

**Purchase DC Modifier:** +1.

### Universal Armor Gadgets

The following gadgets are universal and can apply to armors found in any era, provided all gadget-specific restrictions are observed.

#### Chameleonic Surface

Chameleonic materials are the end result of the marriage of sensor technology and nanotechnology. Similar in many ways to the paint-on LCD of the Information Age, the chameleonic surface armor gadget allows any armor to remake its own image to better blend in with the background. Microsensors on the surface of the armor detect surrounding imagery and project it from the opposite side, in effect coloring the wearer to look just like whatever is behind him. The armor blends in with any background.

This gadget provides the armor's wearer a bonus on Hide checks. For light armor, this bonus is +4; for medium, +6, for heavy, powered, and environmentally sealed armor, +10.

**Restrictions:** Tech Level 7 scenario.

**Purchase DC Modifier:** +6.

#### Environmental Seal

Since many armors are designed with a particular environment in mind, this gadget provides the wearer protection from harsh conditions. The environment seal gadget transforms any armor into a stable and insulated artificial environment. This provides the wearer with the right amount of breathable air and external pressure to assure comfort and survival for up to eight hours, ensuring that the armor can function in the extremes of the deep sea or deep space, along with any environment in between. Only certain types of armor can handle this modification and those that do usually integrate a sealed helmet, body glove, and emergency air tanks to generate internal atmosphere. (Note that armors with the Environmental Seal upgrade are also considered to have a special effect when using the T/ACtical Combat System; they always intercede in successful attacks on the wearer, applying their Hardness in every instance. The full AC of the wearer is only used for the purpose of confirming critical threats against the wearer.)

**Restrictions:** Tech Level 4+ scenarios; medium, heavy, or powered armor only. Tech Level 6+ scenarios offer light armor environmental seal upgrades.

**Purchase DC Modifier:** +4.

#### Gravity Anchor

With space combat almost as common as ground combat in the Energy Age, armor manufacturers seek to make their armor more useful in both space and atmospheric combat. One such enhancement is the gravity anchor

gadget, which generates a field of artificial gravity around the armor's wearer. In low gravity and zero gravity conditions, the gravity anchor can be activated to give the wearer the benefits of full gravity in any situation. Characters with this gadget are unaffected by low gravity and zero-g conditions.

**Restrictions:** Tech Level 8 scenario.

**Purchase DC Modifier:** +4.

### Integrated Equipment

A particular piece of nonweapon equipment has been integrated into the armor and can be used by the armor's wearer at any time. This gadget is often used to add features such as glow-lamps or duracable to armor, though it is not limited to those applications. Indeed, some armors are intended to make their wearers into independent one-person armies, and sport several such equipment integrations.

When selecting the integrated equipment gadget, choose a piece of equipment. That equipment is integrated into the base armor and can be used at any time. Additionally, you must choose whether or not the equipment may be physically separated from the base armor or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base model.

**Restrictions:** The character must also purchase the piece of equipment to be integrated separately from the armor, before the gadget modification is made.

**Purchase DC Modifier:** +2.

### Integrated Weapon

Some armors are designed with specific combat purposes in mind and build in certain weapons as standard equipment. Examples run from a pair of pop-out wrist blades to shoulder-mounted plasma cannons. Additionally, many armors link their weapons to integrated heads-up displays, turning the user into a walking combat machine.

When selecting the integrated weapon gadget, choose a single weapon. That weapon is integrated into the base armor and can be used at any time. Additionally, you must choose whether or not the weapon may be physically separated from the base armor or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional weapon to the base armor.

**Restrictions:** The character must also purchase the weapon to be integrated separately from the base armor, before the gadget modification is made.

**Purchase DC Modifier:** Cumulative +2 per integrated weapon.

### Morphic Metal Alloy

A combination of nanotechnology and armor engineering, morphic metal alloy is a special material used in the construction of armor to enhance the user's ability to move freely. When activated, morphic metal bends and shapes itself to the contours of the wearer's body, giving it both a snug fit and increased mobility. An armor with the morphic metal alloy gadget reduces its armor check penalty by 1 and increases the maximum Dexterity bonus by 1 as well.

**Restrictions:** Tech Level 8 scenario.

**Purchase DC Modifier:** +6.

### Prehensile Appendage

Useful for scientists, explorers, and others that have need for an extra hand, the prehensile appendage gadget is both utilitarian and expensive. Essentially, this gadget consists of a long flexible cylinder capped at the end with a grasping claw that attaches to the armor's side or back. The prehensile appendage gadget essentially gives the wearer of the armor an additional hand with which to hold and manipulate objects. The gadget cannot be used to make normal melee attacks or fire ranged weapons, but it can make grapple attempts (with a Strength bonus of +2 and using the wearer's base attack bonus). The appendage is controlled through a pair of gloves worn by the user; by issuing commands via a specific set of hand signs, the wearer can order the gadget to pick up, drop, or manipulate an object once per round as a free action.

**Restrictions:** Tech Level 6 scenario.

**Purchase DC Modifier:** +6.

### Self-Repairing

The self-repairing gadget implements nanotechnology in its infancy to repair minor damage to armor. Whenever the armor is damaged, the self-repairing gadget immediately issues commands to a set of nanites that move to the problem spot and begin making repairs. The gadget repairs 1 point of damage per minute to the armor.

**Restrictions:** Tech Level 6 scenario.

**Purchase DC Modifier:** +6.

### Sound Suppressor

Similar to the technology that produced the silent suit, the sound suppressor gadget silences almost any noise. It generates a field of sonic energy that cancels sound produced within field, reducing all noise to a low whine of sonic energy discharge. The sound suppressor adds +10 to the DC of Listen checks made to hear the wearer moving.

**Restrictions:** Tech Level 7 scenario.

**Purchase DC Modifier:** +3.

### Storage Compartment

A simple but often overlooked modification that can be of great benefit in almost any situation is the ability to store and carry small items in a safe place. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried by the wearer with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the armor. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

**Restrictions:** None.

**Purchase DC Modifier:** +1.

### Techno-Organic Makeup



Though the technology of Earth is based on electronics and mechanics, some alien cultures may have developed technology based on living organisms working in harmony for an intended purpose. Additionally, advanced civilizations may make use of certain biological forms of technology integrated with their own mechanical devices to form a techno-organic hybrid capable of performing certain tasks with increased efficiency.

An armor with the techno-organic makeup gadget is composed of living tissue or a biological/mechanical hybrid material. Unlike normal armors, armor with this gadget heals itself at a rate of one hit point per hour when damaged. Additionally, armor with this gadget is susceptible to diseases and poisons specifically designed to target techno-organic material.

**Restrictions:** Tech Level 7 scenario.

**Purchase DC Modifier:** +4.

### Ultralight Composition

The development of new and experimental alloys constantly allows armor technology to advance to the point where once bulky and heavy armors become as easy to carry as lighter models. Any armor with the ultralight composition gadget weighs significantly less than similar pieces of armor and is more easily used and worn. The armor reduces its Armor Check Penalty (if any) by 1. Furthermore, the armor's speed limitation is increased by 5 feet (to a maximum of the user's normal speed). So, for example, an armor with an Armor Check Penalty of -2 and a speed limitation of 20 feet now has an Armor Check Penalty of -1 and a speed limitation of 25 feet.

**Restrictions:** None.

**Purchase DC Modifier:** +4.

## Universal Equipment Gadgets

The following gadgets are universal and can apply to equipment found in any era, provided all gadget-specific restrictions are observed.

### Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing equipment far smaller than its standard counterparts. Any piece of equipment that makes use of the compact gadget is one size smaller than normal, to a minimum size of Diminutive.

**Restrictions:** None.

**Purchase DC Modifier:** +1.

### Heads-Up Display (HUD) Software, Biosensor

A piece of software for the heads-up display device, biosensor software allows the wearer of the HUD to identify potential weaknesses in enemies. When worn, the biosensor software integrates elements of the medicomp sensor (though the sensor itself is not required) and can identify exactly how many hit points a target has left. Initiating this scan requires a full-round action, however, as the target must be kept precisely within the sensor's range for the duration of the scan.

**Restrictions:** Tech Level 8 scenario, Heads-up displays only.

**Purchase DC Modifier:** +4.

### Heads-Up Display (HUD) Software, Sensor Link

A piece of software for the heads-up display device, the sensor link allows the user to directly link any computer sensor to the HUD. As a result, any sensor, whether an integrated piece of equipment or a power armor sensor system, can be used hands-free as a free action, provided they are present on the character's person.

**Restrictions:** Tech Level 6 scenario, Heads-up display only.

**Purchase DC Modifier:** +1.

### Heads-Up Display (HUD) Software, Targeting

A piece of software for the heads-up display device, targeting software links directly to a ranged weapon's video scope. This allows the character to see exactly what the video scope displays without having to look at the weapon. The character may fire around corners without exposing himself as normal. The software also grants a +1 equipment bonus on ranged attacks using the weapon to which it is connected.

**Restrictions:** Tech Level 6 scenario, Heads-up display only, requires weapon with video scope gadget.

**Purchase DC Modifier:** +2.

### Heads-Up Display (HUD) Software, Vehicle Link

A piece of software for the heads-up display device, the vehicle link allows the onboard computer system of any vehicle to be displayed on the HUD. This grants a +1 equipment bonus on all Drive or Pilot checks made on a vehicle linked to the device.

**Restrictions:** Tech Level 6 scenario, Heads-up display only, requires vehicle with onboard computer system.

**Purchase DC Modifier:** +2.

### Miniaturized

By eliminating wasted space and using microscopic components, some engineers are capable of producing equipment vastly smaller than normal. Any weapon that makes use of the miniaturized gadget is two size categories smaller than normal, to a minimum size of Diminutive.

**Restrictions:** Tech Level 5 scenario.

**Purchase DC Modifier:** +3.

## Multiple Use Item

Similar in function to the alternate weapon gadget, the multiple use item gadget allows the character to integrate the function of two separate items into a single device.

When selecting the multiple use item gadget, choose a second object. That object is integrated into the base object and can be used at any time. Additionally, you must choose whether or not the alternate object may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base object.

**Restrictions:** The character must also purchase the piece of equipment to be integrated separately from the armor, before the gadget modification is made.

**Purchase DC Modifier:** +1.

## Paint-On LCD

One of the most revolutionary advances in computer technology during the Information Age and beyond is the paint-on LCD gadget. This allows almost any surface to be used as a computer display, as it grafts the color-changing pixels common to all display devices onto another surface.

Any piece of equipment with the paint-on LCD gadget can be used as a display for any piece of computer or communications equipment. Additionally, weapons and armor may make use of the paint-on LCD gadget at the normal cost, but they gain no special benefit from the modification other than being able to display data.

**Restrictions:** Tech Level 6 scenario.

**Purchase DC Modifier:** +2.

## Satellite Datalink

At the dawn of the Information Age, the value of knowledge and accurate intelligence became a crucial aspect of warfare. The ability to connect to a global communications network was critical to the success of any army, as intelligence traveled at the speed of light across the globe to command centers safe behind defended battle lines. The satellite datalink gadget enables any piece of equipment, from computer to communication device to heads-up display, to connect to a global (or, if in place, galactic) satellite network and communicate with computer systems in far remote areas.

**Restrictions:** Tech Level 5 scenario; only usable with gear containing computerized communications equipment.

**Purchase DC Modifier:** +1.

## Storage Compartment

Like the gadget used for armor, the ability to store and carry small items in a safe place can sometimes be of critical importance. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried with relative ease. Each storage compartment gadget allows the wearer to carry two items of two size categories or smaller than the item itself in a container built into the piece of equipment. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

**Restrictions:** None.

**Purchase DC Modifier:** +1.

Table: Gadget Purchase DC Modifiers

| Universal Weapon Gadgets    | Purchase DC | Restriction(s)                                          |
|-----------------------------|-------------|---------------------------------------------------------|
| Alternate Weapon            | +4          | Must purchase alternate weapon at modified cost as well |
| Autofire Module             | +2          | Tech 3 scenario; ranged weapon without autofire         |
| Autoloader Module           | +3          | Tech 3 scenario; ranged weapon using clip or magazine   |
| Booby Trapped               |             |                                                         |
| - Barbs                     | +4          | ---                                                     |
| - Electric Shock            | +6          | Tech 3 scenario                                         |
| - Stun Bolt                 | +6          | Tech 5 scenario                                         |
| - Trigger Integrated Weapon | +6          | Tech 6 scenario                                         |
| Collapsible                 | +2          | ---                                                     |

|                                      |          |                                                                  |
|--------------------------------------|----------|------------------------------------------------------------------|
| Compact                              | +2       | Ranged weapons only                                              |
| Expanded Magazine                    | +2       | Tech 3 scenario; ranged weapons only                             |
| Genetic Tags                         | +2       | Tech 6 scenario; ranged ballistic weapons only                   |
| Heads-Up Display Software, Targeting | +2       | Tech 6 scenario; heads-up display with linked weapon only        |
| Integrated Equipment                 | +1       | Must purchase integrated equipment at modified cost as well      |
| Miniaturized                         | +5       | Tech 5 scenario; ranged weapons only                             |
| Multiphasic Chamber                  | +4       | Tech 8 scenario; ballistic weapons only                          |
| Scope, Rangefinding Laser            | +1       | Tech 5 scenario; ranged weapons only                             |
| Scope, Video                         | +3       | Tech 6 scenario; ranged weapons only                             |
| Sensor Baffling                      | +2       | Tech 5 scenario; see text                                        |
| Sound Suppressor                     | +3       | Tech 7 scenario                                                  |
| Spring Loaded                        | +2       | Spring-loaded weapon must be 1 size category smaller than bearer |
| Stun Module                          | +2/+4/+6 | Tech 6 scenario; energy weapons only                             |
| Techno-Organic Makeup                | +2       | Tech 7 scenario                                                  |
| Teleporting Magazine                 | +6       | Tech 8 scenario                                                  |
| Variable Ammunition                  | +4       | Tech 3 scenario; ranged ballistic weapons only                   |
| Variable Charge                      | +6       | Tech 6 scenario; ranged energy weapons only                      |
| Voice Recognition System             | +1       | Tech 6 scenario                                                  |

### Universal Armor Gadgets

|                        |               |                                                             |
|------------------------|---------------|-------------------------------------------------------------|
| Chameleonic Surface    | +6            | Tech 7 scenario; see description                            |
| Environmental Seal     | +4            | Tech 4 scenario; medium, heavy, or power armor only         |
| Gravity Anchor         | +4            | Tech 8 scenario                                             |
| Integrated Equipment   | +2            | must purchase integrated equipment at modified cost as well |
| Integrated Weapon      | +2 per weapon | must purchase integrated weapon at modified cost as well    |
| Morphic Metal Alloy    | +6            | Tech 8 scenario                                             |
| Prehensile Appendage   | +6            | Tech 6 scenario                                             |
| Self-Repairing         | +6            | Tech 6 scenario                                             |
| Sound Suppressor       | +3            | Tech 7 scenario                                             |
| Storage Compartment    | +1            | compartment holds 1 item 1 size category smaller than armor |
| Techno-Organic Makeup  | +4            | Tech 7 scenario                                             |
| Ultralight Composition | +4            | ---                                                         |

### Universal Equipment Gadgets

|                                      |    |                                                                   |
|--------------------------------------|----|-------------------------------------------------------------------|
| Compact                              | +1 | ---                                                               |
| Heads-Up Display Software, Biosensor | +4 | Tech 8 scenario; heads-up display only                            |
| Heads-Up Display Software, Vehicle   | +2 | Tech 6 scenario; heads-up display only                            |
| Miniaturized                         | +3 | Tech 5 scenario                                                   |
| Multiple-Use Item                    | +1 | must purchase alternate item at modified cost as well             |
| Paint-On LCD                         | +2 | Tech 6 scenario                                                   |
| Satellite Datalink                   | +1 | Tech 5 scenario; only usable with gear containing comms equipment |
| Storage Compartment                  | +1 | compartment holds 1 item 1 size category smaller than equipment   |

## Mastercrafting Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, armor class, or some other characteristic that improves when the object is used. Furthermore, mastercrafted items can accommodate additional gadgets, allowing another gadget for each +1 of the mastercrafting bonus (maximum four gadgets on a mastercrafted +3 item).

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +1 to the purchase DC.

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost could be anywhere from +2 to +5 to the normal purchase DC. Similarly, the cost of a mastercraft +3 object could add +3 to +10 to the normal purchase DC.

Because of its increased cost, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type (see the [Craft](#) skill). The cost to build a mastercraft object is equal to the purchase DC to build the base object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.

In addition to the [Wealth](#) cost, you must also pay a cost in experience points equal to 250 x the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made. The [Mastercrafter](#) feat can be taken to offset the experience point cost of building a mastercrafted item.

| Mastercrafting<br>(all items) | XP Cost | Craft DC<br>Modifier | Purchase<br>Modifier | Total Gadgets<br>Available | Scenario<br>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             |

## Weapon Classifications

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

### Weapon Categories

#### Simple, Martial, and Exotic Weapons:

Almost every player character is proficient with simple weapons. Berserkers, Fighters, Warminds, and Rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which they are not proficient takes a –4 penalty on attack rolls.

#### Melee and Ranged Weapons:

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

**Reach Weapons:** Glaives, guisarmes, lances, longswords, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to the wielder. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent hex. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

**Double Weapons:** Dire flails, dwarven ugrushes, gnome hooked hammers, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but the character incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.



**Thrown Weapons:** Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies their Strength modifier to damage dealt by thrown weapons (except for splash weapons and grenades). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

**Projectile Weapons:** Guns, energy-based pistols and rifles, light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when they use a bow or a sling.

**Ammunition:** Projectile weapons use ammunition: bullets (for guns), power packs (for energy weapons), arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; guns, crossbows, and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

### **Light, One-Handed, and Two-Handed Melee Weapons:**

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

**Light:** A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

**One-Handed:** A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 their Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

**Two-Handed:** Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

### **Weapon Size:**

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder. Weights given are for medium creatures, with each size category smaller being half as heavy, and each size category larger being twice as heavy.

**Inappropriately Sized Weapons:** A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a –4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

### Improvised Weapons:

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a  $-4$  penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

## Armor Classifications

There are four main categories of armor; light, medium, heavy, and powered armor. To wear heavier armor effectively, a character must have the appropriate Armor Proficiency feat(s). Powered armor is not available until Tech Level 6.

Armor and shields can take damage from some types of attacks. In a T/ACTical combat system game, armor and shields can be assigned damage. On average, a suit of armor or a shield have a hardness equal to their AC bonus, and they have hit points equal to 5 times their AC bonus. Steel shields can be field-repaired.

Here is the format for armor entries (given as column headings on the various Armor tables, below).

### Cost:

The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

### Armor/Shield Bonus:

Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus. Shield bonuses are applied to parry attempts as well.

### Maximum Dex Bonus:

This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear they carry) may also restrict the maximum Dexterity bonus that can be applied to their Armor Class.

*Shields:* Shields do not affect a character's maximum Dexterity bonus.

### Armor Check Penalty:

Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

*Shields:* If a character is wearing armor and using a shield, both armor check penalties apply.

*Nonproficient with Armor Worn:* A character who wears armor and/or uses a shield with which they are not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

*Sleeping in Armor:* A character who sleeps in medium or heavy armor is automatically fatigued the next day. The character takes a  $-2$  penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

### Arcane Spell Failure:

Arcane spellcasting is interfered with by the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

**Casting an Arcane Spell in Armor:** A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

**Shields:** If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

### Speed:

Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, dwarf, elf, and wizard have an unencumbered speed of 30 feet. They use the first column. Dwarves, duergar, dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a duergar's and a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

**Shields:** Shields do not affect a character's speed.

### Weight:

This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

## Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

| Size                         | Humanoid |        | Nonhumanoid |        |
|------------------------------|----------|--------|-------------|--------|
|                              | Cost     | Weight | Cost        | Weight |
| Tiny or smaller <sup>1</sup> | x1/2     | x1/10  | x1          | x1/10  |
| Small                        | x1       | x1/2   | x2          | x1/2   |
| Medium                       | x1       | x1     | x2          | x1     |
| Large                        | x2       | x2     | x4          | x2     |
| Huge                         | x4       | x5     | x8          | x5     |
| Gargantuan                   | x8       | x8     | x16         | x8     |
| Colossal                     | x16      | x12    | x32         | x12    |

<sup>1</sup> Divide armor bonus by 2.

## Getting Into and Out of Armor

Sometimes the characters can be caught unawares and unarmored. The time required to don armor depends on its type; see Table: Donning Armor.

**Don:** This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Ready (strapping on) a shield is only a move action.

**Don Hastily:** This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

**Remove:** This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

**Table: Donning Armor**

| Armor Type                                                  | Don                    | Don Hastily            | Remove                     |
|-------------------------------------------------------------|------------------------|------------------------|----------------------------|
| Shield (any)                                                | 1 move action          | n/a                    | 1 move action              |
| Padded, leather, hide, studded leather, chain shirt (light) | 1 minute               | 5 rounds               | 1 minute <sup>1</sup>      |
| Breastplate, scale mail, banded mail, splint mail (medium)  | 4 minutes <sup>1</sup> | 1 minute               | 1 minute <sup>1</sup>      |
| Half-plate, full plate (heavy, powered)                     | 4 minutes <sup>2</sup> | 4 minutes <sup>1</sup> | 1d4+1 minutes <sup>1</sup> |

<sup>1</sup> If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

<sup>2</sup> The wearer must have help to don this armor. Without help, it can be donned only hastily.

## Weapons and Armor by Tech Level

### Tech Level 0: The Stone Age

In this era, weapons aren't manufactured so much as they are found. Sticks and stones are some of the only weapons used beyond natural weapons. Note that Purchase DC's are for Tech Level 1 and higher, as there is no currency to speak of in a true Tech Level 0 scenario, only barter, build, or scavenge.

**Table: Tech Level 0 Weapons**

| Simple Weapons                  | Pur. DC | Dmg (S)          | Dmg (M)          | Critical | Range | Weight  | Type <sup>1</sup>     |
|---------------------------------|---------|------------------|------------------|----------|-------|---------|-----------------------|
| <b>Unarmed Attacks</b>          |         |                  |                  |          |       |         |                       |
| Unarmed strike                  | —       | 1d2 <sup>2</sup> | 1d3 <sup>2</sup> | x2       | —     | —       | Bludgeoning           |
| <b>Light Melee Weapons</b>      |         |                  |                  |          |       |         |                       |
| Dagger, Flint                   | 5       | 1d2              | 1d3              | 19–20/x2 | 10'   | 1 lb.   | Piercing or slashing  |
| <b>One-Handed Melee Weapons</b> |         |                  |                  |          |       |         |                       |
| Club                            | —       | 1d4              | 1d6              | x2       | 10'   | 3 lb.   | Bludgeoning           |
| Handaxe, Flint                  | 12      | 1d4              | 1d6              | x2       | 10'   | 3 lb.   | Slashing              |
| Shortspear                      | 9       | 1d4              | 1d6              | x2       | 20'   | 3 lb.   | Piercing              |
| <b>Two-Handed Melee Weapons</b> |         |                  |                  |          |       |         |                       |
| Longspear                       | 15      | 1d6              | 1d8              | x3       | —     | 9 lb.   | Piercing, reach       |
| Quarterstaff                    | —       | 1d4/1d4          | 1d6/1d6          | x2       | —     | 4 lb.   | Bludgeoning, 2-weapon |
| Spear                           | 12      | 1d6              | 1d8              | x3       | 20'   | 6 lb.   | Piercing              |
| <b>Ranged Weapons</b>           |         |                  |                  |          |       |         |                       |
| Dart                            | 7       | 1d3              | 1d4              | x2       | 20'   | 1/2 lb. | Piercing              |
| Javelin                         | 9       | 1d4              | 1d6              | x2       | 30'   | 2 lb.   | Piercing              |
| Sling (w/ 10 stones)            | —       | 1d2              | 1d3              | x2       | 50'   | 5 lb.   | Bludgeoning           |
| <b>Special Weapons</b>          |         |                  |                  |          |       |         |                       |
| Improvised Weapon               | —       | varies           | varies           | x2       | 10'+  | varies  | Special; see below    |

<sup>1</sup> When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

<sup>2</sup> Damages listed are for an untrained combatant, and thus are non-lethal.

**Improvised Weapons:** Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on their attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

**Table: Improvised Weapon Damage by Size**

| Object Size | Examples                                                                               | Damage |
|-------------|----------------------------------------------------------------------------------------|--------|
| Diminutive  | Ashtray, CD disk case, crystal paperweight, 1 oz pebble                                | 1      |
| Tiny        | Fist-sized rock, mug, screwdriver, softball, flashlight, wrench                        | 1d2    |
| Small       | Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase               | 1d3    |
| Medium-size | Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, solid branch | 1d4    |
| Large       | Empty garbage can, guitar, computer monitor, office chair, tire iron                   | 1d6    |
| Huge        | 10-foot ladder, mailbox, oil barrel, park bench, sawhorse, uprooted sapling            | 1d8    |
| Gargantuan  | Boulder, desk, dumpster, file cabinet, large sofa, soda machine                        | 2d6    |
| Colossal    | Junked vehicle, stoplight, telephone pole, uprooted tree                               | 2d8    |

A character can effectively wield or throw an object of their size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than themselves using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 25 feet, Gargantuan 40 feet, Colossal 60 feet.

**Damage:** Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size.

Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage. **Special:** Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

**Table: Tech Level 0 Armor**

| Armor               | Pur. DC | Armor/<br>Shield AC | Maximum<br>Dex Bonus | Armor Check<br>Penalty | Arcane Spell<br>Failure Chance | Speed<br>30'/20' | Weight |
|---------------------|---------|---------------------|----------------------|------------------------|--------------------------------|------------------|--------|
| <b>Light Armor</b>  |         |                     |                      |                        |                                |                  |        |
| Padded              | 15      | +1                  | +8                   | +/-0                   | 5%                             | 30'/20'          | 10 lb. |
| <b>Medium Armor</b> |         |                     |                      |                        |                                |                  |        |
| Hide                | 19      | +3                  | +4                   | -3                     | 20%                            | 20'/15'          | 25 lb. |

## Tech Level 1: The Bronze/Iron Age

Civilizations have formed at this point, using common languages and currencies. The taming of fire has begun, with metalworking in its infancy. Techniques are still new, and thus mastercrafting is only possible up to a +1 bonus in a Tech Level 1 scenario.

### Exotic Tech Level 1 Weapons

**Bolas:** You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

**Chain, Spiked:** A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

**Net:** A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Sword, Bastard:** A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

**Table: Tech Level 1 Weapons**

| <b>Simple Weapons</b>           | <b>Pur. DC</b> | <b>Dmg (S)</b>   | <b>Dmg (M)</b>   | <b>Critical</b> | <b>Range</b> | <b>Weight</b> | <b>Type<sup>1</sup></b>    |
|---------------------------------|----------------|------------------|------------------|-----------------|--------------|---------------|----------------------------|
| <b>Unarmed Attacks</b>          |                |                  |                  |                 |              |               |                            |
| Gauntlet                        | 12             | 1d2              | 1d3              | x2              | —            | 1 lb.         | Bludgeoning                |
| <b>Light Melee Weapons</b>      |                |                  |                  |                 |              |               |                            |
| Dagger                          | 12             | 1d3              | 1d4              | 19–20/x2        | 10'          | 1 lb.         | Piercing or slashing       |
| Dagger, punching                | 12             | 1d3              | 1d4              | x3              | —            | 1 lb.         | Piercing                   |
| Gauntlet, spiked                | 15             | 1d3              | 1d4              | x2              | —            | 1 lb.         | Piercing                   |
| Mace, light                     | 15             | 1d4              | 1d6              | x2              | —            | 4 lb.         | Bludgeoning                |
| Sickle                          | 16             | 1d4              | 1d6              | x2              | —            | 2 lb.         | Slashing                   |
| <b>One-Handed Melee Weapons</b> |                |                  |                  |                 |              |               |                            |
| Mace, heavy                     | 18             | 1d6              | 1d8              | x2              | —            | 8 lb.         | Bludgeoning                |
| Morningstar                     | 17             | 1d6              | 1d8              | x2              | —            | 6 lb.         | Bludgeoning and piercing   |
| <b>Ranged Weapons</b>           |                |                  |                  |                 |              |               |                            |
| Sling (w/ 10 bullets)           | —              | 1d3              | 1d4              | x2              | 50'          | 0 lb.         | Bludgeoning                |
| <b>Martial Weapons</b>          |                |                  |                  |                 |              |               |                            |
| <b>Light Melee Weapons</b>      |                |                  |                  |                 |              |               |                            |
| Axe, throwing                   | 17             | 1d4              | 1d6              | x2              | 10'          | 2 lb.         | Slashing                   |
| Hammer, light                   | 9              | 1d3              | 1d4              | x2              | 20'          | 2 lb.         | Bludgeoning                |
| Handaxe                         | 16             | 1d4              | 1d6              | x3              | —            | 3 lb.         | Slashing                   |
| Pick, light                     | 13             | 1d3              | 1d4              | x4              | —            | 3 lb.         | Piercing                   |
| Sap                             | 9              | 1d4 <sup>3</sup> | 1d6 <sup>3</sup> | x2              | —            | 2 lb.         | Bludgeoning, nonlethal     |
| Shield, light                   | special        | 1d2              | 1d3              | x2              | —            | special       | Bludgeoning                |
| Spiked armor                    | special        | 1d4              | 1d6              | x2              | —            | special       | Piercing                   |
| Spiked shield, light            | special        | 1d3              | 1d4              | x2              | —            | special       | Piercing                   |
| Sword, short                    | 18             | 1d4              | 1d6              | 19–20/x2        | —            | 2 lb.         | Piercing                   |
| <b>One-Handed Melee Weapons</b> |                |                  |                  |                 |              |               |                            |
| Battleaxe                       | 18             | 1d6              | 1d8              | x3              | —            | 6 lb.         | Slashing                   |
| Flail                           | 17             | 1d6              | 1d8              | x2              | —            | 5 lb.         | Bludgeoning                |
| Longsword                       | 19             | 1d6              | 1d8              | 19–20/x2        | —            | 4 lb.         | Slashing                   |
| Pick, heavy                     | 17             | 1d4              | 1d6              | x4              | —            | 6 lb.         | Piercing                   |
| Shield, heavy                   | special        | 1d3              | 1d4              | x2              | —            | special       | Bludgeoning                |
| Spiked shield, heavy            | special        | 1d4              | 1d6              | x2              | —            | special       | Piercing                   |
| Sword, bastard                  | 22             | 1d8              | 1d10             | 19–20/x2        | —            | 6 lb.         | Slashing, exotic           |
| Trident                         | 19             | 1d6              | 1d8              | x2              | 10'          | 4 lb.         | Piercing                   |
| Warhammer                       | 18             | 1d6              | 1d8              | x3              | —            | 5 lb.         | Bludgeoning                |
| Whip                            | 10             | 1d2              | 1d3              | x2              | —            | 2 lb.         | Slashing, exotic           |
| <b>Two-Handed Melee Weapons</b> |                |                  |                  |                 |              |               |                            |
| Greataxe                        | 20             | 1d10             | 1d12             | x3              | —            | 12 lb.        | Slashing                   |
| Greatclub                       | 15             | 1d8              | 1d10             | x2              | —            | 8 lb.         | Bludgeoning                |
| Flail, heavy                    | 19             | 1d8              | 1d10             | 19–20/x2        | —            | 10 lb.        | Bludgeoning                |
| Greatsword                      | 23             | 1d10             | 2d6              | 19–20/x2        | —            | 8 lb.         | Slashing                   |
| Scythe                          | 20             | 1d6              | 2d4              | x4              | —            | 10 lb.        | Piercing or slashing       |
| Spiked Chain                    | 21             | 1d6              | 2d4              | x2              | —            | 10 lb.        | Piercing, exotic, 2-weapon |
| <b>Ranged Weapons</b>           |                |                  |                  |                 |              |               |                            |
| Bolas                           | 15             | 1d3              | 1d4              | x2              | 10'          | 2 lb.         | Bludgeoning, exotic        |
| Longbow                         | 25             | 1d6              | 1d8              | x3              | 100'         | 3 lb.         | Piercing                   |
| Longbow, composite              | 26             | 1d6              | 1d8              | x3              | 110'         | 3 lb.         | Piercing                   |
| Net                             | 20             | —                | —                | —               | 10'          | 6 lb.         | Exotic                     |
| Shortbow                        | 22             | 1d4              | 1d6              | x3              | 60'          | 2 lb.         | Piercing                   |
| Shortbow, composite             | 23             | 1d4              | 1d6              | x3              | 70'          | 2 lb.         | Piercing                   |

<sup>1</sup> When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

**Whip:** A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you

don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

**Table: Tech Level 1 Armor**

| Armor                | Pur. DC | Armor/<br>Shield AC | Maximum<br>Dex Bonus | Armor Check<br>Penalty | Arcane Spell<br>Failure Chance | Speed<br>30'/20' | Weight |
|----------------------|---------|---------------------|----------------------|------------------------|--------------------------------|------------------|--------|
| <b>Light Armor</b>   |         |                     |                      |                        |                                |                  |        |
| Leather              | 18      | +2                  | +6                   | +/-0                   | 10%                            | 30'/20'          | 15 lb. |
| Studded leather      | 21      | +3                  | +5                   | -1                     | 15%                            | 30'/20'          | 20 lb. |
| Chain shirt          | 26      | +4                  | +4                   | -2                     | 20%                            | 30'/20'          | 25 lb. |
| <b>Medium Armor</b>  |         |                     |                      |                        |                                |                  |        |
| Scale mail           | 23      | +4                  | +3                   | -4                     | 25%                            | 20'/15'          | 30 lb. |
| Chainmail            | 27      | +5                  | +2                   | -5                     | 30%                            | 20'/15'          | 40 lb. |
| <b>Heavy Armor</b>   |         |                     |                      |                        |                                |                  |        |
| Splint mail          | 28      | +6                  | +0                   | -7                     | 40%                            | 20'/15'          | 45 lb. |
| Banded mail          | 29      | +6                  | +1                   | -6                     | 35%                            | 20'/15'          | 35 lb. |
| <b>Shields</b>       |         |                     |                      |                        |                                |                  |        |
| Buckler              | 19      | +1                  | —                    | -1                     | 5%                             | —/—              | 5 lb.  |
| Shield, light wooden | 14      | +1                  | —                    | -1                     | 5%                             | —/—              | 5 lb.  |
| Shield, light steel  | 17      | +1                  | —                    | -1                     | 5%                             | —/—              | 6 lb.  |
| Shield, heavy wooden | 16      | +2                  | —                    | -2                     | 15%                            | —/—              | 10 lb. |
| Shield, heavy steel  | 20      | +2                  | —                    | -2                     | 15%                            | —/—              | 15 lb. |
| Shield, tower        | 32      | +4 <sup>1</sup>     | +2                   | -10                    | 50%                            | —/—              | 45 lb. |

1 A tower shield can great you cover; see the description.

**Buckler:** This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

You can't bash someone with a buckler.

**Shield, Light, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

*Wooden or Steel:* Wooden and steel shields offer the same basic protection, though they respond differently to special attacks. Also, steel shields can receive field repairs, whereas wooden shields cannot.

*Shield Bash Attacks:* You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Shield, Heavy, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

*Wooden or Steel:* Wooden and steel shields offer the same basic protection, though they respond differently to special attacks. Also, steel shields can receive field repairs, whereas wooden shields cannot.

*Shield Bash Attacks:* You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon.



For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Shield, Tower:** This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster or power manifester can cast a spell or target a power on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

## Tech Level 2: The Middle Ages

As societies flourish, knowledge advances, and warfare advances in lockstep with it. The use of cavalry has necessitated reach weapons like the ranseur and the lance, while armors have become heavier. Building on the developments of Tech Level 1, experts and skilled artisans can now create mastercrafted items with a bonus of up to +2.

**Table: Tech Level 2 Weapons**

| Simple Weapons            | Pur. DC | Dmg (S) | Dmg (M) | Critical | Range | Weight | Type <sup>1</sup>    |
|---------------------------|---------|---------|---------|----------|-------|--------|----------------------|
| <b>Ranged Weapons</b>     |         |         |         |          |       |        |                      |
| Crossbow, heavy           | 23      | 1d8     | 1d10    | 19–20/x2 | 120'  | 8 lb.  | Piercing             |
| Bolts, crossbow (10)      | 9       | —       | —       | —        | —     | 1 lb.  | —                    |
| Crossbow, light           | 22      | 1d6     | 1d8     | 19–20/x2 | 80'   | 4 lb.  | Piercing             |
| Bolts, crossbow (10)      | 9       | —       | —       | —        | —     | 1 lb.  | —                    |
| <b>Martial Weapons</b>    |         |         |         |          |       |        |                      |
| Two-Handed Weapons        | Pur. DC | Dmg (S) | Dmg (M) | Critical | Range | Weight | Type <sup>1</sup>    |
| Glaive                    | 16      | 1d8     | 1d10    | x3       | —     | 10 lb. | Slashing, reach      |
| Guisarme                  | 17      | 1d6     | 2d4     | x3       | —     | 12 lb. | Slashing, reach      |
| Halberd                   | 18      | 1d8     | 1d10    | x3       | —     | 12 lb. | Piercing or slashing |
| Lance                     | 18      | 1d6     | 1d8     | x3       | —     | 10 lb. | Piercing, reach      |
| Ranseur                   | 18      | 1d6     | 2d4     | x3       | —     | 12 lb. | Piercing, reach      |
| <b>Ranged Weapons</b>     |         |         |         |          |       |        |                      |
| Crossbow, hand            | 26      | 1d3     | 1d4     | 19–20/x2 | 30'   | 2 lb.  | Piercing, exotic     |
| Crossbow, repeating heavy | 31      | 1d8     | 1d10    | 19–20/x2 | 120'  | 12 lb. | Piercing, exotic     |
| Crossbow, repeating light | 29      | 1d6     | 1d8     | 19–20/x2 | 80'   | 6 lb.  | Piercing, exotic     |

<sup>1</sup> When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

**Crossbow, Hand:** You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

**Crossbow, Repeating:** The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

**Table: Tech Level 2 Armor**

| Arcane Spell | Speed | Armor Check | Maximum | Arcane Spell | Speed |
|--------------|-------|-------------|---------|--------------|-------|
|--------------|-------|-------------|---------|--------------|-------|

| Armor               | Pur. DC | Shield AC | Dex Bonus | Penalty | Failure Chance | 30'/20' | Weight |
|---------------------|---------|-----------|-----------|---------|----------------|---------|--------|
| <b>Medium Armor</b> |         |           |           |         |                |         |        |
| Breastplate         | 28      | +5        | +3        | -4      | 25%            | 20'/15' | 30 lb. |
| <b>Heavy Armor</b>  |         |           |           |         |                |         |        |
| Half-plate          | 32      | +7        | +0        | -7      | 40%            | 20'/15' | 50 lb. |
| Full plate          | 35      | +8        | +1        | -6      | 35%            | 20'/15' | 50 lb. |

## Tech Level 3: The Age of Reason

The birth of the “steampunk” era, Tech Level 3 sees improvements in the scientific method, allowing for the structured development of physics and chemistry and introducing gunpowder to the military theatre. Cannons, muskets, and flintlocks gain precedence as armor-killers, creating a trend towards lighter-armored to non-armored soldiers in favor of mobility. It would not be until Tech Level 5 and the development of Kevlar and ceramic non-metallic armors that any further innovations in personal armor would be realized (thus there is no entry for Tech Level 3 Armor or Tech Level 4 Armor).

### Table: Tech Level 3 Weapons

| Martial Weapons | Pur. DC | Dmg (S) | Dmg (M) | Critical | RoF | Range | Weight | Type        |
|-----------------|---------|---------|---------|----------|-----|-------|--------|-------------|
| Bayonet         | 7       | 1d3     | 1d4     | x2       | --- | ---   | 2 lb.  | Piercing    |
| Pistol Whip     | ---     | 1d3     | 1d4     | x2       | --- | ---   | ---    | Bludgeoning |
| Rifle Butt      | ---     | 1d4     | 1d6     | x2       | --- | ---   | ---    | Bludgeoning |

| Personal Firearms              | Pur. DC | Dmg (S) | Dmg (M) | Critical | RoF    | Range | Weight | Type      |
|--------------------------------|---------|---------|---------|----------|--------|-------|--------|-----------|
| <b>1-Handed Ranged Weapons</b> |         |         |         |          |        |       |        |           |
| Flintlock Pistol               | 29      | 1d8     | 1d10    | x3       | Single | 30'   | 3 lb.  | Ballistic |
| <b>2-Handed Ranged Weapons</b> |         |         |         |          |        |       |        |           |
| Musket                         | 31      | 1d10    | 1d12    | x3       | Single | 100'  | 10 lb. | Ballistic |

| Explosives | Pur. DC | Dmg   | Blast Radius (Save DC)   | Range | Weight | Type                 |
|------------|---------|-------|--------------------------|-------|--------|----------------------|
| Bomb       | 27      | 2d6   | 5' (Ref DC 15 ½ )        | 10'   | 1 lb.  | Fire, simple weapon  |
| Smoke Bomb | 24      | Smoke | special; see description | 10'   | 1 lb.  | Smoke, simple weapon |

**RoF:** Rate of Fire. This shows how often the weapon can be fired each round. “Single” denotes single shot; the weapon can only be fired once per round. “S” denotes semiautomatic; the weapon can be fired as many times per round as the wielder has attacks. “A” denotes automatic; the weapon can be fired as many times per round as the wielder has attacks, and it can be used for autofire as well (see Combat).

**Bayonet:** The bayonet is a specially-designed spearhead that affixes the end of a longarm (2-handed ranged weapon); the stats given are based on being properly affixed. The bayonet can be wielded as an improvised weapon (-4 to hit) when not affixed. A character with Two-Weapon Fighting can wield a longarm with a bayonet (and rifle butt) as a double weapon.

**Flintlock Pistol:** Basically a one-handed miniaturized cannon, a flintlock pistol can be fired once before needing a reload. A proficient character can reload with a standard action (a move action with Quick Reload feat).

**Musket:** The two-handed big brother of the flintlock pistol, the musket must also be reloaded after it's discharged. A proficient character can reload a musket with a standard action (a move action with Quick Reload feat).

**Bomb:** A handheld chemical concoction, a bomb must be lit before it is thrown, a move action being required to light the bomb. Unlike other weapons, the bomb is considered a splash weapon, meaning you target a certain hex, and then the effect is resolved against anyone within the radius of the area of effect. A typical handheld bomb does 2d6 fire damage to a 5' radius, with a Reflex save DC 15 allowed for ½ damage. No proficiency is required to throw a bomb.

**Smoke Bomb:** The smoke bomb must be lit prior to being thrown, a move action being required to light the smoke bomb. One round after it's lit, the smoke bomb doesn't so much explode as it does emit voluminous amounts of smoke, filling a 20' radius with the equivalent of a Fog Cloud (see the spell description). A moderate wind (11-

20mph) will disperse it in 4 rounds, anything stronger within 1 round, otherwise it will linger for up to 2 minutes. No proficiency is required to throw a bomb.

## Tech Level 4: The Industrial Age

The classic “steampunk” era, the Industrial Age represents the establishment of mass production and widespread scientific applications in manufacturing. As a result, pneumatic and hydraulic methods of automated production, alongside the harnessing of electricity and the development of the internal combustion engine, give rise to the birth of massive metal machines of war; the battleship, the dogfighter, and the tank. Regarding personal munitions, weapons with automatic firing mechanisms and standardized self-igniting explosives make warfare even deadlier. Mastercrafting is now possible to a maximum +3 modifier.

**Table: Tech Level 4 Weapons**

| Personal Firearms              | Pur. DC | Dmg (S) | Dmg (M)                  | Critical | RoF    | Range   | Weight | Type (Ammo)                   |
|--------------------------------|---------|---------|--------------------------|----------|--------|---------|--------|-------------------------------|
| <b>1-Handed Ranged Weapons</b> |         |         |                          |          |        |         |        |                               |
| Automatic Pistol               | 18      | 2d4     | 2d6                      | x2       | S      | 40'     | 3 lb.  | Ballistic (8)                 |
| Derringer                      | 17      | 2d4     | 2d6                      | x2       | Single | 10'     | 1 lb.  | Ballistic (1)                 |
| Revolver                       | 16      | 2d6     | 2d8                      | x2       | S      | 30'     | 3 lb.  | Ballistic (6)                 |
| <b>2-Handed Ranged Weapons</b> |         |         |                          |          |        |         |        |                               |
| Automatic Rifle                | 20      | 2d6     | 2d8                      | x2       | S, A   | 80'     | 8 lb.  | Ballistic (30)                |
| Flamethrower                   | 20      | 3d4     | 3d6                      | ---      | S      | special | 50 lb. | Fire, simple, see description |
| Hunting Rifle                  | 18      | 2d8     | 2d10                     | x2       | S      | 100'    | 7 lb.  | Ballistic (6)                 |
| Machinegun                     | 21      | 2d6     | 2d8                      | x2       | A      | 100'    | 22 lb. | Ballistic (30 or 100), exotic |
| Shotgun                        | 17      | 2d6     | 2d8                      | x3       | S      | 30'     | 7 lb.  | Ballistic (6)                 |
| Sniper Rifle                   | 22      | 2d10    | 2d12                     | x2       | S      | 120'    | 16 lb. | Ballistic (6)                 |
| Submachine Gun                 | 20      | 2d4     | 2d6                      | x2       | S, A   | 50'     | 7 lb.  | Ballistic (20)                |
| <b>Explosives (Simple)</b>     |         |         |                          |          |        |         |        |                               |
| Dynamite                       | 15      | 3d6+    | 5'+ (Ref DC 15 ½ )       |          |        | 10'     | 1+ lb. | see description               |
| Hand Grenade                   | 18      | varies  | special; see description |          |        | 10'     | 1 lb.  | see description               |

**Dynamite:** This short thin cylinder of explosive material has a fuse that must be lit, requiring a move action. Depending on the fuse set, the dynamite can explode in the same round or up to several minutes later (Demolitions check DC 10 to measure out the proper length for the fuse based on the desired timeframe). The explosive has a blast radius of 5 feet, and anyone caught within the blast radius can make a Reflex save DC 15 to take half damage.

It is possible to bind together several sticks of dynamite so they ignite and explode at the same time; each additional stick causes +1d6 damage (maximum 10d6 bludgeoning damage) and +5 feet to the blast radius (maximum 20' blast radius).

**Flamethrower:** A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot hexes (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before it's depleted, with refuel packs having a purchase DC of 13.

**Hand Grenade:** Handheld bombs with built-in ignition methods, grenades come in two main varieties in Tech Level 5; fragmentation grenades, and smoke grenades. Of course, others are possible; ask your GM about options. No proficiency is necessary to throw a grenade.

**Fragmentation Grenade:** Known more commonly as a “frag grenade”, the fragmentation grenade is anti-personnel in nature, intending to wound and disable infantry. It does 4d6 slashing damage to a 20 foot radius, with a Reflex save DC 15 to take half damage.

**Smoke Grenade:** A self-igniting handheld canister, sometimes installed with fins to aid in throwing, a smoke grenade dispenses a 20’ radius cloud of inky grey smoke 1 round after being thrown, offering partial concealment to anyone on the outer 5’ of the cloud, and total concealment to anyone further in or through the cloud. A moderate wind (11-20mph) will disperse it in 4 rounds, anything stronger within 1 round, otherwise it will linger for up to 2 minutes. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

**Tear Gas Grenade:** Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after they leave the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

## Tech Level 5: The Information Age

The development of electricity in the last era has led to a new type of technology; the computer. Using the binary nature of electricity to offer a “yes/no” logic system, computers slowly evolve into artificial intelligence. This new frontier revolutionizes society, making weapons and armor “smart” with integrated sensor systems. The exacting control computers offer also allows for the development of nuclear energy, making warfare dangerous on a planetary level.

**Table: Tech Level 5 Weapons**

| Simple Weapons                 | Pur. DC | Dmg (S) | Dmg (M) | Critical | RoF    | Range | Weight  | Type (Ammo)                  |
|--------------------------------|---------|---------|---------|----------|--------|-------|---------|------------------------------|
| <b>1-Handed Ranged Weapons</b> |         |         |         |          |        |       |         |                              |
| Pepper Spray                   | 5       | Special | Special | ---      | Single | 5’    | 0.5 lb. | See description              |
| Taser                          | 1       | 1d3     | 1d4     | ---      | Single | 5’    | 2 lb.   | Electricity, see description |
| <b>Personal Firearms</b>       |         |         |         |          |        |       |         |                              |
| <b>1-Handed Ranged Weapons</b> |         |         |         |          |        |       |         |                              |
| Machine Pistol                 | 18      | 2d4     | 2d6     | x2       | S, A   | 40’   | 4 lb.   | Ballistic (20)               |
| <b>2-Handed Ranged Weapons</b> |         |         |         |          |        |       |         |                              |
| Automatic Sniper Rifle         | 22      | 2d10    | 2d12    | x2       | S, A   | 120’  | 18 lb.  | Ballistic (15)               |
| Grenade Launcher               | 16      | varies  | varies  | ---      | Single | 70’   | 7 lb.   | See description, exotic      |
| Rocket Launcher                | 18      | 10d4    | 10d6    | ---      | Single | 150’  | 5 lb.   | See description, exotic      |

**Pepper Spray:** A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

**Taser:** A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

**Grenade Launcher:** Besides the difference in range increments given above, a grenade launcher shoots hand grenades an exceptional distance; use the description and options from Hand Grenade above.



|                    |    |         |         |     |      |      |        |                 |
|--------------------|----|---------|---------|-----|------|------|--------|-----------------|
| Laser Rifle        | 19 | 4d4     | 4d6     | 20  | S, A | 100' | 8 lb.  | Tech Fire (50)  |
| Laser Sniper Rifle | 21 | 4d6     | 4d8     | 20  | S    | 150' | 14 lb. | Tech Fire (50)  |
| Tangler Gun        | 16 | special | special | --- | S    | 20'  | 8 lb.  | see description |

| Explosives (Simple) | Pur. DC | Dmg | Blast Radius (Save DC) | Range | Weight | Type                        |
|---------------------|---------|-----|------------------------|-------|--------|-----------------------------|
| Concussion Grenade  | 15      | 4d6 | 10' (Ref DC 15 ½ )     | 10'   | 1 lb.  | Concussion, see description |
| EMP Grenade         | 18      | 5d6 | 20'; see description   | 10'   | 1 lb.  | Nonlethal, see description  |
| Fireflush Grenade   | 20      | 3d6 | 10' (no save)          | 10'   | 1 lb.  | Fire, see description       |

**High Frequency Sword:** One of the few melee weapons to be developed in the Fusion Age, the high frequency sword is made of a durable metal alloy many times tougher than steel. Inside the blade itself and controlled by a switch on the hilt of the weapon are microscopic machines that cause the blade to vibrate at incredibly high speeds. Though the wielder of the weapon is shielded from these vibrations by a soft hilt, any character or object struck by the high frequency sword finds that the weapon is given extra cutting power thanks to its technological enhancements. The power source of the weapon makes it good to ignore 10 points of hardness for 50 successful hits before another power pack is required.

**Stun Baton:** The stun baton is a long rod similar to those carried by modern-day police officers, though on one end of the baton a metal cap that emits a pulse of stunning energy when it strikes a target. Any creature hit by a stun baton takes 1d6 points of bludgeoning damage and must succeed on a Fortitude save (DC 10 + damage dealt) or be stunned for 1d4 rounds. The power pack gives the weapon 20 discharges before it is just a normal baton; the user can decide on a blow-to-blow basis whether or not the stun feature is active.

**Laser Weapons:** Laser weapons are considered fire damage. However, unlike normal fire, which only deals half-damage to objects, lasers, as a technological form of fire, inflict full damage to objects, including armor and shields.

**Mini-Grenade Launcher:** The size of a large pistol, the mini-grenade launcher holds one grenade before it must be reloaded. Tech Level 6 has seen several new developments in grenade warfare;

*Grenade, Concussion:* Law enforcement officers in the Fusion Age use concussion grenades to knock out threatening targets. Living creatures within the concussion grenade's 10-foot burst radius take 4d6 points of nonlethal concussion damage, or half damage on a successful Reflex save (DC 15). Concussion grenades do not affect robots or other nonliving creatures.

*Grenade, EMP:* An EMP grenade releases an electromagnetic pulse that instantly shorts out all electronic devices (including computers) within a 20-foot burst radius. Affected devices remain nonfunctional until repaired (see the Repair skill description for details).

The EMP grenade deals no damage to living creatures. However, a creature with cybernetic attachments takes 1d6 points of electricity damage per cybernetic attachment (maximum 5d6) and must succeed on a Fortitude save (DC 15) or be stunned for 1d4 rounds. If the cybernetically enhanced creature rolls a natural 1 on its Fortitude save, each of its cybernetic attachments takes 1d6 points of electricity damage as well.

An EMP grenade deals 5d6 points of nonlethal electricity damage to a mecha or robot.

*Grenade, Fireflush:* A fireflush grenade contains a chemical compound that combusts immediately upon contact with oxygen. When a fireflush grenade detonates, it produces geysers of flame that fill a 10-foot burst radius. All creatures and objects within the burst radius take 3d6 points of fire damage. The blast also ignites clothing and other flammable items.

**Mini-Rocket Launcher:** As the Rocket Launcher above, except as given here. Note that the Mini-Rocket Launcher is usable by any character with Personal Firearms Proficiency.

**Tangler Gun:** A unique nonlethal weapon eagerly adopted by law enforcement agencies around the world, the tangler gun fires condensed balls of an incredibly sticky compound that can render a target immobile in a few short moments. The tangler gun fires pellets of an inert compound that, when broken, expand into a gelatinous substance that covers large portions of a target. Unfortunately for the target, the disgusting mess soon becomes more problematic as the compound hardens. Within seconds, a single pellet no larger than a fingernail has expanded into a ball of goop and then hardened into an immobilizing layer of tough chitin.

Any time a character is struck by a tangler gun, that character suffers a cumulative –2 penalty to Dexterity. This penalty remains in place until the compound is dissolved.

If the character is struck with enough tangle pellets that the penalty is equal to or greater than their Dexterity, they are immobilized and may take no actions until the compound is dissolved. Dexterity penalties from tangle guns stack with those from tangle grenades.

Hardened compound dissolves naturally after 8 hours or can be removed by using solvaway chemical or some other spray solvent; it has a hardness of 5 and 5 hit points per pellet, however any forceful removal of it inflicts the same amount of damage to the target stuck in the pellet.

**Table: Tech Level 6 Armor**

| Armor                    | <u>Pur. DC</u> | A armor/<br>Shield AC | Maximum<br>Dex Bonus | A armor Check<br>Penalty | Arcane Spell<br>Failure Chance | Speed<br>30'/20' | Weight |
|--------------------------|----------------|-----------------------|----------------------|--------------------------|--------------------------------|------------------|--------|
| <b>Light Armor</b>       |                |                       |                      |                          |                                |                  |        |
| Survival Suit            | 16             | +1                    | +7                   | +/-0                     | 0%                             | 30'/20'          | 3 lb.  |
| <b>Heavy Armor</b>       |                |                       |                      |                          |                                |                  |        |
| Land Warrior Power Armor | 28             | +10                   | +0                   | -10                      | 50%                            | 20'/15'          | 50 lb. |

**Survival Suit:** The survival suit is the natural evolution of wilderness survival gear popularized in the Information Age. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another 8 hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

**Land Warrior Power Armor:** One of the first forays into powered armor in the Fusion Age, Land Warrior powered armor was a major step in the ongoing effort to increase the efficiency of the individual soldier. The primary benefits of Land Warrior armor are found in its heavy armor and exoskeleton; the armor gives a +4 equipment bonus to Strength, with a Hardness of 10 and 50 hit points. It also possesses communications and sensor gear; each Land Warrior armor has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor), including images captured from the scope of a linked assault rifle or sniper rifle. Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see, allowing the wearer to fire around corners with ease. In addition to the communications and data equipment, the armor functions as standard infantry battle armor complete with bullet-resistant plating and kevlar protective gear. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of Land Warrior-capable soldiers to communicate and coordinate with ease and efficiency.

## Tech Level 7: The Gravity Age

The Gravity Age sees many of the most revolutionary changes to technology, particularly to technology used on the battlefield. Plasma weapons are finally made small enough to become practical for battlefield use, while powered armors gain widespread use. The advent of gravity-related technology brings some new forms of construction as well, incorporating new gravity-based technologies in practical ways.

**Table: Tech Level 7 Weapons**

| Martial Weapons | <u>Pur. DC</u> | Dmg (S) | Dmg (M) | Critical | RoF | Range | Weight | Type (Ammo) |
|-----------------|----------------|---------|---------|----------|-----|-------|--------|-------------|
|-----------------|----------------|---------|---------|----------|-----|-------|--------|-------------|



|                |    |     |     |       |     |     |       |                           |
|----------------|----|-----|-----|-------|-----|-----|-------|---------------------------|
| Concussion Rod | 17 | 2d6 | 2d8 | 20    | --- | --- | 3 lb. | Bludgeoning/Concussion    |
| Vibro-Blade    | 16 | 2d4 | 2d6 | 19-20 | --- | --- | 2 lb. | Slashing, see description |

| Personal Firearms              | Pur. DC | Dmg (S) | Dmg (M) | Critical | RoF  | Range | Weight | Type (Ammo)                 |
|--------------------------------|---------|---------|---------|----------|------|-------|--------|-----------------------------|
| <b>1-Handed Ranged Weapons</b> |         |         |         |          |      |       |        |                             |
| Plasma Pistol                  | 20      | 4d4     | 4d6     | 20       | S    | 40'   | 3 lb.  | Tech Acid Fire (50)         |
| <b>2-Handed Ranged Weapons</b> |         |         |         |          |      |       |        |                             |
| Concussion Rifle               | 22      | 2d8+*   | 2d10+*  | 20       | S    | 20'   | 6 lb.  | Concussion, see description |
| Plasma Rifle                   | 22      | 4d6     | 4d8     | 20       | S, A | 80'   | 8 lb.  | Tech Acid Fire (50)         |
| Railgun                        | 24      | 4d8     | 6d6     | 20       | S    | 100'  | 18 lb. | Ballistic (20)              |

| Explosives (Simple) | Pur. DC | Dmg     | Blast Radius (Save DC)  | Range | Weight | Type                         |
|---------------------|---------|---------|-------------------------|-------|--------|------------------------------|
| Dissolver Grenade   | 14      | 2d6     | 5' (no save)            | 10'   | 2 lb.  | Acid, see description        |
| Gravitic Grenade    | 20      | 6d6     | 10' (Reflex DC 15 ½)    | 10'   | 1 lb.  | Bludgeoning, see description |
| Stun Grenade        | 17      | special | 15' (Reflex DC 18 neg.) | 10'   | 1 lb.  | See description              |

**Concussion Rod:** Modeled after the medieval mace, this weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact. The rod deals 2d8 points of damage with each successful hit; half of the damage is bludgeoning damage; half is nonlethal concussive damage.

**Vibro-Blade:** The next generation high-frequency sword, the vibro-blade ignores all hardness of anything it hits. Owing to the use of naturally-occurring magnets, it has no need for a power source.

**Plasma Weapons:** Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage.

In game terms plasma is an energy form that behaves like both acid and fire, and a target would have to have resistance to both energy types to resist plasma damage. Similarly, a target would need to be immune to both fire and acid to be immune to plasma damage. A target immune to one energy type, either acid or fire, and resistant to the other would only have resistance to plasma, equal to the target's resistance to the non-immune energy type.

**Concussion Rifle:** A concussion rifle fires an artificial gravity pulse at the target with enough force to hurl it through the air (along a path away from the shooter). The discharged gravity pulse is mostly transparent, but bends light around itself, creating a ripple effect along its path. The pulse deals 2d10 points of concussion damage with a successful hit. In addition, the target is thrown back 5 feet for every 5 points of damage dealt by the weapon. The target must also succeed in a Fortitude save (DC = damage dealt) or be knocked prone. If the thrown target strikes a wall or other solid surface, it takes damage as though it had fallen from a height equal to the number of feet it was thrown back.

**Railgun:** The Gravity Age rail gun uses gravity pulses, not magnets, to propel a projectile at high velocities. Metal shards are accelerated along the rail gun's length, leaving the barrel at an extremely high velocity.

**Dissolver Grenade:** This grenade releases a cloud of gas that dissolves organic matter, dealing 2d6 points of acid damage per round to all living creatures and organic materials in a 5-foot-radius burst. Suspended in an artificial gravity well, the cloud persists until the gravity well collapses after 1 minute. The gravity well prevents even strong winds from dispersing the acid cloud.

**Gravitic Grenade:** When this grenade detonates, it releases incredible gravitational forces. All creatures within a 10-foot-radius burst are crushed for 6d6 points of bludgeoning damage. A successful Reflex save (DC 15) halves the damage.

**Stun Grenade:** A stun grenade deals no damage, but any creature within its 15-foot burst radius that fails a Reflex save (DC 18) must immediately make a Fortitude save (DC 15) or be stunned for 1d4 rounds. A creature that succeeds on the Reflex save is not required to make a Fortitude save and is unaffected by the grenade. A stun grenade has no effect on robots and other creatures immune to stunning effects.

**Table: Tech Level 7 Armor**

| Armor       | Pur. DC | Armor/<br>Shield AC | Maximum<br>Dex Bonus | Armor Check<br>Penalty | Arcane Spell<br>Failure Chance | Speed<br>30'/20' | Weight |
|-------------|---------|---------------------|----------------------|------------------------|--------------------------------|------------------|--------|
| Light Armor |         |                     |                      |                        |                                |                  |        |

|             |    |    |    |      |    |         |       |
|-------------|----|----|----|------|----|---------|-------|
| Silent Suit | 18 | +1 | +8 | +/-0 | 5% | 30'/20' | 1 lb. |
|-------------|----|----|----|------|----|---------|-------|

**Silent Suit:** The silent suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Silent suits look like form-fitting bodysuits with padding on the shoulders, elbows, and knees. Sonic dampening field generators are built into the suit, reducing to a minimum the noise made by movement. A character wearing a silent suit gains a +10 equipment bonus on all Move Silently checks.

## Tech Level 8: The Energy Age

The Energy Age sees the miniaturization of most power production systems, allowing for more powerful personal weapons and travel to distant stars. The invention of space-bending “star drives” connect the farflung reaches of the galaxy in new ways, and almost every infantry unit wears some version of powered armor.

**Table: Tech Level 8 Weapons**

| Martial Weapons | Pur. DC | Dmg (S) | Dmg (M) | Critical | RoF | Range | Weight | Type (Ammo)    |
|-----------------|---------|---------|---------|----------|-----|-------|--------|----------------|
| Plasma Sword    | 17      | 2d6     | 2d8     | 19-20    | --- | ---   | 1 lb.  | Tech Acid Fire |

### Personal Firearms

#### 2-Handed Ranged Weapons

|                     |    |      |      |    |   |     |       |                             |
|---------------------|----|------|------|----|---|-----|-------|-----------------------------|
| Cryonic Rifle       | 21 | 2d8  | 2d10 | 20 | S | 20' | 8 lb. | Tech Cold (10)              |
| Disintegrator Rifle | 23 | 4d4  | 4d6  | 20 | S | 30' | 6 lb. | Disintegration (10)         |
| Sonic Rifle         | 18 | 2d6+ | 2d8+ | 20 | S | 40' | 3 lb. | Sonic (50), see description |

| Explosives (Simple) | Pur. DC | Dmg     | Blast Radius (Save DC)  | Range | Weight | Type                          |
|---------------------|---------|---------|-------------------------|-------|--------|-------------------------------|
| Cryonic Grenade     | 19      | 8d6     | 10' (Reflex DC 15 ½)    | 10'   | 2 lb.  | Tech Cold, see description    |
| Psionic Grenade     | 22      | special | 10' (Reflex DC 18 neg.) | 10'   | 1 lb.  | See description               |
| Singularity Grenade | 26      | 15d6    | 5' (Reflex DC 15 ½)     | 10'   | 2 lb.  | Disintegrate, see description |

**Cryonic Rifle:** The perfection of cryogenic technology finally reaches its most portable form in the Energy Age. A cryonic rifle draws power from a canister of compressed mutagen, which is transmitted, via an energy beam into the target. The cryonic beam deals 3d6 points of tech cold damage. A target reduced to negative hit points by the weapon instantly stabilizes. Furthermore, if the ray deals sufficient damage to reduce the target to –10 or fewer hit points, the target instead drops to –9 hit points and stabilizes automatically (in other words, the target does not die).

**Disintegrator Rifle:** Resembling a laser rifle, a disintegrator fires a micro-singularity that obliterates the target’s molecular structure on impact. Any living creature reduced to –[Con score] hit points by the weapon completely disintegrates. Objects and nonliving creatures (including robots) reduced to 0 hit points by the weapon are likewise disintegrated.

**Sonic Rifle:** The sonic rifle fires a pulse of destructive sound at the target, dealing sonic damage. In addition, any creature damaged by the sonic pulse must succeed on a Fortitude save (DC 15) or be deafened and shaken for 1d4 rounds.

**Grenade, Cryonic:** When a cryonic grenade explodes, it deals 8d6 points of cold damage to all creatures in a 10-foot burst radius. A successful Reflex save (DC 15) halves the damage. The freezing cold automatically stabilizes any creature reduced to negative hit points by the blast. If the cryonic blast deals sufficient damage to reduce a target to –10 or fewer hit points, the target instead drops to –9 hit points and stabilizes automatically (in other words, the target does not die).

**Grenade, Psionic (Psionic Level 1 scenario):** A psionic grenade releases a 10-foot-radius psionic blast that affects only creatures with psionic abilities or powers. Any such creature that fails a Reflex save (DC 18) cannot use its psionic abilities or psionic powers for 1d4 rounds. In addition, it must succeed on a Will save (DC 15) or suffer 1d6 points of temporary Intelligence, Wisdom, and Charisma damage.

**Grenade, Singularity:** A singularity grenade generates a gravity field so powerful that it bends space into a miniature black hole. The black hole instantly devours all light and matter before collapsing and vanishing. Any character or object in the grenade’s 5-foot burst radius takes 15d6 points of damage. A successful Reflex save (DC

15) halves the damage. If the damage is enough to reduce a creature to –10 hit points, the grenade leaves no trace of the creature behind.

## Tech Level 9: The Transparent Age

At this level of technological development, technology and magic are virtually synonymous. Almost any spell or power can be emulated by a technological equivalent, usually referred to as “psychotronics” on the psionic side and “technomancy” on the magical side. In such a scenario, there is almost nothing that can’t be accomplished by technology. Indeed, any beings who achieve Tech Level 9 would likely “ascend” to a higher (electromagnetic) vibration of existence, no longer hindered by the moors of physical existence.

Given the lack of limitations for Tech 9 weapons and armor, it really is a matter of what the GM will allow. More often, if the GM is using a Tech Level 9 scenario, it’s because the “Big Bad Evil Guy” (BBEG) has access to it before the players do. However, if you have an idea for something that outstrips the technology listed here, and you can find a magic/psionic item that does what you want the tech item to do, then you can talk to your GM about developing the technological equivalent of what you’re looking. Odds are good that, whatever it is, it can be developed at Tech Level 9.

## Miscellaneous Equipment Throughout the Ages

Like the section on weapons and armor above, the miscellaneous equipment charts are presented chronologically. Thanks to the gold standard used throughout Tech Levels 1-3, the prices for miscellaneous equipment stay largely the same throughout the ages. It’s not until the technological breakthrough of mass production during Tech Level 4 that the production of older technologies becomes easier and cheaper (i.e., -2 Purchase DC modifier to purchase an item for each Tech Level less than the market’s Tech Level).

Thus, it’s not until Tech Level 4 (the Industrial Age) that characters will begin to enjoy a -2 Purchase DC modifier for anything purchased from the Tech Levels 1-3 miscellaneous equipment charts. A Tech Level 5 scenario would see Tech Level 1-3 Purchase DCs decreased by -4, and so on.

## Goods & Services During Tech Levels 1-3

### Adventuring Gear

| Item                     | Cost (Pur. DC) | Weight               |
|--------------------------|----------------|----------------------|
| Backpack (empty)         | 2 gp (12)      | 2 lb. <sup>1</sup>   |
| Barrel (empty)           | 2 gp (12)      | 30 lb.               |
| Basket (empty)           | 4 sp (6)       | 1 lb.                |
| Bedroll                  | 1 sp (3)       | 5 lb. <sup>1</sup>   |
| Bell                     | 1 gp (10)      | —                    |
| Blanket, winter          | 5 sp (7)       | 3 lb. <sup>1</sup>   |
| Block and tackle         | 5 gp (15)      | 5 lb.                |
| Bottle, wine, glass      | 2 gp (12)      | —                    |
| Bucket (empty)           | 5 sp (7)       | 2 lb.                |
| Caltrops                 | 1 gp (10)      | 2 lb.                |
| Candle                   | 1 cp (2)       | —                    |
| Canvas (sq. yd.)         | 1 sp (3)       | 1 lb.                |
| Case, map or scroll      | 1 gp (10)      | 1/2 lb.              |
| Chain (10 ft.)           | 30 gp (22)     | 2 lb.                |
| Chalk, 1 piece           | 1 cp (2)       | —                    |
| Chest (empty)            | 2 gp (12)      | 25 lb.               |
| Crowbar                  | 2 gp (12)      | 5 lb.                |
| Firewood (per day)       | 1 cp (2)       | 20 lb.               |
| Fishhook                 | 1 sp (3)       | —                    |
| Fishing net, 25 sq. ft.  | 4 gp (15)      | 5 lb.                |
| Flask (empty)            | 3 cp (2)       | 1-1/2 lb.            |
| Flint and steel          | 1 gp (10)      | —                    |
| Grappling hook           | 1 gp (10)      | 4 lb.                |
| Hammer                   | 5 sp (7)       | 2 lb.                |
| Ink (1 oz. vial)         | 8 gp (17)      | —                    |
| Inkpen                   | 1 sp (3)       | —                    |
| Jug, clay                | 3 cp (2)       | 9 lb.                |
| Ladder, 10-foot          | 5 cp (2)       | 20 lb.               |
| Lamp, common             | 1 sp (3)       | 1 lb.                |
| Lantern, bullseye        | 12 gp (18)     | 3 lb.                |
| Lantern, hooded          | 7 gp (17)      | 2 lb.                |
| Lock                     |                | 1 lb.                |
| - Very simple            | 20 gp (20)     | 1 lb.                |
| - Average                | 40 gp (23)     | 1 lb.                |
| - Good (TL2)             | 80 gp (25)     | 1 lb.                |
| - Amazing (TL3)          | 150 gp (27)    | 1 lb.                |
| Manacles                 | 15 gp (19)     | 2 lb.                |
| Manacles, masterwork     | 50 gp (23)     | 2 lb.                |
| Mirror, small steel      | 10 gp (18)     | 1/2 lb.              |
| Mug/Tankard, clay        | 2 cp (2)       | 1 lb.                |
| Oil (1-pint flask)       | 1 sp (3)       | 1 lb.                |
| Paper (sheet)            | 4 sp (6)       | —                    |
| Parchment (sheet)        | 2 sp (4)       | —                    |
| Pick, miner's            | 3 gp (14)      | 10 lb.               |
| Pitcher, clay            | 2 cp (2)       | 5 lb.                |
| Piton                    | 1 sp (3)       | 1/2 lb.              |
| Pole, 10-foot            | 2 sp (4)       | 8 lb.                |
| Pot, iron                | 5 sp (7)       | 10 lb.               |
| Pouch, belt (empty)      | 1 gp (10)      | 1/2 lb. <sup>1</sup> |
| Ram, portable            | 10 gp (18)     | 20 lb.               |
| Rations, trail (per day) | 5 sp (7)       | 1 lb. <sup>1</sup>   |
| Rope, hempen (50 ft.)    | 1 gp (10)      | 10 lb.               |
| Rope, silk (50 ft.)      | 10 gp (18)     | 5 lb.                |
| Item                     | Cost (Pur. DC) | Weight               |

|                     |               |                      |
|---------------------|---------------|----------------------|
| Sack (empty)        | 1 sp (3)      | 1/2 lb. <sup>1</sup> |
| Sealing wax         | 1 gp (10)     | 1 lb.                |
| Sewing needle       | 5 sp (7)      | —                    |
| Signal whistle      | 8 sp (9)      | —                    |
| Signet ring         | 5 gp (15)     | —                    |
| Sledge              | 1 gp (10)     | 10 lb.               |
| Soap (per lb.)      | 5 sp (7)      | 1 lb.                |
| Spade or shovel     | 2 gp (12)     | 8 lb.                |
| Spyglass (TL3)      | 1,000 gp (34) | 1 lb.                |
| Tent                | 10 gp (18)    | 20 lb. <sup>1</sup>  |
| Torch               | 1 cp (2)      | 1 lb.                |
| Vial, ink or potion | 1 gp (10)     | 1/10 lb.             |
| Waterskin           | 1 gp (10)     | 4 lb. <sup>1</sup>   |
| Whetstone           | 2 cp (2)      | 1 lb.                |

— No weight, or no weight worth noting.

\* Assuming the scenario allows for such services.

<sup>1</sup> These items weigh ¼ this amount when made for Small characters. Containers for Small characters also carry ¼ the normal amount.

### Special Substances and Items

| Item                   | Cost (Pur. DC) | Weight  |
|------------------------|----------------|---------|
| Acid (flask)           | 10 gp (18)     | 1 lb.   |
| Alchemist's fire (TL2) | 20 gp (20)     | 1 lb.   |
| Antitoxin (vial)       | 50 gp (23)     | —       |
| Everburning torch*     | 110 gp (26)    | 1 lb.   |
| Holy water* (flask)    | 25 gp (21)     | 1 lb.   |
| Smokestick (TL2)       | 20 gp (20)     | 1/2 lb. |
| Sunrod (TL3)           | 2 gp (12)      | 1 lb.   |
| Tanglefoot bag (TL3)   | 50 gp (23)     | 4 lb.   |
| Thunderstone (TL3)     | 30 gp (22)     | 1 lb.   |
| Tindertwig (TL2)       | 1 gp (10)      | —       |

### Tools and Skill Kits

| Item                     | Cost (Pur. DC) | Weight             |
|--------------------------|----------------|--------------------|
| Alchemist's lab          | 500 gp (31)    | 40 lb.             |
| Artisan's tools          | 5 gp (15)      | 5 lb.              |
| Artisan's tools, master  | 55 gp (24)     | 5 lb.              |
| Climber's kit            | 80 gp (25)     | 5 lb. <sup>1</sup> |
| Disguise kit             | 50 gp (23)     | 8 lb. <sup>1</sup> |
| Healer's kit             | 50 gp (23)     | 1 lb.              |
| Holy symbol, wooden*     | 1 gp (10)      | —                  |
| Holy symbol, silver*     | 25 gp (21)     | 1 lb.              |
| Hourglass (TL2)          | 25 gp (21)     | 1 lb.              |
| Magnifying glass         | 100 gp (26)    | —                  |
| Music instrument         | 5 gp (15)      | 3 lb. <sup>1</sup> |
| Music instrument, master | 100 gp (26)    | 3 lb. <sup>1</sup> |
| Scale, merchant's        | 2 gp (12)      | 1 lb.              |
| Spell component pouch    | 5 gp (15)      | 2 lb.              |
| Spellbook, wizard's*     | 15 gp (19)     | 3 lb.              |
| Thieves' tools           | 30 gp (22)     | 1 lb.              |
| Thieves' tools, master   | 100 gp (26)    | 2 lb.              |
| Tool, masterwork         | 50 gp (23)     | 1 lb.              |
| Water clock              | 1,000 gp (34)  | 200 lb.            |

## Clothing

| Item                 | Cost (Pur. DC) | Weight              |
|----------------------|----------------|---------------------|
| Artisan's outfit     | 1 gp (10)      | 4 lb. <sup>1</sup>  |
| Cleric's vestments   | 5 gp (15)      | 6 lb. <sup>1</sup>  |
| Cold weather outfit  | 8 gp (17)      | 7 lb. <sup>1</sup>  |
| Courtier's outfit    | 30 gp (22)     | 6 lb. <sup>1</sup>  |
| Entertainer's outfit | 3 gp (14)      | 4 lb. <sup>1</sup>  |
| Explorer's outfit    | 10 gp (18)     | 8 lb. <sup>1</sup>  |
| Noble's outfit       | 75 gp (25)     | 10 lb. <sup>1</sup> |
| Peasant's outfit     | 1 sp (3)       | 2 lb. <sup>1</sup>  |
| Royal outfit         | 200 gp (28)    | 15 lb. <sup>1</sup> |
| Scholar's outfit     | 5 gp (15)      | 6 lb. <sup>1</sup>  |
| Traveler's outfit    | 1 gp (10)      | 5 lb. <sup>1</sup>  |

## Food, Drink, and Lodging

| Item                 | Cost (Pur. DC) | Weight    |
|----------------------|----------------|-----------|
| Ale                  |                |           |
| - Gallon             | 2 sp (4)       | 8 lb.     |
| - Mug                | 4 cp (2)       | 1 lb.     |
| Banquet (per person) | 10 gp (18)     | —         |
| Bread, per loaf      | 2 cp (2)       | 1/2 lb.   |
| Cheese, hunk of      | 1 sp (3)       | 1/2 lb.   |
| Inn stay (per day)   |                |           |
| - Good               | 2 gp (12)      | —         |
| - Common             | 5 sp (7)       | —         |
| - Poor               | 2 sp (4)       | —         |
| Meals (per day)      |                |           |
| - Good               | 5 sp (5)       | —         |
| - Common             | 3 sp (5)       | —         |
| - Poor               | 1 sp (3)       | —         |
| Meat, chunk of       | 3 sp (5)       | 1/2 lb.   |
| Wine                 |                |           |
| - Swill (pitcher)    | 2 sp (4)       | 6 lb.     |
| - Fine (bottle)      | 10 gp (18)     | 1-1/2 lb. |

## Mounts and Related Gear

| Item              | Cost (Pur. DC) | Weight |
|-------------------|----------------|--------|
| Barding           |                |        |
| - Medium mount    | x2 base cost   | x1     |
| - Large mount     | x4 base cost   | x2     |
| Bit and bridle    | 2 gp (8)       | 1 lb.  |
| Dog, guard        | 25 gp (21)     | —      |
| Dog, riding       | 150 gp (27)    | —      |
| Donkey or mule    | 8 gp (17)      | —      |
| Feed (per day)    | 5 cp (2)       | 10 lb. |
| Horse             |                |        |
| - Horse, heavy    | 200 gp (28)    | —      |
| - Horse, light    | 75 gp (25)     | —      |
| - Pony            | 30 gp (22)     | —      |
| - Warhorse, heavy | 400 gp (31)    | —      |
| - Warhorse, light | 150 gp (27)    | —      |
| - Warpony         | 100 gp (26)    | —      |
| Saddle            |                |        |
| - Military        | 20 gp (20)     | 30 lb. |
| - Pack            | 5 gp (15)      | 15 lb. |
| - Riding          | 10 gp (18)     | 25 lb. |

| Item               | Cost (Pur. DC) | Weight |
|--------------------|----------------|--------|
| Saddle, Exotic     |                |        |
| - Military         | 60 gp (24)     | 40 lb. |
| - Pack             | 15 gp (19)     | 20 lb. |
| - Riding           | 30 gp (22)     | 30 lb. |
| Saddlebags         | 4 gp (15)      | 8 lb.  |
| Stabling (per day) | 5 sp (7)       | —      |

## Transport

| Item               | Cost (Pur. DC) | Weight  |
|--------------------|----------------|---------|
| Carriage           | 100 gp (26)    | 600 lb. |
| Cart               | 15 gp (19)     | 200 lb. |
| Galley             | 30,000 gp (46) | —       |
| Keelboat           | 3,000 gp (38)  | —       |
| Longship           | 10,000 gp (42) | —       |
| Rowboat            | 50 gp (23)     | 100 lb. |
| Oar                | 2 gp (12)      | 10 lb.  |
| Sailing ship (TL3) | 10,000 gp (42) | —       |
| Sled               | 20 gp (20)     | 300 lb. |
| Wagon              | 35 gp (22)     | 400 lb. |
| Warship            | 25,000 gp (45) | —       |

## Spellcasting and Services

| Service             | Cost                              |
|---------------------|-----------------------------------|
| Coach cab           | 3 cp per mile                     |
| Hireling, trained   | 3 sp per day                      |
| Hireling, untrained | 1 sp per day                      |
| Messenger           | 2 cp per mile                     |
| Road or gate toll   | 1 cp                              |
| Ship's passage      | 1 sp per mile                     |
| Spell, 0-level*     | Caster level x 5 gp <sup>2</sup>  |
| Spell, 1st-level*   | Caster level x 10 gp <sup>2</sup> |
| Spell, 2nd-level*   | Caster level x 20 gp <sup>2</sup> |
| Spell, 3rd-level*   | Caster level x 30 gp <sup>2</sup> |
| Spell, 4th-level*   | Caster level x 40 gp <sup>2</sup> |
| Spell, 5th-level*   | Caster level x 50 gp <sup>2</sup> |
| Spell, 6th-level*   | Caster level x 60 gp <sup>2</sup> |
| Spell, 7th-level*   | Caster level x 70 gp <sup>2</sup> |
| Spell, 8th-level*   | Caster level x 80 gp <sup>2</sup> |
| Spell, 9th-level*   | Caster level x 90 gp <sup>2</sup> |

— No weight, or no weight worth noting.

\* Assuming the scenario allows for such services.

<sup>1</sup> These items weigh ¼ this amount when made for Small characters. Containers for Small characters also carry ¼ the normal amount.

<sup>2</sup> See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

## Tech Level 1-3 Equipment and Service Descriptions

### Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

**Caltrops:** A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area equivalent to one 5- foot hex.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

**Candle:** A candle dimly illuminates a 5-foot radius and burns for 1 hour.

**Chain:** Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

**Crowbar:** A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

**Flint and Steel:** Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

**Grappling Hook:** Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

**Hammer:** If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

**Ink:** This is black ink. You can buy ink in other colors, but it costs twice as much.

**Jug, Clay:** This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

**Lamp, Common:** A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

**Lantern, Bullseye:** A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

**Lantern, Hooded:** A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

**Lock:** The DC to open a lock with the Open Lock skill depends on the lock’s quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

**Manacles and Manacles, Masterwork:** Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

**Oil:** A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist’s fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area equivalent to one 5-foot hex, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

**Ram, Portable:** This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

**Rope, Hempen:** This rope has 2 hit points and can be burst with a DC 23 Strength check.

**Rope, Silk:** This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

**Spyglass:** Objects viewed through a spyglass are magnified to twice their size.

**Torch:** A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40- foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

**Vial:** A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.



## Special Substances and Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

**Acid:** You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

**Alchemist's Fire:** You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

**Antitoxin:** If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

**Everburning Torch** (Arcane Level 1): This otherwise normal torch has a *Light* spell with *Permanency* cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

**Holy Water** (Divine Level 1): Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

**Smokestick:** This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

**Sunrod:** This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

**Tanglefoot Bag:** When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

**Thunderstone:** You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot hex. Treat the target hex as AC 5.

**Tindertwig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action) and lighting any other fire with one is at least a standard action.



## Tools and Skill Kits

**Alchemist's Lab:** An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

**Artisan's Tools:** These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

**Artisan's Tools, Masterwork:** These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

**Climber's Kit:** This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

**Disguise Kit:** The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

**Healer's Kit:** It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

**Holy Symbol, Silver or Wooden (Divine Level 1):** A holy symbol focuses positive energy. A cleric or saint uses it as the focus for their spells and as a tool for turning undead. Each religion has its own holy symbol.

**Unholy Symbols:** An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

**Magnifying Glass:** This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

**Musical Instrument, Common or Masterwork:** A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

**Scale, Merchant's:** A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

**Spell Component Pouch (Arcane Level 1):** A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

**Spellbook, Wizard's (Blank) (Arcane Level 1):** A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

**Thieves' Tools:** This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

**Thieves' Tools, Masterwork:** This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

**Tool, Masterwork:** This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

**Water Clock:** This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

## Clothing

**Artisan's Outfit:** This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

**Cleric's Vestments:** These ecclesiastical clothes are for performing priestly functions, not for adventuring.

**Cold Weather Outfit:** A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Courtier's Outfit:** This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

**Entertainer's Outfit:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

**Explorer's Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

**Monk's Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

**Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

**Peasant's Outfit:** This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

**Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

**Scholar's Outfit:** Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler's Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

## Food, Drink, and Lodging

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

## Mounts and Related Gear

**Barding, Medium Creature and Large Creature:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

| Barding | ----- Base Speed ----- |                     |                     |
|---------|------------------------|---------------------|---------------------|
|         | (40 ft.)               | (50 ft.)            | (60 ft.)            |
| Medium  | 30 ft.                 | 35 ft.              | 40 ft.              |
| Heavy   | 30 ft. <sup>1</sup>    | 35 ft. <sup>1</sup> | 40 ft. <sup>1</sup> |

<sup>1</sup> A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

**Dog, Riding:** This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

**Donkey or Mule:** Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

**Horse:** A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

**Saddle, Riding:** The standard riding saddle supports a rider.

## Transport

**Carriage:** This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

**Cart:** This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

**Galley:** This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

**Keelboat:** This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

**Longship:** This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

**Rowboat:** This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

**Sailing Ship:** This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

**Warship:** This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

## Spellcasting and Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

**Coach Cab:** The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

**Hireling, Trained:** The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

**Road or Gate Toll:** A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

**Ship's Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

**Spell** (Arcane or Divine Level 1): The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at their convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with them, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell. If the spell has a focus component, add 1/10<sup>th</sup> the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

## Goods and Services During Tech Levels 4-5

This section covers the wide variety of general gear available to adventurers of all sorts. Note that, unlike the prior Tech Levels, these Tech Levels include a Restriction modifier, as modern society has implemented large-scale licensing and control of certain goods. Depending on the GM's scenario, these Restriction modifiers will differ; confirm anything that gives a modifier with your GM.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

### Equipment Tables

Equipment is described by a number of statistics, as shown on Table: General Equipment.

**Size:** The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of their size category or smaller.

**Weight:** This column gives the item's weight.

**Purchase DC:** This is the purchase DC on the Wealth scale to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

**Restriction:** The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when using the Wealth scale to determine the monetary cost in acquiring the item on the black market.



Table: General Equipment

### **Bags and Boxes**

| <b>Object</b>          | <b>Size</b> | <b>Weight</b> | <b>Purchase DC</b> | <b>Restriction</b> |
|------------------------|-------------|---------------|--------------------|--------------------|
| Aluminum travel case   |             |               |                    |                    |
| - 10 lb. Capacity      | Med         | 5 lb.         | 10 (\$120)         | —                  |
| - 40 lb. Capacity      | Large       | 10 lb.        | 11 (\$150)         | —                  |
| - 75 lb. capacity      | Large       | 15 lb.        | 12 (\$200)         | —                  |
| Briefcase              | Med         | 2 lb.         | 7 (\$55)           | —                  |
| Contractor's field bag | Med         | 2 lb.         | 6 (\$40)           | —                  |
| Day pack               | Small       | 2 lb.         | 5 (\$30)           | —                  |
| Handbag                | Small       | 1 lb.         | 4 (\$20)           | —                  |
| Range pack             |             |               |                    |                    |
| - Standard             | Small       | 2 lb.         | 7 (\$55)           | —                  |
| - Oversized            | Med         | 3 lb.         | 9 (\$90)           | —                  |
| Patrol box             | Med         | 4 lb.         | 9 (\$90)           | —                  |

### **Clothing**

| <b>Object</b>          | <b>Size</b> | <b>Weight</b> | <b>Purchase DC</b> | <b>Restriction</b> |
|------------------------|-------------|---------------|--------------------|--------------------|
| <b>Clothing outfit</b> |             |               |                    |                    |
| Business               | Med         | 3 lb.         | 12 (\$200)         | —                  |
| Casual                 | Med         | 2 lb.         | 8 (\$70)           | —                  |
| Formal                 | Med         | 3 lb.         | 15 (\$500)         | —                  |
| Fatigues               | Med         | 3 lb.         | 9 (\$90)           | —                  |
| Uniform                | Med         | 2 lb.         | 9 (\$90)           | —                  |
| Ghillie suit           | Med         | 5 lb.         | 6 (\$40)           | —                  |
| <b>Outerwear</b>       |             |               |                    |                    |
| Coat                   | Med         | 2 lb.         | 8 (\$70)           | —                  |
| Fatigue jacket         | Med         | 2 lb.         | 7 (\$55)           | —                  |
| Overcoat               | Med         | 3 lb.         | 9 (\$90)           | —                  |
| Parka                  | Med         | 3 lb.         | 9 (\$90)           | —                  |
| Photojournalist's vest | Med         | 1 lb.         | 9 (\$90)           | —                  |
| Windbreaker            | Med         | 1 lb.         | 6 (\$40)           | —                  |
| Tool belt              | Small       | 2 lb.         | 9 (\$90)           | —                  |

### **Computers and Consumer Electronics (Tech Level 5)**

| <b>Object</b>            | <b>Size</b> | <b>Weight</b> | <b>Purchase DC</b> | <b>Restriction</b> |
|--------------------------|-------------|---------------|--------------------|--------------------|
| Camera                   |             |               |                    |                    |
| - 35mm                   | Small       | 2 lb.         | 17 (\$900)         | —                  |
| - Digital                | Tiny        | 0.5 lb.       | 14 (\$350)         | —                  |
| - Disposable             | Tiny        | 0.5 lb.       | 4 (\$20)           | —                  |
| Film                     | Dim         | —             | 3 (\$12)           | —                  |
| Film developing (roll)   | —           | —             | 3 (\$12)           | —                  |
| Cell phone               | Dim         | —             | 9 (\$90)           | —                  |
| Computer                 |             |               |                    |                    |
| - Desktop                | Large       | 10 lb.        | 20 (\$2,000)       | —                  |
| - Notebook               | Med         | 5 lb.         | 22 (\$3,500)       | —                  |
| - Upgrade                | —           | —             | See text           | —                  |
| Digital audio recorder   | Tiny        | 1 lb.         | 10 (\$120)         | —                  |
| Heads-up display         | Tiny        | 1 lb.         | 7 (\$55)           | —                  |
| Laser tripwire           | Dim         | —             | 5 (\$30)           | —                  |
| Modem                    | Tiny        | 1 lb.         | 6 (\$40)           | —                  |
| PDA                      | Tiny        | 0.5 lb.       | 16 (\$650)         | —                  |
| Portable satellite phone | Small       | 2 lb.         | 17 (\$900)         | —                  |
| Portable video camera    | Small       | 2 lb.         | 16 (\$650)         | —                  |
| Printer                  | Med         | 3 lb.         | 12 (\$200)         | —                  |

|                |      |         |              |   |
|----------------|------|---------|--------------|---|
| Scanner        | Med  | 3 lb.   | 12 (\$200)   | — |
| Spray LCD      | Tiny | 0.5 lb. | 8 (\$70)     |   |
| Walkie-talkie  |      |         |              |   |
| - Basic        | Tiny | 1 lb.   | 7 (\$55)     | — |
| - Professional | Tiny | 1 lb.   | 15 (\$1,200) | — |

### **Surveillance Gear (Tech Level 5)**

| <b>Object</b>           | <b>Size</b> | <b>Weight</b> | <b>Purchase DC</b> | <b>Restriction</b> |
|-------------------------|-------------|---------------|--------------------|--------------------|
| Black box               | Tiny        | 0.5 lb.       | 4 (\$20)           | Illegal (+4)       |
| Caller ID defeater      | Tiny        | 1 lb.         | 5 (\$30)           | —                  |
| Cellular interceptor    | Tiny        | 0.5 lb.       | 23 (\$5,000)       | —                  |
| Lineman's buttset       | Tiny        | 1 lb.         | 13 (\$275)         | Lic (+1)           |
| Metal detector          | Small       | 2 lb.         | 11 (\$150)         | —                  |
| Night vision goggles    | Small       | 3 lb.         | 17 (\$900)         | —                  |
| Tap detector            | Tiny        | 1 lb.         | 7 (\$55)           | —                  |
| Telephone tap           |             |               |                    |                    |
| - Line tap              | Tiny        | 0.5 lb.       | 13 (\$275)         | Lic (+1)           |
| - Receiver tap          | Tiny        | 0.5 lb.       | 3 (\$12)           | Res (+2)           |
| - Telephone line tracer | Med         | 5 lb.         | 23 (\$5,000)       | —                  |

### **Professional Equipment**

| <b>Object</b>          | <b>Size</b> | <b>Weight</b> | <b>Purchase DC</b> | <b>Restriction</b> |
|------------------------|-------------|---------------|--------------------|--------------------|
| Bolt cutter            | Med         | 5 lb.         | 6 (\$40)           | —                  |
| Caltrops (25)          | Small       | 2 lb.         | 5 (\$30)           | —                  |
| Chemical kit           | Med         | 6 lb.         | 16 (\$650)         | —                  |
| Demolitions kit        | Med         | 5 lb.         | 13 (\$275)         | Lic (+1)           |
| Disguise kit           | Med         | 5 lb.         | 12 (\$200)         | —                  |
| Duct tape              | Tiny        | 1 lb.         | 3 (\$12)           | Tech 5             |
| Electrical tool kit    |             |               |                    |                    |
| - Basic                | Large       | 12 lb.        | 14 (\$350)         | —                  |
| - Deluxe               | Huge        | 33 lb.        | 21 (\$2,750)       | —                  |
| Evidence kit           |             |               |                    |                    |
| - Basic                | Med         | 6 lb.         | 7 (\$55)           | —                  |
| - Deluxe               | Med         | 8 lb.         | 15 (\$500)         | —                  |
| Fake ID                | Fine        | —             | See text           | Illegal (+4)       |
| First aid kit          | Small       | 3 lb.         | 5 (\$30)           | —                  |
| Forgery kit            | Small       | 3 lb.         | 12 (\$200)         | —                  |
| Handcuffs              |             |               |                    |                    |
| - Steel                | Tiny        | 1 lb.         | 7 (\$55)           | —                  |
| - Zip-tie (25)         | Dim         | 0.5 lb.       | 6 (\$40)           | Tech 5             |
| Instrument, keyboard   | Large       | 12 lb.        | 12 (\$200)         | —                  |
| Instrument, percussion | Huge        | 50 lb.        | 14 (\$350)         | —                  |
| Instrument, stringed   | Large       | 7 lb.         | 13 (\$275)         | —                  |
| Instrument, wind       | Tiny        | 1 lb.         | 8 (\$70)           | —                  |
| Lockpicks              |             |               |                    |                    |
| - Car opening kit      | Tiny        | 1 lb.         | 6 (\$40)           | Tech 5, Lic (+1)   |
| - Lockpick set         | Tiny        | 1 lb.         | 9 (\$90)           | Lic (+1)           |
| - Lock release gun     | Tiny        | 0.5 lb.       | 12 (\$200)         | Res (+2)           |
| Mechanical tool kit    |             |               |                    |                    |
| - Basic                | Large       | 22 lb.        | 13 (\$275)         | —                  |
| - Deluxe               | Huge        | 45 lb.        | 20 (\$2,000)       | —                  |
| Medical kit            | Med         | 5 lb.         | 15 (\$500)         | —                  |
| Multipurpose tool      | Tiny        | 0.5 lb.       | 9 (\$90)           | —                  |
| Pharmacist kit         | Med         | 6 lb.         | 17 (\$900)         | Res (+2)           |
| Search-and-rescue kit  | Med         | 7 lb.         | 12 (\$200)         | —                  |
| Spike strip            | Huge        | 22 lb.        | 13 (\$275)         | —                  |
| Surgery kit            | Med         | 5 lb.         | 16 (\$650)         | Lic (+1)           |

## Survival Gear

| Object                    | Size  | Weight  | Purchase DC | Restriction |
|---------------------------|-------|---------|-------------|-------------|
| Backpack                  | Med   | 3 lb.   | 10 (\$120)  | —           |
| Binoculars                |       |         |             |             |
| - Standard                | Small | 2 lb.   | 7 (\$55)    | —           |
| - Rangefinding            | Small | 3 lb.   | 15 (\$500)  | Tech 5      |
| - Electro-optical         | Small | 4 lb.   | 16 (\$650)  | Tech 5      |
| Chemical light sticks (5) | Tiny  | 1 lb.   | 2 (\$5)     | —           |
| Climbing gear             | Large | 10 lb.  | 11 (\$150)  | —           |
| Compass                   | Dim   | 0.5 lb. | 5 (\$30)    | —           |
| Fire extinguisher         | Med   | 3 lb.   | 8 (\$70)    | —           |
| Flash goggles             | Tiny  | 2 lb.   | 15 (\$500)  | Tech 5      |
| Flashlight                |       |         |             |             |
| - Penlight                | Dim   | 0.5 lb. | 3 (\$12)    | —           |
| - Standard                | Tiny  | 1 lb.   | 4 (\$20)    | —           |
| - Battery flood           | Small | 2 lb.   | 6 (\$40)    | —           |
| Gas mask                  | Small | 5 lb.   | 13 (\$275)  | —           |
| GPS receiver              | Tiny  | 1 lb.   | 15 (\$500)  | Tech 5      |
| Map                       |       |         |             |             |
| - Road atlas              | Tiny  | 1 lb.   | 4 (\$20)    | —           |
| - Tactical map            | Tiny  | 0.5 lb. | 3 (\$12)    | —           |
| Mesh vest                 | Med   | 7 lb.   | 8 (\$70)    | —           |
| Portable stove            | Tiny  | 1 lb.   | 9 (\$90)    | —           |
| Rope (150 ft.)            | Large | 12 lb.  | 5 (\$30)    | —           |
| Sleeping bag              | Med   | 4 lb.   | 9 (\$90)    | —           |
| Tent                      |       |         |             |             |
| - 2-person dome           | Med   | 4 lb.   | 11 (\$150)  | —           |
| - 4-person dome           | Med   | 7 lb.   | 12 (\$200)  | —           |
| - 8-person dome           | Large | 10 lb.  | 13 (\$275)  | —           |
| Trail rations (12)        | Tiny  | 1 lb.   | 5 (\$30)    | —           |

## Weapon Accessories

| Object             | Size  | Weight  | Purchase DC  | Restriction      |
|--------------------|-------|---------|--------------|------------------|
| Box magazine       | Tiny  | 0.5 lb. | 4 (\$20)     | —                |
| Detonator          |       |         |              |                  |
| - Blasting cap     | Tiny  | 0.5 lb. | 4 (\$20)     | Lic (+1)         |
| - Radio controlled | Tiny  | 0.5 lb. | 10 (\$90)    | Lic (+1), Tech 5 |
| - Timed            | Tiny  | 0.5 lb. | 7 (\$55)     | Lic (+1)         |
| - Wired            | Tiny  | 1 lb.   | 6 (\$40)     | Lic (+1)         |
| Holster            |       |         |              |                  |
| - Hip              | Tiny  | 1 lb.   | 5 (\$30)     | —                |
| - Concealed carry  | Tiny  | 0.5 lb. | 5 (\$30)     | —                |
| Illuminator        | Tiny  | 0.5 lb. | 7 (\$55)     | —                |
| Laser sight        | Tiny  | 0.5 lb. | 15 (\$500)   | Tech 5           |
| Scope              |       |         |              |                  |
| - Standard         | Tiny  | 0.5 lb. | 11 (\$150)   | —                |
| - Electro-optical  | Small | 3 lb.   | 18 (\$1,200) | Tech 5           |
| Speed loader       | Tiny  | 0.5 lb. | 3 (\$12)     | —                |
| Suppressor         |       |         |              |                  |
| - Pistol           | Tiny  | 1 lb.   | 12 (\$200)   | Mil (+3)         |
| - Rifle            | Small | 4 lb.   | 14 (\$350)   | Mil (+3)         |



## Tech Level 4-5 Equipment and Service Descriptions

### Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

**Aluminum Travel Case:** A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

**Briefcase:** A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

**Contractor's Field Bag:** A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

**Day Pack:** This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

**Handbag:** Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

**Range Pack:** This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

**Patrol Box:** Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

### Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase. For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit their lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, they will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

**Clothing Outfit:** An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

**Business:** A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

**Casual:** Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

**Formal:** From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

**Fatigues:** Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

**Uniform:** From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

**Ghillie Suit:** The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern. A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

**Outerwear:** In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

**Coat:** An outer garment worn on the upper body. Its length and style vary according to fashion and use.

**Fatigue Jacket:** A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

**Overcoat:** A warm coat worn over a suit jacket or indoor clothing.

**Parka:** This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

**Photojournalist's Vest:** Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the “specially modified to conceal object” bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

**Windbreaker:** This is a lightweight jacket made of wind-resistant material.

**Tool Belt:** This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

## Computers and Consumer Electronics (Tech Level 5)

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, they don't have to worry about ongoing subscription costs.

**Camera:** Still cameras let a character capture a record of what they have seen.

**35mm:** The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

**Digital:** A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

**Disposable:** A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

**Film:** The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

**Film Developing:** In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

**Cell Phone:** A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

**Computer:** Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

**Desktop:** Bulky but powerful, these machines are common on desks everywhere.

**Notebook:** Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

**Upgrade:** A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

**Digital Audio Recorder:** These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

**Heads-Up Display:** One of the most valuable innovations in portable information technology is the personal heads-up display (HUD). A HUD is composed of optical sensors for taking in data and a display device that projects an overlay in the user's field of vision. A HUD also typically incorporates some sort of communications link or data link to allow another person or computer to see what the wearer sees and transmit valuable information back to the HUD.

Over the years, the HUD display device transforms from a simple eyepiece worn on a headband to contact lenses that can display data, all the way up to a neural interface that simply taps into the bearer's optical nerve and tampers with the signals sent to the brain.

The standard HUD can be used to highlight the outline of a person or object on voice command, granting a +2 bonus on Spot checks when pursuing a specific target. Additionally, a person with a link to the HUD can freely send data and images to the wearer at any time. Individual software packages (represented as gadgets) can further augment the abilities of a HUD.

**Laser Tripwire:** The laser tripwire is a simple device that replaces the standard physical tripwire. A single focused beam of light is projected out from the tripwire generator until it hits a solid surface. If the beam is broken by, for example, a person passing through the beam, the tripwire generator immediately sends out a signal from its data port. This can be used to activate an alarm, trigger an explosive device, or even just turn on the lights in a particular room, depending on what event the signal is set to trigger.

**Modem:** A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

**PDA:** Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

**Portable Satellite Telephone:** This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

**Portable Video Camera:** Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

**Printer:** The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

**Scanner:** A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

**Spray LCD:** The rise to prominence of paint-on LCDs allowed many people freedom and portability with computing never before felt. The spray LCD is the logical extension of this technology. A pressurized canister similar to a can of spray paint, it can spray an LCD onto almost any surface. Any object coated with spray LCD automatically gains the paint-on LCD gadget for 1 hour. After that hour, the spray begins to dissolve and no longer functions. Each canister of spray LCD is enough to produce one working LCD.

**Walkie-Talkie:** This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

*Basic:* This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

*Professional:* This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

## Surveillance Gear (Tech Level 5)

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

**Black Box:** This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

**Caller ID Defeater:** When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

**Cellular Interceptor:** About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

**Lineman's Buttset:** This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

**Metal Detector:** This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

**Night Vision Goggles:** Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (range 120 ft.)—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

**Tap Detector:** Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

**Telephone Tap:** These devices allow a character to listen to conversations over a particular phone line.

*Line Tap:* This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

*Receiver Tap:* This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

**Telephone Line Tracer:** Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

## Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields. Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC). Also, note that some skills, by their nature, require a piece of equipment to utilize.

| Skill                  | Associated Item                                                      |
|------------------------|----------------------------------------------------------------------|
| Climb                  | Climbing gear                                                        |
| Craft (chemical)       | Chemical kit                                                         |
| Craft (electronic)     | Electrical tool kit                                                  |
| Craft (mechanical)     | Mechanical tool kit                                                  |
| Craft (pharmaceutical) | Pharmacist kit                                                       |
| Craft (structural)     | Mechanical tool kit                                                  |
| Demolitions            | Demolitions kit                                                      |
| Disable Device         | Car opening kit, electrical tool kit, lockpick set, lock release gun |
| Disguise               | Disguise kit                                                         |
| Forgery                | Forgery kit                                                          |
| Investigate            | Evidence kit                                                         |
| Perform (keyboards)    | Instrument, keyboard                                                 |
| Perform (percussion)   | Instrument, percussion                                               |
| Perform (stringed)     | Instrument, stringed                                                 |
| Perform (wind)         | Instrument, wind                                                     |
| Repair                 | Electrical tool kit, mechanical tool kit, multipurpose tool          |
| Treat Injury           | First aid kit, medical kit, surgery kit                              |

**Bolt Cutter:** An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

**Caltrops:** Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot hex. Each time a creature moves through a hex containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

**Car Opening Kit (TL 5):** This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

**Chemical Kit:** A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

**Demolitions Kit:** This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

**Disguise Kit:** This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

**Duct Tape (TL 5):** The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

**Electrical Tool Kit:** This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

*Basic:* This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

*Deluxe:* This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

**Evidence Kits:** Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

*Basic:* A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

*Deluxe:* A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

**Fake ID:** Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

**First Aid Kit:** Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

**Forgery Kit:** This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

**Handcuffs:** Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

*Steel:* These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

*Zip-Tie:* These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

**Instrument, Keyboard:** A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

**Instrument, Percussion:** A set of drums, necessary in order to use the Perform (percussion instrument) skill.

**Instrument, Stringed:** An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

**Instrument, Wind:** A flute, necessary in order to use the Perform (wind instrument) skill.

**Lockpick Set:** A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

**Lock Release Gun:** This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

**Mechanical Tool Kit:** This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

*Basic:* This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

*Deluxe:* This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

**Medical Kit:** About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a -4 penalty.

**Multipurpose Tool:** This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to  $-2$  instead of the normal  $-4$ . The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

**Pharmacist Kit:** A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

**Search-and-Rescue Kit:** This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

**Spike Strip:** This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a hex containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus  $+0$ ). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day’s rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

**Surgery Kit:** About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency field surgery. A surgery kit is used when performing surgery (see the Treat Injury skill). A character performing surgery without a surgery kit takes a  $-4$  penalty on the Treat Injury check. (This penalty is in addition to the  $-4$  penalty that applies if the character does not have the Surgery feat.)

## Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

**Backpack:** This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a  $+1$  equipment bonus to Strength for the purpose of determining carrying capacity.

**Binoculars:** Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

*Standard:* Standard binoculars reduce the range penalty for Spot checks to  $-1$  for every 50 feet (instead of  $-1$  for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

*Rangefinding* (Tech Level 5): In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

*Electro-Optical* (Tech Level 5): Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

**Chemical Light Stick:** This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can’t be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

**Climbing Gear:** All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

**Compass:** A compass relies on the Earth’s magnetic field to determine the direction of magnetic north. A compass grants its user a  $+2$  equipment bonus on Navigate checks.

**Fire Extinguisher:** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

**Flash Goggles:** These eye coverings provide total protection against blinding light.

**Flashlight:** Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

*Penlight:* This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

*Standard:* This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

*Battery Flood:* Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

**Gas Mask:** This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.



**GPS Receiver** (Tech Level 5): Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

**Map:** While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where they are going and what to expect when they get there.

**Road Atlas:** Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

**Tactical Map:** A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

**Mesh Vest:** This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

**Portable Stove:** This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

**Rope:** Climbing rope can support up to 1,000 pounds.

**Sleeping Bag:** This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

**Tent:** A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

**Trail Rations:** Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

## Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

**Box Magazine:** For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

**Detonator:** A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

**Blasting Cap:** This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

**Radio Control** (Tech Level 5): This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

**Timed:** This is a timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

**Wired:** This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

**Holster:** Holsters are generally available for all Medium-size or smaller firearms.

**Hip:** This holster holds the weapon in an easily accessed—and easily seen—location.

**Concealed Carry:** A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against their back). Tiny weapons can also be carried in ankle or boot holsters.

**Illuminator:** An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

**Laser Sight** (Tech Level 5): This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

**Scope:** A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

**Standard:** A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring their target. If the character changes targets or otherwise lose sight of the target, they must reacquire the target to gain the benefit of the scope.



**Electro-Optical** (Tech Level 5): An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if they had the darkvision ability granted by night vision goggles.

**Speed Loader:** A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

**Suppressor:** A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

## Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

**Table : Lifestyle Items**

| <b>Housing</b> | <b><u>Purchase DC</u></b> |
|----------------|---------------------------|
| Small condo    | 30 (\$35K)                |
| Large condo    | 33 (\$90K)                |
| Small house    | 36 (\$200K)               |
| Medium house   | 38 (\$350K)               |
| Large house    | 40 (\$600K)               |
| Mansion        | 42 (\$1.2M)               |

| <b>Entertainment</b>  | <b><u>Purchase DC</u></b> |
|-----------------------|---------------------------|
| Movie ticket          | 3 (\$12)                  |
| Theater ticket        | 7 (\$55)                  |
| Sporting event ticket | 7 (\$55)                  |

| <b>Meals</b>       | <b><u>Purchase DC</u></b> |
|--------------------|---------------------------|
| Fast food          | 2 (\$5)                   |
| Family restaurant  | 4 (\$20)                  |
| Upscale restaurant | 7 (\$55)                  |
| Fancy restaurant   | 9 (\$90)                  |

| <b>Transportation</b>        | <b><u>Purchase DC</u></b> |
|------------------------------|---------------------------|
| Airfare (Tech Level 5)       |                           |
| - Domestic, coach            | 14 (\$350)                |
| - Domestic, first class      | 17 (\$900)                |
| - International, coach       | 18 (\$1,200)              |
| - International, first class | 22 (\$3,500)              |
| Rail Transit                 |                           |
| - Local (within 200 miles)   | 7 (\$55)                  |
| - National                   | 11 (\$150)                |
| Sea Transit                  |                           |
| - Domestic, coach            | 7 (\$55)                  |
| - Domestic, first class      | 10 (\$120)                |
| - International, coach       | 12 (\$200)                |
| - International, first class | 15 (\$500)                |
| Car rental                   |                           |
| - Economy car                | 6 (\$40)                  |
| - Mid-size or truck          | 8 (\$70)                  |
| - Luxury                     | 10 (\$120)                |

| <b>Lodging</b>  | <b>Purchase DC</b> |
|-----------------|--------------------|
| - Budget motel  | 7 (\$55)           |
| - Average hotel | 9 (\$90)           |
| - Upscale hotel | 11 (\$150)         |

**Housing:** A number of types of homes are mentioned on Table:Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

**Entertainment:** Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

**Meals:** Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

**Transportation:** Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

## Services

The broad spectrum of services available to characters is only represented in overview here, meant to be used as a point of reference for players and GM's to start from in building their world, and all are subject to the GM's ruling.

**Table: Services**

| <b>Item</b>            | <b>Purchase DC (\$)</b>                |
|------------------------|----------------------------------------|
| Auto repair            |                                        |
| - 1 to 10 hp damage    | 15 (\$500)                             |
| - 11 to 20 hp damage   | 18 (\$1,200)                           |
| - 21 to 30 hp damage   | 21 (\$2,750)                           |
| - 30+ hp damage        | 24 (\$6,500)                           |
| - Towing               | 8 (\$70)                               |
| Bail bonds             |                                        |
| - Property crime       | 13 (\$275)                             |
| - Assault crime        | 16 (\$650)                             |
| - Death crime          | 22 (\$3,500)                           |
| Bribery                |                                        |
| - Bouncer              | 7 (\$50)                               |
| - Bureaucrat           | 11 (\$150)                             |
| - Informant            | 12 (\$200)                             |
| - Police officer       | 15 (\$500)                             |
| Legal services         | 10 + lawyer's Knowledge (civics) ranks |
| Medical services       |                                        |
| - Long-term care       | 10 (\$120)                             |
| - Restore hit points   | 12 (\$200)                             |
| - Surgery              | 15 (\$500)                             |
| - Treat poison/disease | 10 (\$120)                             |

**Auto Repair:** Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points.

**Bail Bonds:** Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for their trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days

later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, their role in society, their family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

*Property Crime:* The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

*Assault Crime:* The crime involved an attack intended to capture, kill, or seriously injure the victim.

*Death Crime:* Someone died as a result of the crime.

**Medical Services:** A character's medical insurance is built into their Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

In a hospital setting, the necessary treat Injury checks are always successful. The purchase DC is per check.

*Long-Term Care:* The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

*Restore Hit Points:* The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

*Surgery:* The purchase DC represents the cost of a single surgical procedure.

*Poison/Disease:* The purchase DC represents one application of treatment for a poison or disease.

## Tech Level 5 Vehicles

One of the major developments of the Information Age was the automobile. Combining the secrets of combustion and mass production, all sorts of vehicles can be readily produced to aid a society in countless ways. Here is a list of the most common vehicles of the Information Age. Vehicles are described by a number of statistics, as shown on Table: Tech Level 5 Vehicles.

**Crew:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

**Passengers ("Pass"):** The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

**Cargo Capacity:** The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

**Maneuver (Skill Mod.):** The terrestrial maneuverability class for ground vehicles, or the flight maneuverability for aerial vehicles. The number in brackets is the penalty to the pilot's Initiative, Drive or Pilot checks, based on the capabilities of the vehicle. Note that some vehicles give a positive modifier for maneuvering; however, this bonus only applies to skill checks, not to Initiative.

**Top Speed:** The maximum number of hexes the vehicle can cover in 1 round at character scale (with the number of hexes at chase scale in parentheses). This is the fastest the vehicle can move.

**T/AC:** The vehicle's touch and total AC. Touch AC is base 10 plus any Size modifiers, while total AC is the touch AC plus half the vehicle's hardness, rounded up. These numbers do not include any pilot's modifiers, such as Dexterity (or Defense Bonus for Ace Pilots).

**Hardness ("Hard"):** The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

**Hit Points:** The vehicle's full normal hit points.

**Size:** Vehicle size categories are defined differently from the size categories for weapons and other objects. Vehicles with "long" profiles have a size given by a polyhex " $l \times w$ ", where  $l$  is the length of the vehicle in hexes, and  $w$  is the width of the vehicle in hexes. For example, a moving truck is Gargantuan, normally a 4-polyhex, but as a long vehicle it is a 7x3 polyhex. Most cars, trucks, and railcars are long with a 3 hex width, while other vehicles like boats will have varying profiles. In special instances, a vehicle may have a "wide" profile (GM's discretion), wherein the vehicle's longest dimension is its width, giving a stretched front and rear profile (like a B-2 Bomber, with a wingspan of 160' and a length from nose-to-tail of 70').

**Purchase DC (Pur. DC):** This is the base purchase DC for to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market, or for any upgrades or gadgets.

**Restriction ("Restrict."):** The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when calculating the cost to acquire the vehicle on the black market.

Table: Tech Level 5 Vehicles

| Name                                     | Crew | Pass | Cargo      | Maneuver<br>(Skill Mod.) | Top Speed   | T/AC  | Hard | Hit<br>Points | Size      | Pur.<br>DC | Restrict. |
|------------------------------------------|------|------|------------|--------------------------|-------------|-------|------|---------------|-----------|------------|-----------|
| <b>Civilian / General Aircraft</b>       |      |      |            |                          |             |       |      |               |           |            |           |
| Bell Jet Ranger (helicopter)             | 1    | 4    | 250 lb.    | Good (-4)                | 245 (25)    | 6/9   | 5    | 28            | G         | 39         | Lic (+1)  |
| Bell Model 212 (helicopter)              | 2    | 13   | 5,000 lb.  | Good (-4)                | 200(20)     | 6/9   | 5    | 36            | G         | 45         | Res (+2)  |
| Cessna 172 Skyhawk (prop plane)          | 1    | 3    | 120 lb.    | Clumsy (-4)              | 210 (21)    | 6/9   | 5    | 30            | G         | 36         | Lic (+1)  |
| Learjet Model 45 (corporate jet)         | 2    | 10   | 500 lb.    | Clumsy (-4)              | 1,100 (110) | 6/9   | 5    | 44            | G         | 40         | Lic (+1)  |
| Maulle M-7-260C (seaplane)               | 2    | 3    | 900 lb.    | Clumsy (-4)              | 175 (17)    | 6/9   | 5    | 55            | G         | 37         | Lic (+1)  |
| Ultralight (glider)                      | 1    | 1    | 50 lb.     | Clumsy (-4)              | 28 (2)      | 9/11  | 3    | 10            | L         | 21         | Lic (+1)  |
| <b>Civilian / General Cars</b>           |      |      |            |                          |             |       |      |               |           |            |           |
| 1967 Chevrolet Camaro (sports coupe)     | 1    | 4    | 250 lb.    | Poor (-1)                | 200 (20)    | 8/11  | 5    | 36            | H (5x3)   | 28         | Lic (+1)  |
| Acura 3.2 TL (mid-size sedan)            | 1    | 4    | 300 lb.    | Poor (-1)                | 265 (26)    | 8/11  | 5    | 34            | H (5x3)   | 29         | Lic (+1)  |
| Aston-Martin Vanquish (sports coupe)     | 1    | 1    | 175 lb.    | Average (+0)             | 335 (33)    | 8/11  | 5    | 34            | H (5x3)   | 36         | Lic (+1)  |
| BMW M3 (sports coupe)                    | 1    | 4    | 200 lb.    | Average (+1)             | 275 (27)    | 8/11  | 5    | 32            | H (5x3)   | 30         | Lic (+1)  |
| Chevrolet Cavalier (economy coupe)       | 1    | 4    | 275 lb.    | Poor (-1)                | 185 (18)    | 9/12  | 5    | 30            | L         | 26         | Lic (+1)  |
| Chevrolet Corvette (sports coupe)        | 1    | 1    | 250 lb.    | Average (+0)             | 310 (31)    | 8/11  | 5    | 32            | H (5x3)   | 30         | Lic (+1)  |
| Dodge Neon (economy sedan)               | 1    | 4    | 275 lb.    | Poor (-1)                | 220 (22)    | 9/12  | 5    | 30            | L         | 26         | Lic (+1)  |
| Ford Crown Victoria (mid-size sedan)     | 1    | 5    | 425 lb.    | Poor (-1)                | 185 (18)    | 8/11  | 5    | 34            | H (5x3)   | 28         | Lic (+1)  |
| Jaguar XJS (luxury sedan)                | 1    | 4    | 275 lb.    | Poor (-1)                | 230 (23)    | 8/11  | 5    | 34            | H (5x3)   | 32         | Lic (+1)  |
| Lamborghini Diablo (sports coupe)        | 1    | 1    | 100 lb.    | Average (+1)             | 360 (36)    | 8/11  | 5    | 34            | H (5x3)   | 37         | Lic (+1)  |
| Mercedes E55 AMG (luxury sedan)          | 1    | 4    | 325 lb.    | Average (+0)             | 280 (28)    | 8/11  | 5    | 34            | H (5x3)   | 32         | Lic (+1)  |
| Police Cruiser (standard issue)          | 1    | 4    | 425 lb.    | Average (+0)             | 250 (25)    | 8/11  | 5    | 34            | H (5x3)   | 30         | Res (+2)  |
| Police Interceptor (sports coupe)        | 1    | 1    | 200 lb.    | Average (+1)             | 325 (32)    | 9/12  | 5    | 34            | L         | 31         | Res (+2)  |
| Volkswagen Jetta (mid-size wagon)        | 1    | 4    | 275 lb.    | Average (+0)             | 230 (23)    | 8/11  | 5    | 32            | H (5x3)   | 28         | Lic (+1)  |
| <b>Civilian / General Motorcycles</b>    |      |      |            |                          |             |       |      |               |           |            |           |
| Ducati 998R (racing bike)                | 1    | 0    | 0 lb.      | Good (+3)                | 370 (37)    | 10/13 | 5    | 18            | M         | 27         | Lic (+1)  |
| Harley Davidson FLSTF (street bike)      | 1    | 1    | 0 lb.      | Good (+1)                | 275 (27)    | 9/12  | 5    | 22            | L (3x1)   | 26         | Lic (+1)  |
| Police Motorcycle (standard issue)       | 1    | 0    | 10 lb.     | Good (+1)                | 300 (30)    | 9/12  | 5    | 22            | L (3x1)   | 27         | Res (+2)  |
| Vespa (electric scooter)                 | 1    | 1    | 0 lb.      | Good (+3)                | 22 (2)      | 10/13 | 5    | 10            | M         | 18         | Lic (+1)  |
| Yamaha YZ250F (dirt bike)                | 1    | 1    | 0 lb.      | Good (+2)                | 165 (16)    | 10/13 | 5    | 18            | M         | 23         | Lic (+1)  |
| <b>Civilian / General Trucks</b>         |      |      |            |                          |             |       |      |               |           |            |           |
| AM General Hummer (SUV)                  | 1    | 3    | 1,000 lb.  | Poor (-2)                | 140 (14)    | 8/11  | 5    | 38            | H (5x3)   | 34         | Lic (+1)  |
| Chevrolet Suburban (SUV)                 | 1    | 8    | 500 lb.    | Poor (-2)                | 175 (17)    | 8/11  | 5    | 38            | H (5x3)   | 30         | Lic (+1)  |
| Dodge Caravan (minivan)                  | 1    | 4    | 325 lb.    | Poor (-2)                | 195 (19)    | 8/11  | 5    | 34            | H (5x3)   | 28         | Lic (+1)  |
| Ford Escape XLT (SUV)                    | 1    | 4    | 300 lb.    | Poor (-2)                | 200 (20)    | 8/11  | 5    | 32            | H (5x3)   | 29         | Lic (+1)  |
| Ford F-150 XL (pickup)                   | 1    | 2    | 1,700 lb.  | Poor (-2)                | 175 (17)    | 8/11  | 5    | 36            | H (5x3)   | 28         | Lic (+1)  |
| Peterbilt Model 379 (tractor-trailer)    | 1    | 1    | 40 tons    | Clumsy (-4)              | 130 (13)    | 6/9   | 5    | 85            | G (7x3)   | 33         | Lic (+1)  |
| Tow Truck (towing vehicle)               | 1    | 1    | 25 tons    | Clumsy (-4)              | 130 (13)    | 6/9   | 5    | 39            | G (7x3)   | 31         | Lic (+1)  |
| Toyota Tacoma Xtracab (pickup)           | 1    | 3    | 1,600 lb.  | Poor (-2)                | 185 (18)    | 8/11  | 5    | 34            | H (5x3)   | 27         | Lic (+1)  |
| <b>Civilian / General Water Vehicles</b> |      |      |            |                          |             |       |      |               |           |            |           |
| Avanti 39 (speedboat)                    | 1    | 8    | 300 lb.    | Poor (-2)                | 100 (10)    | 8/11  | 5    | 50            | H (5x3)   | 35         | Lic (+1)  |
| Bayliner 1802 Capri (runabout)           | 1    | 5    | 2,100 lb.  | Poor (-2)                | 55 (5)      | 8/11  | 5    | 28            | H (5x3)   | 28         | Lic (+1)  |
| Fairline Targa 30 (cabin cruiser)        | 1    | 3    | 2,100 lb.  | Clumsy (-4)              | 80 (8)      | 6/9   | 5    | 40            | G (7x5)   | 32         | Lic (+1)  |
| Fishing Trawler (commercial vessel)      | 9    | 2    | 100 tons   | Clumsy (-4)              | 30 (3)      | 2/5   | 5    | 175           | C (15x7)  | 43         | Lic (+1)  |
| Sea-Doo XP (personal watercraft)         | 1    | 1    | 60 lb.     | Average (+1)             | 105 (10)    | 9/12  | 5    | 22            | L (3x1)   | 24         | Lic (+1)  |
| Tug Boat (towing vehicle)                | 5    | 5    | 4,000 tons | Clumsy (-4)              | 30 (3)      | 2/5   | 5    | 150           | C (13x5)  | 38         | Lic (+1)  |
| <b>Other Civilian / General Vehicles</b> |      |      |            |                          |             |       |      |               |           |            |           |
| Ambulance (emergency vehicle)            | 2    | 2    | 1,000 lb.  | Poor (-2)                | 160 (16)    | 8/11  | 5    | 34            | H (5x3)   | 30         | Res (+2)  |
| Armored truck                            | 2    | 0    | 3,600 lb.  | Poor (-2)                | 175 (17)    | 8/13  | 10   | 36            | H (5x3)   | 34         | Res (+2)  |
| Bicycle, mountain                        | 1    | 0    | 0 lb.      | Good (+4)                | 40 (4)      | 11/14 | 5    | 6             | S (1 hex) | 14         | Lic (+1)  |
| Fire Truck (emergency vehicle)           | 4    | 2    | 2,500 lb.  | Clumsy (-4)              | 105 (10)    | 6/9   | 5    | 80            | G (7x3)   | 35         | Res (+2)  |
| Honda TRX400FW (4-wheel ATV)             | 1    | 0    | 675 lb.    | Average (+1)             | 95 (9)      | 9/12  | 5    | 22            | L         | 23         | Lic (+1)  |
| Limousine                                | 1    | 7    | 425 lb.    | Clumsy (-4)              | 195 (19)    | 6/9   | 5    | 38            | G (7x3)   | 36         | Lic (+1)  |
| Moving truck                             | 1    | 2    | 33,000 lb. | Clumsy (-4)              | 165 (16)    | 6/9   | 5    | 44            | G (7x3)   | 34         | Lic (+1)  |
| NABI Model 40LFW (city bus)              | 1    | 39   | 0 lb.      | Clumsy (-4)              | 120 (12)    | 6/9   | 5    | 48            | G (7x3)   | 38         | Lic (+1)  |
| Police Peacekeeper (mobile base)         | 3    | 10   | 250 lb.    | Poor (-2)                | 95 (9)      | 8/13  | 10   | 48            | H (5x3)   | 40         | Res (+2)  |

| Name                          | Crew | Pass | Cargo     | Maneuver<br>(Skill Mod.) | Top Speed | T/AC | Hard | Hit<br>Points | Size    | Pur.<br>DC | Restrict. |
|-------------------------------|------|------|-----------|--------------------------|-----------|------|------|---------------|---------|------------|-----------|
| <b>Military Vehicles</b>      |      |      |           |                          |           |      |      |               |         |            |           |
| BMP-2 (tracked APC)           | 3    | 7    | 250 lb.   | Poor (-2)                | 70 (7)    | 8/13 | 10   | 52            | H (5x3) | 40         | Mil (+3)  |
| M1A2 Abrams (tracked tank)    | 4    | 0    | 425 lb.   | Poor (-4)                | 80 (8)    | 6/16 | 20   | 64            | G (7x5) | 47         | Mil (+3)  |
| M2A2 Bradley (tracked APC)    | 3    | 7    | 425 lb.   | Poor (-4)                | 70 (7)    | 6/14 | 15   | 58            | G (7x5) | 45         | Mil (+3)  |
| M113A1 Gavin (tracked APC)    | 2    | 11   | 200 lb.   | Poor (-2)                | 62 (6)    | 8/13 | 10   | 48            | H (5x3) | 39         | Mil (+3)  |
| UH-60 Black Hawk (helicopter) | 2    | 14   | 9,000 lb. | Good (-4)                | 325 (32)  | 6/9  | 5    | 46            | G       | 47         | Mil (+3)  |

## Tech Level 5 Vehicle Descriptions

### Civilian / General Aircraft

There are many models of civilian and general aircraft—from single-engine propeller planes to jumbo jets. All use the Pilot skill to operate.

**Bell Jet Ranger:** This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. It provides three-quarters cover for crew and passengers.

**Bell Model 212:** This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

**Cessna 172 Skyhawk:** This common single-engine propeller plane is relatively inexpensive. It provides three-quarters cover for crew and passengers.

**Learjet Model 45:** This is a sleek business jet introduced in the late 90s. Two turboprops, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. It provides three-quarters cover for crew and nine-tenths cover for passengers.

**Maulle M-7-260C Seaplane:** The Maulle M-7-260C seaplane has a fast cruise speed and low stall speed, making it ideal for water landings. With twin pontoons instead of wheels, landing a seaplane on anything but water would be disastrous.

**Ultralight:** Ultralights are essentially powered hang gliders. An ultralight only requires 100 feet or so to land and take off, depending on wind conditions. It is small enough to fit in the back of a pickup truck when disassembled. It takes 15 minutes to disassemble an ultralight and 30 minutes to assemble it. The vehicle is very fragile and provides no cover to its pilot.

### Civilian / General Cars

Most new general purpose cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and sound system. Luxury vehicles also include extras like wifi internet access, computerized interface, heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with a +1 increase in the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

**1967 Chevrolet Camaro:** A good example of a "muscle car," a 1967 Chevy Camaro has a 350 cubic inch V8 engine that produces 295 horsepower. This does not include additional upgrades such as turbocharging and racing tires.

**Acura 3.2 TL:** The 3.2 TL is a four-door luxury sedan.

**Aston-Martin Vanquish:** The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard.

**BMW M3:** The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine.

**Chevrolet Cavalier:** A two-door family coupe, the Cavalier is an average TL 5 car in most respects.

**Chevrolet Corvette:** The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine.

**Dodge Neon:** The Neon is an inexpensive four-door family sedan.

**Ford Crown Victoria:** The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias).

**Jaguar XJ Sedan:** The XJ is a four-door luxury sedan.

**Lamborghini Diablo:** The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine.

**Mercedes E55 AMG:** The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine.

**Police Cruiser:** This version is based on the Ford Crown Victoria, with a strengthened chassis and improved engine. It is the typical police vehicle found in cities and other urban areas. See below for what a typical police cruiser carries.

**Police Interceptor:** With faster sports cars on the streets, the police occasionally need faster cars to catch them. Only the largest and best-funded police departments can afford this vehicle. It contains the same equipment as a regular police cruiser.

**Volkswagen Jetta:** The Jetta is a four-door station wagon.

### Civilian / General Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

**Ducati 998R:** This is a top-of-the-line street bike with a strong heritage of winning races.

**Harley-Davidson FLSTF Fat Boy:** This huge “chopper” motorcycle sports a 1,450cc engine. It’s designed to look cool and compete for space on the roads with automobiles.

**Police Motorcycle:** Most police departments use Harley-Davidson motorcycles, specially altered to suit the department’s needs and painted to look obvious. It has a professional CB radio, siren, bubble lights, and a powerful 1450 cc engine. It has two large saddlebags that contain the following items: 6 zip-ties, 3 road flares, a multipurpose tool, a first-aid kit, and a flashlight.

**Vespa ET4:** A compromise between a bicycle and a motorcycle, scooters are useful for getting through clogged city streets. Because they only have small, single-cylinder engines, scooters are not allowed on highways.

**Yamaha YZ250F:** A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts.

### Civilian / General Trucks

Trucks include pickups, sport-utility vehicles, vans and minivans. They generally have the same range of features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear beds of pickup trucks, however, provide only one-half cover.

**AM General Hummer:** The four-door Hummer is a civilian version of the military’s all-terrain “humvee” utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

**Chevrolet Suburban:** One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine.

**Dodge Caravan:** The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door.

**Ford Escape XLT:** The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine.

**Ford F-150 XL:** This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine.

**Peterbilt 379:** The cab of this 18-wheeler has the classic long nose of most big rigs. It is spacious, powerful, and comfortable. This model includes a sleeper space immediately behind the cab, giving the driver a home away from home. The Peterbilt 379 also carries a basic mechanical tool kit, a CB radio (essentially a professional walkie-talkie with twice the usual range), and a GPS receiver. The size given is for the cab alone; a trailer is another Gargantuan addition (9x3 polyhex). The cab provides three-quarters cover to its occupants, and being inside the trailer provides full cover.

**Tow Truck:** A tow truck is a large diesel-powered vehicle with a professional grade tow bar/winch used for hauling inoperative cars. It takes 2d10 minutes to hook up a car with the tow bar—a successful Repair check (DC 10) can halve the time. Most tow trucks also carry a basic mechanical tool kit, CB radio, and one-gallon gas can.

**Toyota Tacoma Xtracab:** The Tacoma is a two-door pickup with a back seat in its extended cab.

### Civilian / General Water Vehicles

Piloting a water vehicle is covered by the Drive skill. Because of their size, most large boats are more likely to be used as places to stage an adventure rather than as a vehicle to get around.

**Avanti 39 Cigarette Boat:** Long and sleek, this expensive and high-powered boat is designed to move fast and look good. It is commonly used for smuggling cargo between ports that are not likely to stop something that obviously belongs to an “upstanding citizen.”

**Bayliner 1802 Capri:** This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit.

**Fairline Targa 30:** This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit.

**Fishing Trawler:** Fishing trawlers are found around commercial fishing ports. They are huge boats with most of their space dedicated to equipment that harvests and stores fish. They are slow, but handle well in rough water (+2 bonus on Drive checks in rough seas).



**Tug Boat:** Common around ports, tug boats help guide larger vessels to and from the docks. They are slow but incredibly powerful, being able to nudge huge ships with their oversized and overtorqued engines.

**Sea-Doo XP:** This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo provides no cover for its riders.

### Other Civilian / General Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (like the emergency aid vehicle and urban assault vehicle) are usually custom built, so the model name isn't specified as it is with most other vehicles. The description and statistics reflect a typical design.

**Ambulance:** When someone needs medical attention, this is what shows up. It contains a large amount of medical and emergency rescue supplies.

**Armored Truck:** Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

**Bicycle, Mountain:** This is a rugged mountain bike that works equally well on smooth streets or rough terrain. The rider suffers no additional penalties for taking the bike offroad.

**Operating a Bicycle:** Operating a bicycle uses the same rules as any other vehicle, but with a few special rules:

- Operating a bicycle uses the Balance skill instead of Drive, but it is otherwise treated the same when using the Vehicle rules.
- A bicycle can only reach a maximum of street speed and doing so requires a full-round action, unless going down a significant downward slope (GM's discretion). The rider must use a full-round action to climb up a significant slope and can only move a maximum of alley speed on such an action.
- After every hour of strenuous riding, the rider must make a Constitution check or become fatigued for 1d10 minutes per hour of riding.
- It is a free action to get on or off a bicycle.
- All attacks made from a bicycle suffer a -2 penalty. The rider cannot use any weapons that require both hands.
- Bicycles are Small vehicles.
- Bicycle tires have 2 hit points each.

**Fire Truck:** There are technically two types of fire trucks—pumpers, which have large water tanks, and ladder trucks, which mount enormous ladders for getting firefighters up high.

**Honda TRX400FW:** This all-terrain vehicle is something like a four-wheeled motorcycle. It provides no cover for its riders.

**Limousine:** A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. It provides three-quarters cover for its occupants.

**Moving Truck:** This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

**NABI Model 40LFW:** This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. It provides three-quarters cover for crew and passengers.

**Police Peacekeeper:** When mobs are rioting in the streets, some police departments roll out these armored personnel carriers to help quell violence. In addition to their size and intimidating appearance, police APCs mount a water cannon, loudspeaker, and grenade launcher that fires tear gas rounds. The police peacekeeper is crewed by a driver, a "gunner" (for the water cannon), and a commander. It has three top hatches, one above each crew position, and a large door in back for police to load or disembark. It takes one full-round action to enter an APC through a top hatch, and another full-round action to start it moving.

### What a Police Officer Carries

Police and other law-enforcement officers carry a large amount of equipment with them at all times. Here is a sample list of the typical equipment carried by a uniformed police officer, excluding items that are normally carried inside the police cruiser or during special situations, such as a raid or SWAT action.

- |                                               |                                |
|-----------------------------------------------|--------------------------------|
| • Glock 17 (plus 2 extra clips of ammunition) | • Undercover vest              |
| • Flashlight (can be used as a club)          | • Handcuffs, steel             |
| • Zip-ties (6)                                | • Walkie-talkie (professional) |
| • Cell phone                                  | • Pepper spray canister        |
| • Metal baton and/or tonfa                    | • Multitool                    |
| • Latex gloves (12)                           | • Citation book                |

### What is Inside a Police Cruiser



Police vehicles vary in terms of what equipment they carry, depending on whether they belong to state, county, or city precincts. Despite this, there is enough similarity to assume that the following equipment could be found in any police cruiser.

The following items are located in the front passenger compartment of the vehicle:

- Mossberg shotgun (including box of ammunition with 12 rounds; Disable Device check DC 20 to open the lock)
- Patrol box
- Maps (road atlas)
- Searchlight (as battery flood flashlight but double the range; mounted to vehicle)
- Pepper spray canister
- Flashlight (standard and 12 chemical light sticks)
- CB radio (professional)
- GPS receiver
- Baton (use club) or tonfa
- Taser (50% chance)

The following equipment is typically located in the trunk of the vehicle (Disable Device check DC 15 to open the lock):

- First-aid kit
- Basic toolkit (duct tape, boltcutters, multipurpose tool)
- Blankets
- 12 road flares
- Gas siphon
- Portable fire extinguisher
- 4 tear gas canisters (50% chance)
- Basic evidence kit
- Handcuffs and plastic zip ties
- Food (the equivalent of 2 days trail rations)
- Traffic cones
- Crime scene tape
- Trauma kit (50% chance)
- Spike strip (50% chance)

### What is in an Ambulance

Obviously, aid vehicles are loaded with a huge variety of medical equipment. Instead of listing every single item, assume that the following “kits” can be assembled from the gear carried inside.

- 1 crash cart
- 6 first-aid kits
- 4 trauma kits
- 1 basic evidence kit

In addition, aid vehicles contain a large number of non-medical equipment, allowing them to provide assistance under almost any circumstance.

- CB radio
- Maps (road atlas)
- Cellular phone
- Rope (50 feet)
- Physical restraints (equivalent to handcuffs)
- Wood blocks (for setting tires)
- Winch and cable
- Jaws of life (only if there is a hydraulic compressor)
- Tire chains (+2 bonus on Drive checks on icy surfaces)
- GPS receiver
- Flashlights (2 standard, 4 penlights, 1 battery flood)
- Basic toolkit (duct tape, boltcutters, multipurpose tool)
- Blankets
- Sand bags (for stabilization)
- Searchlight (mounted on vehicle)
- Hydraulic compressor (50% chance; mounted on vehicle)
- Metal cutting saw (only if there is a hydraulic compressor)

### What is Inside a Fire Truck

Fire trucks are enormous vehicles that carry a tremendous amount of firefighting, medical, and search and rescue equipment. Obviously, most of the space is dedicated to the operation of the fire hoses. The following items can be found in the front cab of a fire truck:

- CB radio
- Searchlight (mounted to vehicle)
- Maps (road atlas)
- Binoculars
- 2 battery powered floodlights
- GPS receiver
- 4 walkie-talkies (professional) with charger
- Instant camera and extra film
- Shovels, brooms, and steel rake

The following items are located in various storage panels on the sides and rear of the fire truck. Some of these items have been condensed into kits:

- 1 crash kit
- 3 first-aid kits
- Hose and pipe fittings
- Basic toolkit (duct tape, boltcutters, multipurpose tool)
- Hand-held fire extinguishers (water, chemical, CO2)
- 2 searchlights (mounted on sides of the vehicle)
- Tarps
- 2 trauma kits
- 1 basic evidence kit
- Flashlights (3 battery flood, 3 regular)
- Long tools (shovel, wrenches, pry bar, fire axe, sledgehammer)
- Rope (100 feet)
- Submersible water pump
- 2 chainsaws

The following equipment is located in the hose bed and open top compartment of a fire truck:

- Fire hoses (100+ feet)
- 5 gallon can of gasoline
- Gas-powered circular saw
- Hose fittings and couplings
- 2 15-foot ladders
- Gas-powered electrical generator and cables

## Tech Level 6-8 Equipment and Services

Table: Tech Level 6 Equipment

| Name                                  | Size  | Weight  | Purchase DC  | Restriction  |
|---------------------------------------|-------|---------|--------------|--------------|
| <b>Chemical and Medical Equipment</b> |       |         |              |              |
| Chemical, antitox                     | Dim   | —       | 6 (\$40)     | —            |
| Chemical, boost                       | Dim   | —       | 6 (\$40)     | Illegal (+4) |
| Chemical, neutrad                     | Dim   | —       | 6 (\$40)     | —            |
| Chemical, solvaway                    | Dim   | —       | 5 (\$30)     | —            |
| Chemical, sporekill                   | Dim   | —       | 6 (\$40)     | —            |
| Medkit, advanced                      | Small | 3 lb.   | 7 (\$55)     | —            |
| Medkit, fast use                      | Small | 3 lb.   | 7 (\$55)     | —            |
| Plastic surgery kit, personal         | Tiny  | 1 lb.   | 11 (\$150)   | Lic (+1)     |
| <b>Computer Equipment</b>             |       |         |              |              |
| Computer, card                        | Dim   | —       | 22 (\$3,500) | —            |
| Display contacts                      | Fine  | —       | 16 (\$650)   | —            |
| <b>Miscellaneous Equipment</b>        |       |         |              |              |
| Disguise kit, morphic                 | Tiny  | 1 lb.   | 12 (\$200)   | —            |
| Flash-seal                            | Tiny  | 1 lb.   | 8 (\$70)     | —            |
| Fusion torch                          | Med   | 3 lb.   | 10 (\$120)   | —            |
| Intellipicks                          | Small | 1 lb.   | 13 (\$275)   | Lic (+1)     |
| Jetpack                               | Large | 22 lb.  | 16 (\$650)   | Lic (+1)     |
| Neural scrambler                      | Small | 1 lb.   | 10 (\$120)   | Res (+2)     |
| Universal communicator                | Tiny  | 0.5 lb. | 6 (\$40)     | —            |
| <b>Sensor Equipment</b>               |       |         |              |              |
| Sensor, chemicomp                     | Small | 1 lb.   | 18 (\$1,200) | —            |
| Sensor, geocomp                       | Small | 1 lb.   | 18 (\$1,200) | —            |
| Sensor, motion                        | Tiny  | 0.5 lb. | 14 (\$350)   | —            |
| <b>Survival Equipment</b>             |       |         |              |              |
| Aquaconverter                         | Med   | 4 lb.   | 13 (\$275)   | —            |
| Violet rations                        | Fine  | —       | 5 (\$30)     | —            |

**Aquaconverter:** Also known as “mechanical gills,” the aquaconverter is a simple device that takes in water, separates its molecules into hydrogen and oxygen atoms, and then feeds the oxygen into a breather tube and the hydrogen into power-generating mechanisms. Worn as a backpack with a breather tube placed in the mouth, the aquaconverter is a limitless and self-powering way to breathe safely underwater.

**Chemical, Antitox:** A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target’s blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, the target character is completely cured of the poison and its effects in 1d6 rounds.

**Chemical, Boost:** A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in an attempt to make the soldiers of the Fusion Age stronger, faster, and more combat-capable. A single injection of boost grants the character a +4 bonus to Strength and a +2 bonus on Reflex saves, increases the character’s movement speed by 10 feet, and increases the character’s massive damage threshold by +4. These effects last for 1 minute (10 rounds).

Unfortunately, the side effects of boost almost outweigh the benefits. For one, the chemical is addictive and can alter the perceptions of a character so that she thinks she cannot live without a dose of the drug. Additionally, repeated use of boost has debilitating effects on the body’s immune and nervous systems.

Each time a character uses a dose of boost, she has a 10% chance of suffering a –2 penalty to their Dexterity and a –1 penalty on Fortitude saves. These penalties last for 24 hours.

If the character uses the drug again before recovering from these penalties, the penalties increase and the recovery time extends for an additional 24 hours. For example, if a character uses another dose of boost while still under the effect of the penalties, the character suffers a –4 penalty to Dexterity and –2 on Fortitude saves, and the recovery time increases to 48 hours.

**Chemical, Neutrad:** A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical

generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target character is completely cured of the radiation poisoning and its effects in 1d4 hours.

**Chemical, Solvaway:** Solvaway is a special spray-on chemical designed to break through the restricting compound fired by tangler guns and tangler grenades. A single application of solvaway completely dissolves any hardened compound and frees the character as though the compound had dissolved on its own.

**Chemical, Sporekill:** A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. Once the sporekill delivers its specially formulated chemicals, the target character is completely cured of the disease and its effects in 1d10 hours. Some genetically engineered diseases are created to circumvent sporekill chemical, and are unaffected by this piece of gear.

**Computer, Card:** As has been the case since the invention of the computer, the miniaturization of technology is most often seen in the area of computer size. The card computer functions as a standard computer but is no bigger than most credit cards. The card computer may be hooked into any computer interface or display (including paint-on LCDs) and functions exactly like a personal computer.

**Disguise Kit, Morphic:** Most people forced to work undercover for extended periods rely on the morphic disguise kit. The kit features a pair of contact lenses that change color, a hair prosthetic that changes color, length, and texture, a paint-on LCD injector for instant tattoos that transform, and a vocal encoder (vocoder) that is attached to the throat to alter the user's voice. Each component can be altered on command. The morphic disguise kit grants a +6 equipment bonus on all Disguise checks while in use.

**Display Contacts:** Like the previous era's display glasses, display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye and project a semitransparent image that appears to be roughly three feet from the user and comparable to a 52-inch monitor. This can be used to show the character any computer display it is linked to, and is also frequently implemented into the heads-up display device (using the multiple use item gadget) to provide real-time data on objects and people in the character's field of vision.

**Medkit, Advanced:** The advanced medkit functions as a combined first aid kit, medical kit, and surgery kit. It also grants its user a +2 equipment bonus on all Treat Injury checks.

**Medkit, Fast-Use:** The fast-use medkit functions as both a first aid kit and a medical kit. In addition, specialized computers and sensors prepare exactly what is needed to restore a character's hit points, treat a disease, stabilize a dying character, or revive a dazed, stunned, or unconscious character. A character may use the Treat Injury skill with the fast-use medkit as a move action. The fast-use medkit cannot be used as a surgery kit.

**Flash-Seal:** Flash-seal looks like a block of metal roughly the size of a thin brick. It attaches to any door frame. When activated, chemical compounds inside the block of metal burn fast and hot enough to melt the metal into a liquid form. Almost instantaneously, a second chemical compound freezes the molten metal back into its solid state. The result is that the metal melts, sinks into the space between the door and its frame, and then solidifies again, essentially welding the door shut. A door that has been flash-sealed may not be opened by normal means and must be destroyed or cut through as though it were a wall.

**Fusion Torch:** The fusion torch is the Fusion Age's equivalent of a blowtorch. The fusion torch produces a small, thin gout of flame that burns with such intensity that it creates temporary blobs of plasma all around it. The fusion torch consists of a small fuel canister attached to the torch generator. The torch deals 3d10 points of damage each round to immobile objects. Due to the nature of the fusion torch, a character using the torch must be meticulous in the way he cuts to maximize damage to whatever he is slicing through. If used as an improvised weapon, the fusion torch deals only 1d10 points of damage since it is being wielded in a more haphazard fashion.

**Intellipicks:** Though not technically an actual set of lockpicks, intellipicks are a cluster of several tiny machines (though not quite small enough to be called nanites) that can pick almost any lock and open almost any door. Intellipicks come in a small box that, when placed on the lock to be opened, releases the miniscule robots to do their work. Once the intellipicks penetrate the lock, they move tumblers and shift bolts in an efficient and rapid manner, opening the lock in way that no human could. Intellipicks have an effective Disable Device modifier of +20 (this skill can only be used to open conventional locks). Intellipicks cannot open electronic or computerized locks, though they can open magnetic locks by generating a magnetic field of opposite polarity.

**Jetpack:** A jetpack consists of a backpack and fuel cells capable of producing powered flight for up to 2 hours. A character equipped with a jetpack can fly at a speed of 60 feet (good maneuverability). Replacement fuel cells have a purchase DC of 10.

**Neural Scrambler:** The neural scrambler is a restraint device used by many law enforcement agencies in the place of physical restraints such as handcuffs. The neural scrambler consists of a six-pronged device that, when placed over the head, interrupts brainwave activity. A character wearing a neural scrambler may not take any actions whatsoever, though she moves their normal speed under the command of another individual. When the neural scrambler is removed, the character has no knowledge of events that took place while she was restrained.

**Plastic Surgery Kit, Personal:** The personal plastic surgery kit is fashionable with society's elite—and its criminal underworld. Consisting of a mask that fits neatly over any human face, the personal plastic surgery kit is a one-use item that completely and permanently changes a character's facial appearance.

The personal plastic surgery kit is first linked to a special imaging computer that programs the kit with the desired outcome. The kit is then placed on the face and activated. The kit sedates the person using it and then proceeds to alter their face according to the specifications, and can even go so far as to permanently alter eye and hair color. Using the kit takes one hour, during which the character is unconscious.

**Sensor, Chemicomp:** The chemicomp sensor computer is a handheld computer or computerized gauntlet designed to find individual chemical compounds. Chemicomps can locate a specific chemical, providing a +10 equipment bonus on Search checks when attempting to find chemical compounds.

**Sensor, Geocomp:** The geocomp sensor computer is a handheld computer or computerized gauntlet designed to find individual minerals. Geocomps can locate a specific mineral, providing a +10 equipment bonus on Search checks when attempting to find minerals.

**Sensor, Motion:** The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces, indicating the location of any moving object within 100 feet.

**Universal Communicator (Unicomm):** The unicomm is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicomm has its own frequency and can send transmissions both directly to another individual unicomm as well as to an entire group of unicomm. The unicomm also has a data port so that it can be linked to a computer system and receive data as well as audio and visual communications. In later eras, the unicomm also frequently incorporates the hologram recorder and projector devices (via the multiple use item gadget).

**Violet Rations:** The standard rations of Fusion Age militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the consumer's daily supply of nutrients and vitamins. Each violet ration is the equivalent of a single meal and is nutritious, filling, and relatively appetizing.

Table: Tech Level 7 Equipment

| Name                                  | Size  | Weight  | Purchase DC  | Restriction |
|---------------------------------------|-------|---------|--------------|-------------|
| <b>Chemical and Medical Equipment</b> |       |         |              |             |
| Chemical, biocort                     | Dim   | —       | 6 (\$40)     | —           |
| <b>Miscellaneous Equipment</b>        |       |         |              |             |
| GalPos device                         | Small | 3 lb.   | 6 (\$40)     | —           |
| Grappling tether                      | Small | 2 lb.   | 9 (\$90)     | —           |
| Piercing visor                        | Small | 1 lb.   | 15 (\$500)   | Mil (+3)    |
| Power backpack                        | Med   | 3 lb.   | 10 (\$120)   | —           |
| Projectile deflector                  | Small | 0.5 lb. | 15 (\$500)   | Lic (+1)    |
| <b>Sensor Equipment</b>               |       |         |              |             |
| Sensor, armacomp                      | Small | 1 lb.   | 18 (\$1,200) | —           |
| Sensor, democomp                      | Small | 1 lb.   | 18 (\$1,200) | Lic (+1)    |
| Sensor, electricomp                   | Small | 1 lb.   | 18 (\$1,200) | —           |
| Sensor, mechanicomp                   | Small | 1 lb.   | 18 (\$1,200) | —           |
| Sensor, medicomp                      | Small | 1 lb.   | 18 (\$1,200) | Lic (+1)    |

**Chemical, Biocort:** Biocort is a unique chemical compound that enhances the human body's natural ability to heal. Biocort pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate. Any character injected with biocort heals at twice the normal rate for a 24-hour period.

**Galpos Device:** The GalPos device is the Gravity Age equivalent of the GPS system of the modern era. Equipped with star charts and a link to the galactic satellite network, the GalPos device (known also as a GPD) triangulates its own position based on distance between satellite relays and its knowledge of stellar cartography. If the GalPos is taken to a region of space where it cannot contact the galactic satellite network, or to a region of space not included in its star charts, it does not function. Otherwise, the GPD can be used to indicate what planet the is on, or what star system she is in (if not on a planet). A GalPos device with the satellite uplink gadget can function as a GPS receiver on worlds where such systems are available.

**Grappling Tether:** Replacing duracable and the grappling tag, the grappling tether is another application of gravity technology put to practical use. The grappling tether is a beam of pure gravity energy, up to 200 feet in length, fired from a metal tube. At the end of the tether is an anchor of intense gravity. When the anchor touches a solid object, it latches on with a grip that can only be broken by an equally strong anti-gravity force.

While the tube is held with the anchor attached to an object, the user can retract the tether to either pull the object to their (if the object is smaller in mass than the character), or pull herself to the object (if the object is greater in mass than the user, or the anchor is attached to a wall, ceiling, or other fixed surface). The anchor is released with a simple push of a button.

**Piercing Visor:** The piercing visor allows a person to see through solid objects. Through a combination motion-sensor data, gravity fluctuations, ambient light penetration, x-rays and ultraviolet light, heat and infrared signatures, sound waves and sonar, and other sensory inputs, the visor creates an accurate computer-rendered image of what lies beyond intervening objects. Any character wearing a piercing visor may, as an attack action, activate the visor's sensors and see through a wall, floor, object, or creature at a range of up to 100 feet.

The visor can penetrate 6 inches of metal (except lead, which it cannot see through) and 1 foot of other materials, including concrete, wood, and plaster.

**Power Backpack:** The power backpack is essentially a portable generator. While worn, the power backpack can replace the power packs used by laser and plasma weapons, granting an infinite supply of ammunition while attached. Additionally, the power backpack can provide energy to almost any device requiring electrical power.

**Projectile Deflector:** A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a +4 deflection bonus to Defense against ranged physical attacks. Melee attacks and ranged energy attacks are unaffected by this device.

**Sensor, Armacomp:** The armacomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types. It grants a +6 equipment bonus on Search checks when searching for weapons. Additionally, the armacomp sensor's advanced data on weapons of all types makes it a valuable resource when repairing weapons, granting a +4 equipment bonus on all Repair checks made on weapons. This does not include explosives and other demolitions devices, which are covered under the democomp sensor.

**Sensor, Democomp:** The democomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate explosives of all types. It grants a +6 equipment bonus on Search checks when searching for explosives. Additionally, the democomp sensor's advanced data on explosives of all types makes it a valuable resource when planting them, granting a +4 equipment bonus on all Demolitions and Disable Device checks made involving explosives.

**Sensor, Electricomp:** The electricomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate electronic devices of all types, including computers. It grants a +6 equipment bonus on Search checks when searching for electronics of a specific type. Additionally, the electricomp sensor's advanced data on electronics of all types makes it a valuable resource when repairing computers and other electronics, granting a +4 equipment bonus on all Repair checks made on them. Additionally, the electricomp can be used to identify any flaws in cybernetics.

**Sensor, Mechanicomp:** The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of mechanical devices. The mechanicomp can identify a vehicle's, starship's, or mecha's current and maximum hit points. Additionally, thanks to the mechanicomp's extensive library of mechanical blueprints, any repairs made using the mechanicomp as a reference are more efficient, granting a +4 equipment bonus on all Repair checks made to vehicles, starships, and mecha.

**Sensor, Medicomp:** The medicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the human body. The medicomp can identify a creature's current and maximum hit points. Additionally, thanks to the medicomp's extensive library of medical records and biological knowledge, any treatments administered using the medicomp as a reference are more efficient, granting a +4 equipment bonus on all Treat Injury checks.

Table: Tech Level 8 Equipment

| Name                                  | Size  | Weight  | Purchase DC  | Restriction |
|---------------------------------------|-------|---------|--------------|-------------|
| <b>Chemical and Medical Equipment</b> |       |         |              |             |
| Chemical, plastiflesh                 | Tiny  | 0.5 lb. | 6 (\$40)     | —           |
| Chemical, truthtell                   | Dim   | —       | 8 (\$70)     | Lic (+1)    |
| Regen wand                            | Small | 1 lb.   | 18 (\$1,200) | —           |
| <b>Computer Equipment</b>             |       |         |              |             |
| Neural computer link                  | Fine  | —       | 25 (\$9,000) | —           |
| Neural network jack, wireless         | Fine  | —       | 12 (\$200)   | —           |
| <b>Miscellaneous Equipment</b>        |       |         |              |             |
| Energy shield                         | Tiny  | 0.5 lb. | 16 (\$650)   | —           |
| Force field, personal (DR 5/—)        | Tiny  | 0.5 lb. | 22 (\$3,500) | Mil (+3)    |
| Force field, personal (DR 10/—)       | Tiny  | 0.5 lb. | 25 (\$9,000) | Mil (+3)    |
| Hologram player                       | Small | 2 lb.   | 6 (\$40)     | —           |
| Hologram recorder                     | Dim   | —       | 9 (\$90)     | —           |

|                          |       |         |              |          |
|--------------------------|-------|---------|--------------|----------|
| Hologuise                | Small | 1 lb.   | 15 (\$500)   | —        |
| Matter shield            | Tiny  | 0.5 lb. | 20 (\$2,000) | Mil (+3) |
| Micro-aural communicator | Fine  | —       | 6 (\$40)     | —        |
| Neural recorder          | Small | 1 lb.   | 15 (\$500)   | Lic (+1) |
| Photon shield            | Small | 2 lb.   | 24 (\$6,500) | Mil (+3) |
| Polyvox                  | Tiny  | 0.5 lb. | 10 (\$120)   | —        |
| <b>Sensor Equipment</b>  |       |         |              |          |
| Sensor, robocomp         | Small | 1 lb.   | 18 (\$1,200) | —        |

**Chemical, Plastiflesh:** Contained in a small spray can, plastiflesh bonds with human skin on contact and accelerates the healing process by providing a layer of artificial skin to seal the wound. The target of the spray immediately recovers 1d4 hit points. No Treat Injury check is required to use plastiflesh.

**Chemical, Truthtell:** Truthtell is a specially formulated chemical that targets areas of the brain that handle creativity and, particularly, lying. By temporarily neutralizing these areas of the brain, truthtell makes it impossible for a character to lie while under the drug's influence.

A character injected with truthtell may make a Will save (DC 18) to negate its effects. On a failed save, the character is compelled to speak truthfully for the next 3d10 minutes. A subject under the effect of truthtell is aware of its influence and may still refuse to answer questions.

**Energy Shield:** The energy shield is a potent defense mechanism that protects the user from dangerous energy.

An energy shield grants its wearer one of the following types of energy resistance, as determined by the wearer upon activation: cold resistance 5, electricity resistance 5, fire resistance 5, or sonic/ concussion resistance 5. As a move action, the wearer can adjust the shield to provide a different type of energy resistance, selected from the list above. The device contains a power pack that provides up to 24 hours of use. A power backpack may be used to extend this duration to 96 hours.

**Force Field, Personal:** The most reliable and powerful personal defense mechanism in the Energy Age, the personal force field projects a defensive bubble around a single Medium-size or smaller character or item. The personal force field comes in two varieties, a lesser one that provides a DR of 5/— and a greater one that provides DR 10/—. The device contains a power pack that provides up to 24 hours of use. A power backpack may be used to extend this duration to 96 hours.

**Hologram Player:** A hologram player is a small disc with several small light projectors arranged around its outer edge. When activated, the device projects a three-dimensional image in full color as small as three inches in height or as large as a Medium-size character. The hologram player can be hooked into a hologram recorder (capable of storing three-dimensional images), or even to a unicom to receive three-dimensional images for real-time communications.

**Hologram Recorder:** A hologram recorder is a cylinder no larger than a pen with a bulbous, transparent cap on one end. The device can make a three-dimensional recording of anything within its cone-shaped recording area. Hologram recorders can store up to one hour of three-dimensional images to be played back on a hologram player or transferred to a computer as video data. Most hologram recorders can also be attached to a unicom to serve as a video input device for real-time holographic communications. The hologram recorder is commonly carried by law enforcement agents, as it allows for the accurate collection of evidence and can prevent abuse on the part of the authorities.

**Hologuise:** The hologuise is a combination hologram projector and digital imaging computer system that is worn like a headband over the forehead. When activated, the hologuise projects a three-dimensional image over the face that completely obscures the character's natural features. This image is commonly a different face, but can be a black veil or some other decorative image instead. With practical and fashionable uses, hologuises are employed by the wealthy elite as well as by criminals and spies. An active hologuise grants the wearer a +10 equipment bonus on all Disguise checks.

**Matter Shield:** Designed to protect off-world miners from micrometeorites and the debris of mining explosions, matter shields were quickly adapted for military and law enforcement use.

The matter shield grants its wearer DR 5/— against ballistic, bludgeoning, piercing, and slashing attacks. The device contains a power pack that provides up to 24 hours of use. A power backpack may be used to extend this duration to 96 hours.

**Micro-Aural Communicator (Microcomm):** The micro-aural communicator consists of three components. A tiny earpiece transmits incoming communications directly into the ear, at a volume far too low to allow others to hear. A small node placed on the inside of the lip allows the user to broadcast while speaking no louder than a whisper. Finally, a wristband functions as the input/output port for hooking other devices into the microcomm.

Using a microcomm does not provoke a normal Listen check and cannot be heard by any normal means.

**Neural Computer Link:** The most advanced form of computer interface in the Energy Age, the neural computer link creates a direct connection between the brain and a computer system. The neural computer link eliminates the need for a physical interface. Instead, the user simply "thinks" commands to the computer. Output from the computer is sent straight to the user's brain, tapping into the visualization centers to project images and displays directly into the user's mind, eliminating the need for any sort of display device. In all other ways, the neural computer link allows the user to access the computer as if used conventionally. The neural computer link connects to a computer system via a network jack built into the base of the skull.



One advantage this gives a character is that information may be downloaded directly into the brain. The character's own mind becomes a hard drive for basic information, granting the character direct knowledge of a particular subject almost instantaneously.

Though this does not allow the character to gain skill ranks, it does reduce the time required for Computer Use and Research checks to free actions. This applies only when the user is connected to a specific computer used for the Computer Use or Research check.

The neural computer link can be connected, via the body's central nervous system, directly into the user's shepherd chip (see Tech Level 5 Equipment). Whenever data is transferred via the shepherd chip, such as a person's identity, that knowledge is immediately loaded into the character's brain. Essentially, this means that any two characters with shepherd chips and neural computer links may instantly know one another simply by shaking hands. Neural computer links can also be connected to nanites in a character's bloodstream. As in the case of piloting and driving assisting nanites, these nanites interface directly with the neural link and allow the character to give commands simply by thinking them.

**Neural Network Jack, Wireless:** A natural extension of neural computing technology, the wireless neural network jack plugs into the neural computer link and allows for remote access to computer networks. Additionally, the wireless neural network jack with the satellite datalink gadget can connect to any global or galaxy-spanning computer network instantaneously. If the neural computer link is the basic means of connecting the human mind to a computer, the wireless neural network jack is the means of connecting the human mind to massive computer networks. A wireless neural network jack is useless unless the user also has a neural computer link.

**Neural Recorder:** A flexible cap that resembles a grasping clawed hand, the neural recorder can collect data directly from the human mind. Any visual or auditory memories or thoughts can be transmitted through the neural recorder and stored in its memory. Capable of storing up to two hours of data, the neural recorder requires a Computer Use check (DC 15) to activate and operate. If the subject of the neural recording is willing, the neural recorder collects images and sounds from the subject's mind and stores them as either two-dimensional or three-dimensional recordings. An unwilling subject may make a Will save (DC 17) to prevent the recorder from functioning.

**Photon Shield:** The photon shield is a technology loosely based on the light-bending properties of black holes. By using controlled gravity waves to create millions of microscopic black holes around the user, the photon shield bends light renders them invisible. The device contains a power pack that provides up to 24 hours of use.

A photon shield can cover a Medium-size or smaller creature or a Huge or smaller object. It grants a +40 equipment bonus on Hide checks if the subject is standing still, or a +20 equipment bonus if the subject is moving. Pinpointing the location of a character wearing a photon shield that isn't attempting to hide requires a Spot check (DC 40 if the character is not moving, DC 20 if they are moving). Additionally, a character wearing a photon shield gains total concealment (50% miss chance) against attacks, even if the attackers correctly pinpoint its fighting space.

**Polyvox:** The polyvox translates the languages of different cultures and species.

**Regen Wand:** A regen wand is a tubular device roughly fifteen inches long. It emits waves of energy that promote cellular growth and healing. A character can use a regen wand as a first aid kit or medical kit. Because of the device's simplicity, Treat Injury checks made with the regen wand gain a +4 equipment bonus.

**Sensor, Robocomp:** The robocomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of robots and robotic life forms. The robocomp can identify a robot's current and maximum hit points. Additionally, thanks to the robocomp's extensive library of robotic blueprints, any repairs made using the robocomp as a reference are more efficient, granting a +4 equipment bonus on all Repair checks made to robots.



Tech Level 6-8 Vehicles

As oil prices rise and consumers insist on more safety measures in vehicles, engineers push the technology envelope. The major motor companies create personal hovermobiles that handle like cars, build cars that drive themselves, and unveil vehicles that can travel over water, underwater, and, in some cases, underground.

Vehicles and Progress Levels

Although each of the vehicles listed below has a Tech Level associated with it, specifics of the vehicle can be modified to fit into an earlier or later Progress Level. Modify the top speed, initiative, and maneuver scores of vehicles—lower numbers for lower TLs, higher numbers for higher TLs—and adjust the purchase DC accordingly.

Table: Tech Level 6-8 Vehicles

| Name                                   | Crew | Pass | Cargo     | Maneuver<br>(Skill Mod.) | Top Speed | T/AC  | Hard | Hit<br>Points | Size     | Pur.<br>DC | Restrict. |
|----------------------------------------|------|------|-----------|--------------------------|-----------|-------|------|---------------|----------|------------|-----------|
| Tech Level 6 General Vehicles          |      |      |           |                          |           |       |      |               |          |            |           |
| AutoMac Taxi (self-piloting taxi)      | 0    | 6    | 250 lb.   | Poor (-2)                | 175 (17)  | 8/11  | 5    | 28            | H (5x3)  | 31         | Lic (+1)  |
| Cretan Motors “Hekaton” (pickup truck) | 1    | 4    | 5,000 lb. | Poor (-1)                | 190 (19)  | 6/9   | 5    | 39            | G (7x3)  | 31         | Lic (+1)  |
| Cretan Motors Kentaur (pickup truck)   | 1    | 3    | 1,000 lb. | Average (+0)             | 210 (21)  | 8/11  | 5    | 36            | H (5x3)  | 30         | Lic (+1)  |
| Gaia Virgo (minivan)                   | 1    | 6    | 250 lb.   | Poor (-2)                | 215 (21)  | 8/11  | 5    | 35            | H (5x3)  | 29         | Lic (+1)  |
| Harris-Musselman (dirt bike)           | 1    | 0    | 0 lb.     | Good (+2)                | 180 (18)  | 10/13 | 5    | 19            | M        | 24         | Lic (+1)  |
| Kirsch Sunflower (economy coupe)       | 1    | 2    | 50 lb.    | Poor (-2)                | 160 (16)  | 9/12  | 5    | 25            | L        | 27         | Lic (+1)  |
| Nakazawa Delta-9 (hybrid minivan)      | 1    | 4    | 500 lb.   | Poor (-1)                | 245 (24)  | 8/11  | 5    | 34            | H (5x3)  | 31         | Lic (+1)  |
| SKG Lamplighter (economy sedan)        | 1    | 4    | 250 lb.   | Poor (-1)                | 210 (21)  | 8/11  | 5    | 32            | H (5x3)  | 28         | Lic (+1)  |
| Tech Level 6 Military Vehicles         |      |      |           |                          |           |       |      |               |          |            |           |
| Appel-Siems Gyrocopter (helicopter)    | 1    | 0    | 0 lb.     | Good (-2)                | 360 (36)  | 8/11  | 5    | 23            | L        | 38         | Mil (+3)  |
| EU2A1 Mendez (APC)                     | 3    | 8    | 300 lb.   | Poor (-1)                | 95 (9)    | 6/14  | 15   | 56            | G (7x5)  | 42         | Mil (+3)  |
| UN-500 Turtledove (dual-rotor copter)  | 3    | 12   | 600 lb.   | Good (-2)                | 360 (36)  | 6/11  | 10   | 46            | G (7x5)  | 48         | Mil (+3)  |
| Tech Level 7 General Vehicles          |      |      |           |                          |           |       |      |               |          |            |           |
| AD-Bright (police hovercruiser)        | 1    | 4    | 425 lb.   | Good (+0)                | 245 (24)  | 8/11  | 5    | 32            | H (5x3)  | 38         | Res (+2)  |
| AutoDyn Chariot (hoverboard)           | 1    | 0    | 0 lb.     | Good (+4)                | 50 (5)    | 11/14 | 5    | 8             | S        | 17         | Lic (+1)  |
| AutoDyn Moonbeam (hoverbus)            | 1    | 38   | 1,500 lb. | Good (-4)                | 160 (16)  | 6/9   | 5    | 45            | G (11x3) | 45         | Lic (+1)  |
| AutoDyn Pegasus (hoverbike)            | 1    | 1    | 10 lb.    | Good (+2)                | 410 (41)  | 10/13 | 5    | 15            | M        | 37         | Lic (+1)  |
| AutoDyn Roc (hovertruck)               | 1    | 1    | 2,000 lb. | Good (-4)                | 180 (18)  | 6/10  | 8    | 35            | G (7x3)  | 42         | Lic (+1)  |
| AutoDyn Zephyr (hovercar)              | 1    | 4    | 550 lb.   | Good (+0)                | 250 (25)  | 9/12  | 5    | 28            | L        | 36         | Lic (+1)  |
| Bendel Motors Spirit (midsize sedan)   | 1    | 4    | 300 lb.   | Average (+0)             | 290 (29)  | 8/11  | 5    | 36            | H (5x3)  | 29         | Lic (+1)  |
| HydroDyn Seahawk (hover hydrofoil)     | 1    | 3    | 100 lb.   | Good (+0)                | 160 (16)  | 9/12  | 5    | 36            | L        | 36         | Lic (+1)  |
| Stradtler Hlidskjalf (luxury sedan)    | 1    | 4    | 600 lb.   | Average (+1)             | 255 (25)  | 8/11  | 5    | 35            | H (5x3)  | 36         | Lic (+1)  |
| Stradtler Valkyrie (street bike)       | 1    | 1    | 5 lb.     | Good (+1)                | 295 (29)  | 9/12  | 5    | 24            | L (3x1)  | 28         | Lic (+1)  |
| TM Willow (midsize sedan)              | 1    | 4    | 300 lb.   | Average (-2)             | 205 (20)  | 8/11  | 5    | 35            | H (5x3)  | 28         | Lic (+1)  |
| WGM Wyoming (four-wheeler ATV)         | 1    | 0    | 5 lb.     | Good (+2)                | 120 (12)  | 9/12  | 5    | 25            | L        | 26         | Lic (+1)  |
| Zhang Motors XRL (pickup truck)        | 1    | 3    | 800 lb.   | Average (-1)             | 245 (24)  | 8/11  | 5    | 40            | H (5x3)  | 32         | Lic (+1)  |
| Tech Level 7 Military Vehicles         |      |      |           |                          |           |       |      |               |          |            |           |
| IS-2000 Ifrit (APC)                    | 4    | 11   | 1,000 lb. | Average (-3)             | 100 (10)  | 6/14  | 15   | 58            | G (7x3)  | 46         | Mil (+3)  |
| M-300 Rhino (hovertank)                | 4    | 0    | 250 lb.   | Good (-3)                | 120 (12)  | 6/16  | 20   | 62            | G (7x5)  | 50         | Mil (+3)  |
| Tech Level 8 General Vehicles          |      |      |           |                          |           |       |      |               |          |            |           |
| SKG Metropolitan (limousine)           | 1    | 7    | 1,000 lb. | Average (-2)             | 215 (21)  | 6/11  | 10   | 41            | G (7x3)  | 43         | Lic (+1)  |

## Tech Level 6 Vehicle Descriptions

**Appel-Siems Gyrocopter:** Appel-Siems created its one-seat helicopter for the military, but many exist in the law enforcement roles and in the corporate sector. The mostly enclosed cockpit gives its pilot three-quarters cover.

**Automac Taxi:** The AutoMac is a computer-driven taxi equipped with a driver autocomp (see Vehicle Gear). It features two facing bench seats with room for six passengers, and a small view screen and speaker that hang down from the ceiling. The friendly voice of “Mac” requests destination information as well as displaying the question on the view screen. The computer calculates the fare and pre-charges the passenger. In case of emergency, a manual stop button mounted in the middle of the speaker allows passengers to safely halt the vehicle. Although there are no manual controls, the computer is equipped with an access jack behind the front seat. A notebook computer or PDA with the appropriate interface program can be plugged into this jack to override the computer and allow an occupant to manually control the vehicle with a successful Computer Use check (DC 20). Its drivercomp has a Drive skill modifier of +8.

**Cretan Motors “Hekaton”:** The national automobile company of Crete came late to the industry, but has made impressive strides toward winning over truck buyers. The Hekatoncheires pickup truck—inaccurately referred to as the “Hekaton” by its target market—combines impressive power with high durability and generous cargo room in the bed. The six-wheel design includes puncture-resistant tires and is popular with construction companies. The cab can be sealed against harsh environments—ads show them driving into lakes and being pulled out with the interior dry as a bone and the occupants casually listening to the stereo.

**Cretan Motors Kentaur:** Cretan Motors produces a smaller, faster, “light-duty” pickup with many of the same features of the larger Hekatoncheires but without all the cargo space.

**EU2A1 Mendez:** The Mendez armored personnel carrier is fusion-powered and fully enclosed. The crew consists of a driver and two gunners. The vehicle has three topside hatches, located directly above each crew position, with a large door/ramp in the back for infantry troops to board or disembark. Entering or disembarking through a top hatch requires a full-round action. The Mendez provides full cover to all its occupants. The EU2A1 Mendez has a pair of mounted twin thunder machine guns mounted near two of the three topside hatches.

**Gaia Motor Company Virgo:** The Gaia Motor Company developed a line of automobiles powered by the popular fusion minireactor. The Virgo minivan is a top seller, capable of high speeds yet comfortably easy to handle.

**Harris-Musselman Dirt Bike:** Known as the “Muscleman,” the H-M is a popular recreational motorcycle that also happens to enjoy wide use by military recon units.

**Kirsch Sunflower:** The Kirsch Sunflower is a solar-electrical economy coupe and its performance is abysmal in comparison to other cars.

**Nakazawa Delta-9:** The Delta-9 from Nakazawa is a mid-size family wagon with a hatchback rear door and plenty of cargo space. It uses the popular hybrid gas/electrical engine developed in TL 5.

**SKG Lamplighter:** The Lamplighter four-door economy sedan offers comfort and performance for a reasonable price. Slower than most civilian automobiles, the Lamplighter offers all the usual luxuries included in the base price—keeping the cost down by selling budget components, rather than the high-end electronics usually installed.

**UN-500 Turtledove:** One of the last military helicopters in use by the United Nations before they were replaced with hovervehicles, the Turtledove was a familiar sight over the battlefields of PL 6.

## Tech Level 7 Vehicle Descriptions

**AD-Bright Police Cruiser:** The AD-Bright police cruiser uses hover technology to put police on equal footing with the private citizens’ hovervehicles. When driven on the ground, the police cruiser’s top speed drops to 215 (21).

The main cab of an AD-Bright police cruiser contains the following equipment:

- Patrol box
- Maps (road atlas)
- 2 searchlights (mounted to the cruiser on either side)
- 12 chemical lightsticks
- CB radio (professional)
- GPS receiver
- Standard flashlight

The trunk of an AD-Bright police cruiser holds the following additional gear:

- First-aid kit
- Basic toolkit (duct tape, bolt cutters, multipurpose tool)
- 25 plastic zip ties
- 2 days' worth of trail rations
- 2 strobing traffic cones
- Fire extinguisher
- Basic evidence kit
- Pair of handcuffs
- Blanket
- 8 road flares
- Roll of crime scene tape

**AutoDyn Chariot Hoverboard:** The AutoDyn hoverboard is a 3-foot-long board held aloft by a tiny but powerful forced-air system. A hoverboard provides no cover to its rider. The operative skill to control a hoverboard is Tumble.

**AutoDyn Moonbeam Hoverbus:** AutoDyn's hoverbus provides the flying version of mass transit. When driven on the ground, the Moonbeam's top speed is 120 (12).

**AutoDyn Pegasus Hoverbike:** The AutoDyn Pegasus hoverbike can travel as high as 15,000 feet, and that limit is set due to the rider's inability to breathe at higher altitudes without an oxygen mask. When driven on the ground, the hoverbike's top speed is 380 (38). The hoverbike provides its rider with no cover.

**AutoDyn Roc Hovertruck:** The AutoDyn hovertruck is frequently used by emergency services personnel (with modifications) for rescuing stranded hoverists or reaching hikers and mountain climbers lost at high altitudes. When driven on the ground, the hovertruck's top speed is 145 (14).

**AutoDyn Zephyr Hovercar:** The AutoDyn hovercar is capable of flying up to 30,000 feet when the cabin is sealed. When driven on the ground, the hovercar's top speed is 215 (21).

**Bendel Motors Spirit:** The Bendel Motors Spirit is a comfortable, four-door, midsize sedan with a powerful minireactor engine.

**HydroDyn Seahawk:** Unlike other hovervehicles, the SeaHawk is only capable of landing on water or on specially constructed brackets (purchase DC 23). When piloted on the water, the SeaHawk's top speed is 140 (14). It has a 5,000-foot legal ceiling, but it doesn't trouble with traffic lanes when used over open water.

**IS-2000 Ifrit:** The IS-2000 Ifrit APC is faster, more durable, and carries more troops than the Mendez APC. The Ifrit is crewed by a commander, a driver, and two gunners, each of whom has a topside hatch located directly above them. Entering or disembarking through a top hatch requires a full-round action. The rear door is not built for fast deployment, requiring a full round to open or close. The Ifrit provides full cover to all its occupants. The IS-2000 Ifrit has a mounted twin thunder machine gun near one topside hatch and a mounted rail gun near another (see Mecha Weapons in the DxD20 Foie Folio).

**M-300 Hovertank:** The M-300 Hovertank is powered by a particle reactor and crewed by a pilot, gunner, gun loader, and commander. It comes equipped with a fully turreted M-300 Rhino mass cannon as its main gun and a T-95 Cavalcade chaingun in a separate turret located above the commander's hatch. (Modified versions of these weapons designed for mecha also exist.) Each crew position has a topside hatch located directly above it. Entering or disembarking through a top hatch requires a full-round action and starting the Hovertank requires another full round action.

The M-300 Hovertank provides full cover to all its occupants. A more expensive version of the Hovertank comes equipped with neovulcanium armor and an onboard tactical assist system (see Vehicle Gear, below). Statistics for the Hovertank's M-300 Rhino mass cannon and T-95 Cavalcade chaingun are presented in the Mecha Weapons section of the DxD20 Foie Folio.

**Stradtler Hlidskjalf:** The Hlidskjalf sedan is widely recognized as the finest four-door luxury sedan in production during its age.

**Stradtler Valkyrie:** Stradtler's version of the street bike upholds the Norwegian motor company's reputation for high performance and luxury. Constructed on the "chopper" frame, the Valkyrie has a triple-wide rear tire and a center of gravity set slightly further back than normal street cycles, enabling it to get up on the rear wheel for impressive riding displays.

**TM Willow:** This mid-size, two-door sedan from Toner Motors is a common car model. It has improved air filters to keep out the kind of dust found in the environments of other planets.

**WGM Wyoming:** The Wallace General Mechanics Wyoming is essentially a four-wheeled dirt bike powered by a minireactor. It provides no cover for its rider.

**Zhang Motors XRL:** The XRL is designed to operate using a less expensive particle reactor, rather than the slightly more stable fusion minireactor. This gamble ultimately paid off when an XRL won the Australian Rally Challenge. The XRL comes only in a two-door style.

## Tech Level 8 Vehicle Descriptions

**SKG Metropolitan:** The Metropolitan is the ultimate in chauffeured luxury. Powered by a particle reactor, it is loaded with every available luxury feature. A partition divides the driver's seat from the rest of the vehicle. The Metropolitan has a higher hardness for the security of its occupants, also offering three-quarters cover to those within.

## VEHICLE GEAR

The following equipment can be purchased and installed on any vehicle of Tech Level 6 or higher.

**Anti-Accident System:** Anti-accident systems use airbags, fire-retardant foam, no-skid brakes, gyroscopic stabilizers, and other safety features to improve a driver's chances of surviving or averting accidents. The system reduces collision damage by half, though this only applies to the vehicle equipped with an anti-accident system. Further, the operator of a vehicle so equipped gains a +2 equipment bonus on Drive or Pilot checks to make hard brake or hard turn maneuvers.

**Purchase DC:** 17.

**Restriction:** None.

**Autocomp, Driver:** A driver autocomp consists of an onboard computer with AI software capable to operating a vehicle, thereby removing the need for a driver or pilot. Most vehicles equipped with a driver autocomp still retain a driver's seat, allowing the vehicle to be controlled manually if the autocomp is deactivated or disabled. Disabling a driver autocomp requires a successful Disable Device check (DC 15).

The driver autocomp's modifier on all Drive or Pilot checks, as well as its purchase DC, depends on the quality of the system's AI software; see Table: Driver Autocomps for details.

**Purchase DC:** See Table 8–8.

**Restriction:** None.

Table: Driver Autocomps

| Driver Autocomp | Drive or Pilot<br>Check Modifier | Purchase DC |
|-----------------|----------------------------------|-------------|
| Roadlord AI-DA  | +0                               | 12          |
| Compass AI-200  | +2                               | 15          |
| Dervish AI-400  | +4                               | 18          |
| Twister AI-800  | +8                               | 21          |
| Genie AI-1200   | +12                              | 24          |

**Autocomp, Gunner:** A gunner autocomp is an onboard computer with AI software capable of automatically aiming and firing all of a vehicle's mounted weapons, thereby removing the need for one or more gunners. Most vehicles equipped with a gunner autocomp still allow the vehicle's weapons to be controlled manually if the autocomp is deactivated or disabled. Disabling a gunner autocomp requires a successful Disable Device check (DC 15).

The gunner autocomp's attack bonus, as well as its purchase DC, depends on the quality of the system's AI software; see Table: Gunner Autocomps for details.

**Purchase DC:** See Table: Gunner Autocomps below, and increase the purchase DC by +1 for each additional weapon.

**Restriction:** Licensed (+1).

Table: Gunner Autocomps

| Gunner Autocomp   | Attack Bonus | Purchase DC <sup>1</sup> |
|-------------------|--------------|--------------------------|
| Marksman AI-GA    | −2           | 15                       |
| Rattlesnake AI-GX | +0           | 18                       |
| Adder AI-G2       | +2           | 21                       |
| Deadeye AI-G4     | +4           | 24                       |
| Hotshot AI-G8     | +8/+3        | 27                       |

<sup>1</sup> Increase the purchase DC by +1 for each additional weapon after the first.

**Remote Shutdown System:** This public safety feature, introduced at Progress Level 6, is required by law on all civilian vehicles. The remote shutdown system consists of a microcomputer attached to the vehicle's electrical system plus a microantenna. At a coded signal from an authorized law enforcement officer (via a dashboard-mounted unit installed in most police cruisers), the remote shutdown system switches off the vehicle, bringing it to a slow, safe stop (and, in the case of flying or hovering vehicles, a safe descent).

Law enforcement agencies maintain huge databases of codes for civilian vehicles, enabling officers to quickly determine the code for a vehicle by make, model, year, or license plate. Searching for a code requires a full-round action. Entering the code to shut down the vehicle is an attack action.

This system is installed on all civilian vehicles. Acquiring a civilian vehicle *without* a remote shutdown system or acquiring a vehicle with an altered code (so that the owner can shut it down, but no one else can) is treated like buying an illegal item. Removing the system—an illegal act—requires a successful Disable Device check (DC 15). Changing the code—also an illegal act—requires a successful Computer Use check (DC 30). An installed remote shutdown system does not increase a vehicle's purchase DC.

## VEHICULAR ARMOR

Armor can be welded or otherwise fixed securely to a vehicle's chassis, providing an equipment bonus to the vehicle's total AC and Hardness. Vehicular armor also makes a vehicle more ungainly, imposing a penalty on the vehicle operator's Drive or Pilot checks. Vehicular armor does not require a special license to purchase, unless specifically noted.

Installing armor on a vehicle requires 12 hours and a Craft (mechanical) check (DC 20). Armor can be removed in half the time with a successful Repair check (DC 20).

Different types of vehicular armor are described below, complete with the following statistics:

**Equipment Bonus:** The equipment bonus that the armor provides to the vehicle's total AC and hardness. (Remember that Hardness is resolved in units of 5 above Hardness 10, always rounding down. For example, Hardness 1-10 are Hardness 1-10, but Hardness 11-14 are rounded down to Hardness 10, Hardness 16-19 round down to Hardness 15, Hardness 21-24 round down to Hardness 20, etc. However, use the cost of the exact Hardness rating for purposes of calculating the Purchase DC.)

**Drive/Pilot Check Penalty:** Apply this penalty to the vehicle operator's Drive or Pilot checks.

**Purchase DC:** The cost of the vehicular armor. Note that the exact Hardness score (i.e., Hardness 13, Hardness 17, etc.) is used to calculate an armor's cost, not the rounded Hardness value.

### ALUMISTEEL ARMOR (TL 5)

This easy-to-acquire alloy is lightweight and reasonably strong.

**Equipment Bonus to AC and Hardness:** +5.

**Armor Penalty to Drive / Pilot:** -3.

**Speed Penalty (in 50' hexes):** -10 (-1).

**Purchase DC:** 15 + the vehicle's new Hardness.

### DURAPLASTIC ARMOR (TL 5)

Duraplastic armor is made of advanced plastic polymers, such as carbon fiber and high-grade fiberglass. Although relatively cheap and light, it doesn't offer tremendous protection.

**Equipment Bonus to AC and Hardness:** +3.

**Armor Penalty to Drive / Pilot:** -2.

**Speed Penalty (in 50' hexes):** None.

**Purchase DC:** 10 + the vehicle's new Hardness.

### DURALLOY ARMOR (TL 6)

Duralloy is harder, heavier, and more durable than alumisteel.

**Equipment Bonus to AC and Hardness:** +8.

**Armor Penalty to Drive / Pilot:** -4.

**Speed Penalty (in 50' hexes):** -10 (-1).

**Purchase DC:** 15 + the vehicle's new Hardness.

### MYTHRALLOY ARMOR (TL 6)

With the introduction of mithral to the science of metallurgy, new alloys become possible. Mythralloy was originally developed by the dwarves, but it has since spread to other civilizations. However, mithral is a very rare ore, making mythralloy very expensive.

**Equipment Bonus to AC and Hardness:** +8.

**Armor Penalty to Drive / Pilot:** -2.

**Speed Penalty (in 50' hexes):** None.  
**Purchase DC:** 25 + the vehicle's new Hardness.

#### **RESILIUM ARMOR (TL 6)**

Resilium is a more malleable alloy than duralloy, although not as strong.

**Equipment Bonus to AC and Hardness:** +6.

**Armor Penalty to Drive / Pilot:** -2.

**Speed Penalty (in 50' hexes):** None.

**Purchase DC:** 15 + the vehicle's new Hardness.

#### **STEELSKIN ARMOR (TL 6)**

Actually a misnomer, steelskin armor is customized 3D-printed vanadium armor, designed in a superior snakeskin-scale style that allows the armor to flex with movement but be resistant to blows.

**Equipment Bonus to AC and Hardness:** +5.

**Armor Penalty to Drive / Pilot:** None.

**Speed Penalty (in 50' hexes):** None.

**Purchase DC:** 25 + the vehicle's new Hardness.

#### **ADAMANTIUM ARMOR (TL 7)**

Advanced methods in nano-metallurgy make possible the introduction of adamantine to refinement processes, resulting in the creation of adamantium. Nearly indestructible, this alloy has a glittering sheen that gives away its composition, like a layer of diamond over steel.

**Equipment Bonus to AC and Hardness:** +12.

**Armor Penalty to Drive / Pilot:** -4.

**Speed Penalty (in 50' Hexes):** -10 (-1).

**Purchase DC:** 25 + the vehicle's new Hardness.

#### **CRYSTAL CARBON ARMOR (TL 7)**

Grown in orbital laboratories, crystal carbon is a composite fiber material that narrowly outperforms neovulcanium (see below) on the battlefield.

**Equipment Bonus to AC and Hardness:** +10.

**Armor Penalty to Drive / Pilot:** -4.

**Speed Penalty (in 50' Hexes):** None.

**Purchase DC:** 20 + the vehicle's new Hardness.

#### **NEOVULCANIUM ARMOR (TL 7)**

Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of surprising resilience.

**Equipment Bonus to AC and Hardness:** +10.

**Armor Penalty to Drive / Pilot:** -5.

**Speed Penalty (in 50' Hexes):** -10 (-1).

**Purchase DC:** 15 + the vehicle's new Hardness.

#### **TITHRALIUM ARMOR (TL 7)**

An alloy of titanium and mithral, Tithralium is a more lightweight yet more durable variant of mythralloy.

**Equipment Bonus to AC and Hardness:** +10.

**Armor Penalty to Drive / Pilot:** -1.

**Speed Penalty (in 50' Hexes):** None.

**Purchase DC:** 25 + the vehicle's new Hardness.

#### **KRITHIUM ARMOR (TL 8)**

Krithium was developed as a cheap and relatively lightweight alternative amongst TL 8 armour types.

**Equipment Bonus to AC and Hardness:** +10.

**Armor Penalty to Drive / Pilot:** -3.

**Speed Penalty (in 50' Hexes):** -10 (-1).

**Purchase DC:** 10 + the vehicle's new Hardness.

#### **MEGATANIUM ARMOR (TL 8)**

Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium is exceedingly hard and durable.

**Equipment Bonus to AC and Hardness:** +12.  
**Armor Penalty to Drive / Pilot:** -5.  
**Speed Penalty (in 50' Hexes):** -20 (-2).  
**Purchase DC:** 15 + the vehicle's new Hardness.

#### MYTHANDIUM ARMOR (TL 8)

A long-sought mixture of mithral and adamantine that was impossible before the Energy Age, mythandium is a coveted formula of the dwarves. Few other beings know the formula and exacting process required to create mythandium.

**Equipment Bonus to AC and Hardness:** +12.  
**Armor Penalty to Drive / Pilot:** -1.  
**Speed Penalty (in 50' Hexes):** None.  
**Purchase DC:** 25 + the vehicle's new Hardness.  
**Restriction:** Illegal (+4).

#### NANOFLUIDIC ARMOR (TL 8)

Consisting of a layer of gel-like fluid nanites, nanofluidic armor is "smart" armor—it responds to the sensor system's data regarding incoming attacks, and it concentrates at the point of impact to blunt physical blows and circulates around energy sources to dissipate energy damage. Furthermore, the vehicle can alter its outward appearance, effectively giving it a +10 equipment bonus to Disguise checks.

**Equipment Bonus to AC and Hardness:** +10.  
**Armor Penalty to Drive / Pilot:** None.  
**Speed Penalty (in 50' Hexes):** None.  
**Purchase DC:** 25 + the vehicle's new Hardness.  
**Restriction:** Military (+3).

#### REACTIVE ARMOR (TL 8)

Consisting of layers of insulating gel or compressed gas between vanadium "steelskin" layers, reactive armor provides the same protection as mythalloy, but it doesn't require mithral to produce.

**Equipment Bonus to AC and Hardness:** +8.

**Armor Penalty to Drive / Pilot:** -2.

**Speed Penalty (in 50' Hexes):** None.

**Purchase DC:** 20 + the vehicle's new Hardness.



## Cybernetics

Cybernetics is the fusion of biology and technology, the development of implants to replace parts of and augment the living body. As with all forms of technology, advancements in cybernetics can be tracked by Tech Level. While there would almost certainly be other advancements in gene therapy and/or nanite technology, cybernetics would be the most readily available of such hi-technologies. You can inquire as to whether genetic modification and/or nanite colonies might be available to your character. However, owing to the near-universality of cybernetics in most futuristic scenarios, it is a fairly safe assumption that they will be available if the Tech Level allows, but as always check with your GM to be sure.

**Tech Level 5:** Cybernetics is still in its formative stage. Most prosthetic units are of the nonpowered variety, but medical associations have approved certain electronic regulators for life-threatening conditions. The artificial heart is the most recognized example. Other common examples include pacemakers, artificial kidneys, and pancreas monitors (for high-risk diabetics). Nearly all TL 5 cybernetic attachments are simply designed to keep their recipients alive and reasonably healthy.

Elective cybernetics begins at this stage with the work of university professor Kevin Warwick, who develops methods of linking computer microchips to the human nervous system. Their “cyborg chip” becomes the foundation for all future cybernetic components.

**Tech Level 6:** This era sees the first use of independently powered cybernetics, including servolimbs and subcutaneous cellular telephones. These begin mostly in military applications but soon become available to the public. Household pets all over the world are implanted with subcutaneous identity chips—as are important government figures and their families—after the technology proves safe and effective on prison inmates.

As cybernetics is still new and can have negative side effects, its adoption is not universal. Most people still prefer mundane equipment, which is generally cheaper, safer, and less troublesome to repair, replace, or upgrade. Cybernetics becomes the preferred choice only when mundane equipment is impractical or unavailable—or when the recipient is fixated on self-improvement.

Medical plans eventually come to offer at least baseline prosthetics to compensate for disabling injuries, such as the loss or partial loss of a limb, though such plans do not cover elective cybernetic surgery. Their concern is overall health—not “cosmetic” enhancement. For those who want more than just replacements, a new kind of clinic appears, offering cybernetic enhancements.

At this Tech Level, the first cybernetic regulation laws are passed—largely instigated by a few harshly publicized accidents involving cyborgs. These laws give rise to numerous black-market cybernetic clinics that install cybernetics without performing the required background checks.

**Tech Level 7:** By this era, cybernetics has become a mostly safe science. Flaws in earlier designs have been corrected. Cybernetics becomes more of a status symbol, and luminous skin grafts become the fashion accessory of choice. In some societies, newborn children are implanted with identity chips as an anti-kidnapping measure. Military applications include replacement eyes with heads-up targeting and GPS displays.

Insurance regulations relax considerably toward cybernetic replacements at Tech Level 7; enhancements are perfectly acceptable, though only as part of a prosthetic, rather than as elective cyber-surgery. Still, most cyborgs are members of military or law-enforcement organizations—or mercenaries.

**Tech Level 8:** Cyborgs are a common sight. In some societies, medical insurance frowns on noncybernetic replacements, as mechanical body parts are less expensive than flesh. Cybernetic technology has improved so much, in fact, that some cyborgs are virtually indistinguishable from living beings—except that they never appear to age.

## Cybernetic Attachments

Two kinds of cybernetic attachments exist: replacements and enhancements.

### Replacements:

Replacements are prosthetic or artificial units intended to replace lost limbs and damaged organs. Common replacements provide no benefits other than duplicating the essential functions of their biological

counterparts, and they present little strain on the beneficiary's overall well-being. In appearance, a cybernetic replacement can be recognizably artificial or virtually indistinguishable from the real thing.

### Enhancements:

Enhancements bestow new abilities or improve the recipient in some fashion. Enhancements include skeletal reinforcement, subcutaneous communications hardware, and weapon mounts. Some enhancements have visible external components, while others are hidden beneath the skin. Enhancements put more of a drain on the body's resources, and recipients frequently suffer debilitating physical or mental side effects.

### Construction and Repair:

Cybernetic attachments are complex instruments with both electrical and mechanical components. Consequently, a character must have the Craft Cybernetics feat to build a cybernetic attachment.

Repairing a damaged or nonfunctional cybernetic attachment requires 10 hours of work and a successful Repair check (DC 25). A character needs both an electrical tool kit and a mechanical tool kit to facilitate repairs. Without one or the other, a character takes a –4 penalty on the check; without both kits, the penalty increases to –8.

### Installation and Removal:

Installing or removing a cybernetic attachment, regardless of whether it's a replacement or enhancement, requires a successful Treat Injury check. A character with the Cybernetic Surgery feat suffers no penalty on the check.

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution drain.

**Number of Attachments:** Only living creatures can have cybernetic attachments. In addition, a creature can have a maximum number of cybernetic attachments equal to 1 + the creature's Constitution modifier (minimum 0). Note that any supernatural modifiers to Constitution do not count towards calculating a character's maximum number of cybernetic attachments.

A creature may have more cybernetic attachments installed on its body than it can bear. However, the creature gains 1 negative level per cybernetic attachment that exceeds its maximum allowed. For each negative level, the creature takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die whenever level is used in a die roll or calculation. Further, a character with psionic powers loses the ability to manifest one power of the highest level she can manifest (player's choice), while a character with spellcasting ability loses the ability to cast one spell of the highest level he can cast. This loss persists until the negative level is removed.

Negative levels caused by having too many cybernetic attachments remain until the offending attachments are removed, or the character's Constitution score is increased sufficiently to allow for the current number of implants possessed.

### Benefits and Drawbacks:

Cybernetic attachments provide countless benefits to their recipients. For example, cybernetic eyes can bestow darkvision, improve the accuracy of the recipient's ranged attacks, or emit pencil-thin laser beams. A cybernetic brain implant can improve the recipient's response time in a crisis, protect against mind-influencing attacks, or increase the flow of adrenaline throughout the body. The possibilities of cybernetic technology are endless.

Although the benefits make cybernetics very alluring, the drawbacks are equally discouraging:

**Electricity Vulnerability:** A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electricity damage. This vulnerability to electricity can be offset by an anti-shock implant (see Cybernetic Enhancements, below).

**Negative Levels:** Whenever a creature exceeds its maximum number of cybernetic attachments, it gains negative levels until the excess attachments are removed (see Number of Attachments, above).

**Susceptibility to Attack:** External cybernetic attachments are subject to attacks as if they were objects worn by their recipients.

**Massive Damage Effects:** Massive damage wreaks havoc with cybernetic attachments. Whenever a creature with cybernetic attachments fails a Fortitude save against massive damage, the GM should roll percentile dice and consult Table: Massive Damage Effects to determine what happens.

Table: Massive Damage Effects on Cybernetics

| d% Roll | Effect of Failed Fortitude Save       |
|---------|---------------------------------------|
| 01–30   | Normal Effect                         |
| 31–60   | Attachment Disabled                   |
| 61–80   | Normal Effect and Attachment Disabled |
| 81–100  | Attachment Damaged and Side Effect    |

**Normal Effect:** The character immediately drops to –1 hit points and is dying.

**Attachment Disabled:** One cybernetic attachment (determined randomly or chosen by the GM) ceases to function until repaired (see Construction and Repair, above). The character suffers the effects of the disability—as noted in the description of the cybernetic attachment— for as long as the attachment remains disabled.

**Attachment Damaged:** One cybernetic attachment (determined randomly or chosen by the GM) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see Construction and Repair, above).

**Side Effect:** The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on Table: Side Effects.

Table: Side Effects

| d% Roll | Side Effect                                                                                               |
|---------|-----------------------------------------------------------------------------------------------------------|
| 01–08   | Blurred Vision: Character suffers a 20% miss chance on all attacks.                                       |
| 09–17   | Constant Trembling: Character takes a –2 penalty on Dexterity-based skill checks.                         |
| 18–25   | Cybernetic Rejection: Character suffers 1d4 points of Constitution damage per day.                        |
| 26–34   | Dizziness: Character takes a –1 penalty on attack rolls, saving throws, ability checks, and skill checks. |
| 35–42   | Impaired Hearing: Static distortion imposes a –2 penalty on all Listen checks.                            |
| 43–50   | Impaired Vision: Distorted images impose a –2 penalty on Spot checks.                                     |
| 51–59   | Insomnia: Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.   |
| 60–67   | Muscle Cramps: Character moves at half speed.                                                             |
| 68–76   | Muscle Fatigue: Character takes a –2 penalty on Strength-based skill checks.                              |
| 77–84   | Power Surge: Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates.     |
| 85–93   | Psychosis: Character suffers 1d4 points of Charisma damage per day, lapsing into a coma at 0 Cha.         |
| 94–100  | Sensory Overload: Character is stunned 1 round if wounded; a successful Fortitude save (DC 15) negates.   |

## Cybernetic Implants

The most basic replacement limbs and organs don't bestow any special benefits, but they suffer the usual drawbacks (see Benefits and Drawbacks, above). Some replacements of higher Tech Level are built to counter certain drawbacks, as noted. Most cybernetic implants don't add measurably to the recipient's weight, with the possible exception of subcutaneous body armor.

With the introduction of cybernetics in Tech Level 5, implants are limited to cybernetic replacements only. Replacements can only replace a missing limb or organ; they do not give any sort of bonus or modifier. Cybernetic enhancements are available starting at Tech Level 6. Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements don't add measurably to a recipient's weight. Also, cybernetic attachments are cheaper to buy at higher Tech Levels; for each raised step in Tech Level, reduce the Purchase DC by 2.

Table: Cybernetic Implants by Tech Level

| Cybernetic Implant        | Type     | Hardness/HP   | Purchase DC    | Restriction     |
|---------------------------|----------|---------------|----------------|-----------------|
| <b>Tech Level 5</b>       |          |               |                |                 |
| Artificial Organ          | Internal | −/2           | 19 (\$1,500)   | ---             |
| Prosthetic Arm            | External | 3/5           | 17 (\$900)     | ---             |
| Prosthetic Leg            | External | 3/7           | 17 (\$900)     | ---             |
| <b>Tech Level 6</b>       |          |               |                |                 |
| Artificial Organ Upgrade  | Internal | −/4           | 21 (\$2,750)   | ---             |
| Prosthetic Arm Upgrade    | External | 5/10          | 19 (\$1,500)   | ---             |
| Prosthetic Leg Upgrade    | External | 5/15          | 19 (\$1,500)   | ---             |
| Anti-Shock Implant        | Internal | −/1           | 15 (\$500)     | ---             |
| External Weapon Mount     | External | 10/5          | see text       | Military (+3)   |
| Identity Chip             | Internal | −/1           | 5 (\$30)       | ---             |
| Injector Unit             | External | 2/5           | 15 (\$500)     | Licensed (+1)   |
| Nightvision Optics        | Internal | −/2 (per eye) | 19 (\$1,500)   | ---             |
| Skill Implant             | Internal | −/1           | 20 (\$2,000)   | ---             |
| Stabilizer                | Internal | −/3           | 22 (\$3,500)   | ---             |
| Subcutaneous Body Armor   |          |               |                |                 |
| - Light (1 implant)       | Internal | 10/10         | 15 (\$500)     | Military (+3)   |
| - Medium (2 implants)     | Internal | 10/25         | 20 (\$2,000)   | Military (+3)   |
| - Heavy (3 implants)      | Internal | 10/40         | 25 (\$9,000)   | Military (+3)   |
| Subcutaneous Cellphone    | Internal | −/2           | 16 (\$650)     | ---             |
| Telescopic Optics         | Internal | −/2 (per eye) | 15 (\$500)     | ---             |
| Voice Stress Analyzer     | Internal | −/4           | 17 (\$900)     | ---             |
| <b>Tech Level 7</b>       |          |               |                |                 |
| Advanced Artificial Organ | Internal | −/4           | 24 (\$6,500)   | ---             |
| Advanced Prosthetic Arm   | External | 10/10         | 22 (\$3,500)   | ---             |
| Advanced Prosthetic Leg   | External | 10/15         | 22 (\$3,500)   | ---             |
| Anti-Flare Implants       | Internal | −/1 (per eye) | 14 (\$350)     | ---             |
| Anti-Stun Implant         | Internal | −/4           | 24 (\$6,500)   | Military (+3)   |
| Body Repair Weave         | Internal | −/4           | 21 (\$2,750)   | Licensed (+1)   |
| Data Archive              | Internal | −/2           | 27 (\$15,000)  | ---             |
| Feat Implant              | Internal | −/5           | 25 (\$9,000)   | Military (+3)   |
| Fortified Skeleton        | Internal | −/−           | 32 (\$65,000)  | Military (+3)   |
| Initiative Implant        | Internal | −/10          | 20 (\$2,000)   | Military (+3)   |
| Internal Weapon Mount     | Internal | 10/5          | see text       | Military (+3)   |
| Laser Optics              | Internal | −/2 (per eye) | 28 (\$20,000)  | Military (+3)   |
| Luminous Skin             | Internal | −/−           | 6 (\$40)       | ---             |
| Microcomputer             | Internal | −/4           | 36 (\$200,000) | Restricted (+2) |
| Mindscreen Implant        | Internal | −/2           | 28 (\$20,000)  | Military (+3)   |
| Prosthetic Enhancer       | Internal | −/2           | 22 (\$3,500)   | ---             |
| Rage Implant              | Internal | −/3           | 24 (\$6,500)   | Restricted (+2) |
| Skill Plexus              | Internal | −/4           | 25 (\$9,000)   | ---             |
| Targeting Optics          | Internal | −/2 (per eye) | 17 (\$900)     | Military (+3)   |
| <b>Tech Level 8</b>       |          |               |                |                 |
| Feat Plexus               | Internal | −/4           | 25 (\$9,000)   | Military (+3)   |
| Invisiware                | External | 4/20          | 35 (\$150,000) | Military (+3)   |
| Psi Implant               | Internal | −/2           | 31 (\$50,000)  | Military (+3)   |

### Tech Level 5 Implant Descriptions

**Artificial Organ:** An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye, or ear. The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

**Prosthetic Arm:** A prosthetic arm fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow, or wrist. The prosthetic arm duplicates the function of its biological counterpart. It provides no special game benefits.

**Prosthetic Leg:** A prosthetic leg fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee, or ankle. The prosthetic leg duplicates the function of its biological counterpart. It provides no special game benefits.

## Tech Level 6 Implant Descriptions

**Artificial Organ Upgrade:** This upgraded version of the TL 5 artificial organ not only replaces a defective or destroyed biological organ but is also more resilient than its technological predecessor. The artificial organ upgrade duplicates the function of its biological counterpart and cannot be disabled if the recipient takes massive damage (see Massive Damage Effects).

**Prosthetic Arm Upgrade:** This upgraded version of the TL 5 prosthetic arm not only replaces a lost or destroyed arm but is also more resilient than its technological predecessor. The prosthetic arm upgrade duplicates the function of its biological counterpart but has a greater hardness and more hit points than the basic TL 5 prosthesis.

**Prosthetic Leg Upgrade:** This upgraded version of the TL 5 prosthetic leg not only replaces a lost or destroyed leg but is also more resilient than its technological predecessor. The prosthetic leg upgrade duplicates the function of its biological counterpart but has a greater hardness and more hit points than the basic TL 5 prosthesis.

**Anti-Shock Implant:** This tiny implant, embedded near the recipient's brain stem, protects itself and other cybernetic hardware against electricity damage. The implant negates the recipient's special vulnerability to electricity (see Benefits and Drawbacks, above).

**External Weapon Mount:** The recipient's prosthetic arm ends in a weapon instead of a hand. The recipient has a melee or ranged weapon attached to a prosthetic arm. Attempts to disarm the recipient of the attached weapon automatically fail, though the weapon can still be attacked (like any other weapon) in an attempt to destroy it. The base Purchase DC for a melee weapon mount is 15, and for a ranged weapon mount is 17 (the purchase DC does not include the prosthetic arm or weapon).

**Identity Chip:** Identity chips provide identification without requiring visual recognition— high-tech ID cards that function even when the wearer is unrecognizable. An identity chip functions as both legal ID and a credit card. The recipient can use their Wealth even when separated from their funds.

**Injector Unit:** This unit, attached the recipient's forearm or thigh, incorporates three medical hypo-syringes. Upon command, the unit can inject any or all of the medicinal substances into the recipient's bloodstream. The injector unit has three built-in hypos, and each hypo holds a single dose of one of the following medicinal chemicals: antitox (TL 6), boost (TL 6), neutrad (TL 6), sporekill (TL 6), or biocort (TL 7). As a free action during their turn, the recipient can contract their muscles to inject themselves with any or all of these hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as a full-round action.

**Nightvision Optics:** The recipient's eyes are replaced with ocular implants that enable the character to see better in the dark. All of the recipient's eyes must be replaced to gain any benefit. The recipient gains darkvision out to a range of 60 feet.

**Skill Implant:** This small brain implant enables its recipient to perform a specific skill more adroitly. The recipient gains a +2 competence bonus on checks made with one class skill of their choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill.

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

**Stabilizer:** A stabilizer releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilizing him. A stabilizer is usually installed near the recipient's heart. If reduced to negative hit points, the recipient automatically stabilizes.

**Subcutaneous Body Armor:** Subcutaneous body armor consists of small plates of flexible armor implanted under the recipient's skin. The character gains a natural armor bonus to AC. The bonus depends on the density of the armor: Light +2 (counts as 1 implant), Medium +5 (counts as 2 implants), Heavy +8 (counts as 3 implants).

**Subcutaneous Cell Phone:** The recipient has a small transceiver installed underneath the skin of their throat. The transceiver is connected to a tiny speaker located in the recipient's ear. The recipient may carry on conversations using the subcutaneous cell phone without raising their voice above a whisper; Listen checks made to hear the

recipient suffer a –4 penalty. The tiny speaker implanted in the recipient's ear enables them to hear the other side of the conversation, but others cannot.

**Telescopic Optics:** The recipient's eyes are replaced with ocular implants that simulate the effects of binoculars, enabling the recipient to perceive distant objects more easily. All of the recipient's eyes must be replaced to gain any benefit. Telescopic optics reduce the range penalty for Spot checks to –1 for every 30 feet of distance (instead of –1 for every 10 feet).

**Voice Stress Analyzer:** Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others. The recipient gains a +4 equipment bonus on all Sense Motive checks.

## Tech Level 7 Implant Descriptions

**Advanced Artificial Organ:** This advanced version of the TL 5 artificial organ and TL 6 upgrade not only replaces a defective or destroyed biological organ but is also more resilient and less impairing than its technological predecessors. The advanced artificial organ duplicates the function of its biological counterpart and cannot be disabled if the recipient takes massive damage (see Massive Damage Effects). In addition, the advanced organ does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Advanced Prosthetic Arm:** This upgraded version of the TL 5 prosthetic arm and TL 6 upgrade not only replaces a lost or destroyed arm but is also more resilient and less impairing than its technological predecessors. The advanced prosthesis duplicates the function of its biological counterpart. In addition, this advanced prosthesis does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Advanced Prosthetic Leg:** This upgraded version of the TL 5 prosthetic leg and TL 6 upgrade not only replaces a lost or destroyed leg but is also more resilient and less impairing than its technological predecessors. Benefit: The advanced prosthesis duplicates the function of its biological counterpart. In addition, this advanced prosthesis does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Anti-Flare Implants:** The recipient's corneas are replaced with artificial ones equipped with flare suppressors that react instantly to bright flashes of light. Blinding effects produced by bright lights have no harmful or debilitating effect on the recipient.

**Anti-Stun Implant:** This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks; the recipient cannot be stunned.

**Body Repair Weave:** A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue. The recipient heals naturally at twice the normal rate.

**Data Archive:** A data archive is a microcomputer implanted in the recipient's skull. It contains skill-related information stored on a series of biological data chips, or biochips. The recipient treats all skills as class skills. Furthermore, the recipient gains access to an information database that grants a +4 equipment bonus on all Knowledge checks.

**Feat Implant:** Thanks to a chip implanted in the recipient's brain or a series of implants wired to the recipient's nervous system, the recipient gains special knowledge or some extraordinary ability. The feat implant gives the recipient a feat. The recipient must meet all of the feat's prerequisites to gain its benefits. If the feat implant is destroyed, the granted feat is lost as well. A feat implant cannot duplicate a metamagic or psionic feat.

**Fortified Skeleton:** The recipient's skeleton is fortified with high-impact polymers, increasing their ability to shrug off physical damage; the recipient gains damage reduction 4/–.

**Initiative Implant:** The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times. The recipient gains a +2 equipment bonus on initiative checks.

**Internal Weapon Mount:** The recipient has a subcutaneous weapon embedded in their body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use. The recipient has a melee or ranged weapon hidden under their skin. Attempts to disarm the recipient of the attached weapon automatically fail, and the weapon itself cannot be attacked unless it is extended. Extending or retracting the weapon is a free action.



Spotting a subcutaneous weapon requires a successful Spot check opposed by the recipient's Sleight of Hand check. The weapon's size applies a modifier to the Sleight of Hand check.

The base Purchase DC for a melee weapon mount is 17, while a ranged weapon mount is 19 (the purchase DC does not include the prosthesis or weapon).

**Laser Optics:** The recipient's eyes are replaced with ocular implants capable of firing thin laser beams. Using laser optics is an attack action that does not provoke attacks of opportunity. A "laser eye" deals 2d6 points of fire damage, threatens a critical hit on a natural 20, and has a range increment of 20 feet. Each additional eye adds +2 to the damage roll (thus, a pair of laser eyes would deal 2d6+2 points of fire damage).

A creature equipped with multiple laser eyes must fire them simultaneously at the same target.

**Luminous Skin:** Special skin grafts create luminous displays on the recipient's flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer. The recipient can control the brightness of the luminescence as a free action, negating it entirely if desired. As its most intense, luminous skin can illuminate hexes occupied by or adjacent to the recipient. The chronometer serves the same function as a wristwatch, including date, time, and alarm functions.

**Microcomputer:** The recipient has a miniature computer attached to their nervous system, usually at the base of the skull. The recipient may attempt Computer Use checks as a move action, rather than a full-round action. The microcomputer reduces by half the time required to operate remotes. A data port in the back of the unit allows for the insertion of a standard interface cable (purchase DC 5), allowing the recipient to transfer data without the benefit of a modem.

**Mindscreen Implant:** A small implant in the recipient's brain protects him against mental attacks. The recipient gains a +2 equipment bonus on saving throws against mind-affecting attacks.

**Prosthetic Enhancer:** This implant attaches to a prosthetic arm or leg, making it stronger. If attached to a prosthetic leg, the prosthetic enhancer increases the recipient's base speed by +5 feet. In addition, any unarmed attack made with an enhanced prosthetic leg deals an additional 1 point of damage.

If attached to a prosthetic arm, the prosthetic enhancer grants a +2 bonus on Strength- and Dexterity-based ability checks and skill checks. In addition, any unarmed attack made with an enhanced prosthetic arm deals an additional 1 point of damage.

A prosthetic enhancer does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Rage Implant:** This brain implant dramatically increases the amount of adrenaline and testosterone the recipient's body produces, temporarily boosting their strength and durability. The recipient can activate the implant as a free action once per day. Upon doing so, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense.

The increase in Constitution increases the recipient's hit points by 2 per level, but these hit points go away at the end of the rage when their Constitution score drops back to normal. While raging, the recipient cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, Pilot, or Ride), the Concentration skill, any abilities that require patience and concentration (including spellcasting and manifesting psionic powers), or any items that must be activated to function.

The rage lasts for a number of rounds equal to 3 + the recipient's (newly acquired) Constitution modifier. The recipient may prematurely end their rage.

At the end of the rage, the recipient loses the rage modifiers and restrictions and becomes fatigued for the remaining duration of the current encounter.

The increased Constitution triggered by the rage implant in now way obviates the negative levels bestowed for having too many cybernetic attachments.

**Skill Plexus:** This unit, implanted in the recipient's brain, allows multiple skill implants to function as a single cybernetic attachment (see Skill Implant, above). The recipient may have up to four skill implants attached to the skill plexus, and together they are treated as a single cybernetic attachment. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well.

Note that the base Purchase DC given does not include the cost of the separate Skill Implants.

**Targeting Optics:** The recipient's eyes are replaced with ocular implants that use a projected targeting reticle to improve the recipient's aim. All of the recipient's eyes must be replaced to gain any benefit. Targeting optics grant a +1 bonus on all attack rolls made with ranged weapons.



## Tech Level 8 Implant Descriptions

**Feat Plexus:** This unit, implanted in the recipient's brain, allows multiple feat implants to function as a single cybernetic attachment (see Feat Implant, above). The recipient may have up to four feat implants attached to the feat plexus, and together they are treated as a single cybernetic attachment. However, if the feat plexus is destroyed, all of the attached feat implants are destroyed as well.

Note that the base Purchase DC given does not include the cost of the separate Feat Implants.

**Invisiware:** This technology enables its recipient to turn invisible for a short time. Invisiware uses crystalline refractors grafted to the skin and powered by rechargeable solar battery units protruding from various points on the recipient's body (usually the spine).

By using invisware to bend light around its body, a creature can turn invisible. An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus if moving. Pinpointing the location of an invisible creature that isn't attempting to hide requires a Spot check (DC 40 if the creature is immobile or DC 20 if it is moving).

While invisible, the creature gains 50% concealment against attacks from other creatures that correctly pinpoint its fighting space.

Activating or deactivating invisware is a free action. However, the technology consumes a great deal of the battery power; after 10 rounds (1 minute) of use, the solar batteries must be recharged for 1 hour, during which time the invisware cannot be activated.

**Psi Implant:** This brain implant stimulates neuron activity in underdeveloped regions of the recipient's brain, unlocking latent psionic abilities; the recipient gains the Wild Talent feat.

## Mecha, Power Armor, and Starships

As optional aspects of the game that, when included they are almost certainly going to be used as foes for the PCs, mecha, power armor, and starships are addressed in the DxD20 Foe Folio. If you intend to play an expert pilot or techie, you should get an idea as to what size mecha / starship you might be interested in and be sure to express your aspirations to your GM during Session Zero. Otherwise, such items are solely for the GM to assign, as characters do not get enough in starting Wealth to afford such vehicles initially, and any such vehicles would likely be accessible only through requisition (see "Requisitioning Equipment", above).

## Chapter VIII: Combat

Whether it's blade to blade, tooth to claw, or starfighter to starship, the conflict of wills between protagonist and antagonist means there will be conflict; here are the mechanics for resolving combat.

### The Combat Round

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle, as follows:

1. Each combatant starts the battle flat-footed. Once a combatant acts, they are no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready for their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

### Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

**Initiative Checks:** At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies their Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in their initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

**Flat-Footed:** At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use their Dexterity bonus to armor class or make attacks of opportunity while flat-footed.

**Joining a Battle:** If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

### Surprise

When a combat starts, if a character was not aware of their enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise their enemies if the character knows about them before they're aware of the character.

**The Surprise Round:** If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

**Unaware Combatants:** Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

## Action Types

The five types of actions are standard actions, move actions, full-round actions, swift actions, and free actions. In a normal round, a character can perform a standard action and a move action (or two move actions; a character can always take a move action in place of a standard action), or a character can perform a full-round action. A character can also perform one swift action and as many free actions as the GM allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

**Standard Action:** A standard action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take a standard action and a move action. A character can take a move action before or after performing a standard action.

**Move Action:** A move action allows a character to move their speed or perform an action that takes a similar amount of time. A character can move their speed, climb one-quarter of their speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table: Actions in Combat). A character can take a move action in the place of a standard action.

If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

**Full-Round Action:** A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform one swift action and any free actions (see below) as the GM allows.

**Swift Action:** A swift action takes minimal time but takes enough effort that there's only time enough for one in a round. For the most part, swift actions involve certain spells and powers (especially quickened ones), or advanced training in parrying and/or dodging.

*Immediate Action:* An immediate action is a special type of swift action that can be taken out of turn, but it costs the character their next swift action.

**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. A character can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

*Immediate Free Action:* In rare instances, a character will have access to an immediate free action, which is a special type of immediate action that does not use up the character's next swift action.

**Table: Actions in Combat**

| <b>Standard Actions</b>                                          | <b>Attack of Opportunity<sup>1</sup></b> |
|------------------------------------------------------------------|------------------------------------------|
| Attack (armed melee)                                             | No                                       |
| Attack (ranged or unarmed)                                       | Yes                                      |
| Attack (aid another)                                             | No                                       |
| Bull rush (attack)                                               | No                                       |
| Cast a spell or manifest a psionic power                         | Yes                                      |
| Escape a grapple                                                 | No                                       |
| Feint (see the Bluff skill)                                      | No                                       |
| Ready (triggers an action later)                                 | No                                       |
| Make a dying character stable                                    | Yes                                      |
| Manifest a supernatural power                                    | No                                       |
| Sunder / attack a weapon                                         | Yes                                      |
| Sunder / attack an object                                        | Maybe <sup>2</sup>                       |
| Total defense                                                    | No                                       |
| Use a skill that takes an attack action                          | Usually                                  |
| Start/complete full-round action                                 | Varies                                   |
| <b>Move Actions</b>                                              | <b>Attack of Opportunity<sup>1</sup></b> |
| Move your speed, or move a heavy object                          | Yes                                      |
| Use a piece of equipment                                         | No                                       |
| Climb (one-quarter speed)                                        | No                                       |
| Climb, accelerated, or crawl (one-half speed)                    | No                                       |
| Draw a weapon <sup>3</sup>                                       | No                                       |
| Gain focus (super-powers only)                                   | No                                       |
| Open a door                                                      | No                                       |
| Pick up an object, retrieve a stored object, or holster a weapon | Yes                                      |
| Ready a parry or dodge (triggers a free immediate action later)  | No                                       |
| Reload a firearm with a box magazine or speed loader             | Yes                                      |
| Stand up from prone, sitting, or kneeling                        | Yes                                      |
| Swim                                                             | No                                       |
| Use a skill that takes a move action                             | Usually                                  |
| <b>Full-Round Actions</b>                                        | <b>Attack of Opportunity<sup>1</sup></b> |
| Bull rush (charge)                                               | No                                       |
| Charge                                                           | No                                       |
| Coup de grace                                                    | Yes                                      |
| Full attack                                                      | No                                       |
| Overrun (charge)                                                 | No                                       |
| Run                                                              | Yes                                      |
| Withdraw                                                         | No                                       |
| Extinguish flames                                                | No                                       |
| Use a skill that takes a full round                              | Usually                                  |
| Reload a firearm with an internal magazine                       | Yes                                      |
| <b>Swift Actions</b>                                             | <b>Attack of Opportunity<sup>1</sup></b> |
| Cast a quickened spell or manifest a quickened power             | No                                       |
| Cast a spell or manifest a power requiring a swift action        | No                                       |
| Already used an immediate action last round                      | No                                       |
| <b>Free Actions</b>                                              | <b>Attack of Opportunity<sup>1</sup></b> |
| Drop an object                                                   | No                                       |
| Drop to prone, sitting, or kneeling                              | No                                       |
| Speak                                                            | No                                       |
| <b>Action Type Varies</b>                                        | <b>Attack of Opportunity<sup>1</sup></b> |
| Disarm <sup>4</sup> or Grapple <sup>4</sup>                      | Yes                                      |
| Load a weapon                                                    | Yes                                      |
| Trip an opponent <sup>4</sup>                                    | No (Yes if unarmed)                      |
| Use a feat <sup>5</sup>                                          | Varies                                   |
| <b>No Action</b>                                                 | <b>Attack of Opportunity<sup>1</sup></b> |
| Delay                                                            | No                                       |
| 5-foot step                                                      | No                                       |

<sup>1</sup> Regardless of the action, if a character moves out of a threatened hex, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

<sup>2</sup> If the object is being held, carried, or worn by a creature, yes. If not, no.

<sup>3</sup> If the character has a base attack bonus of +1 or higher, they can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, they can draw two light or one-handed weapons in the time it would normally take to draw one.

<sup>4</sup> These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

<sup>5</sup> The description of a feat defines its effect.

## Combat Statistics

This section summarizes the fundamental combat statistics. Note that these are considered the Classic ruleset; your GM will inform you of any difference if using the Pair O' Dice ruleset or the T/Actical ruleset.

### Attacking

#### Attack

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, they select a weapon they have available, then they roll 1d20 and add their attack bonus based on that weapon. If the result equals or beats the target's Armor Class, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a "threat"—a possible critical hit.

If the character is not proficient in the weapon they are attacking with (the character doesn't have the appropriate Weapon Proficiency feat), then that character takes a −4 penalty on the attack roll.

#### Attack Bonus and Base Attack Bonus

A character's Base Attack bonus comes from the total of Base Attack bonuses earned from all levels in all character classes (see character class descriptions for Base Attack bonus by level).

There are 3 Base Attack types; the "good" base attack bonus rate of +1 per level; the "fair" base attack bonus rate of +0.75 per level; and the "poor" base attack bonus rate of +0.5 per level. A character receives an additional attack on a Full Attack action for every 5 points of Base Attack (see [Full Attack](#) below).

A character's attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + size modifier

### Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

### Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to AC against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes. Some creatures and vehicles have "long" builds, noted in their descriptions; use their fighting space and reach accordingly.

**Table: Size Modifiers to Attack, AC, Fighting Space, and Reach**

| Size (Example)                   | Size Modifier | Fighting Space (Long)       | Typical Reach (Long)        |
|----------------------------------|---------------|-----------------------------|-----------------------------|
| Colossal (64'-128'; blue whale)  | -8            | 30', 5+-polyhex (9x5+)      | 20', 4 hexes (15', 3 hexes) |
| Gargantuan (32'-64'; grey whale) | -4            | 20', 4-polyhex (7x5 or 7x3) | 15', 3 hexes (10', 2 hexes) |
| Huge (16'-32'; elephant)         | -2            | 15', 3-polyhex (5x3)        | 15', 3 hexes (10', 2 hexes) |
| Large (8'-16'; lion)             | -1            | 10', 2-polyhex (same)       | 10', 2 hexes (5', 1 hex)    |
| Medium-size (4'-8'; human)       | +0            | 5', 1 hex (same)            | 5', 1 hex (same)            |
| Small (2'-4'; guard dog)         | +1            | 2', 2-microhex (same)       | 5', 1 hex (same)            |
| Tiny (1'-2'; domestic cat)       | +2            | 1', 3-microhex (same)       | 2', 2-microhex (same)       |
| Diminutive (6"-1'; mouse)        | +4            | 6", 4-microhex (same)       | 1', 3-microhex (same)       |
| Fine (1"-6"; horsefly)           | +8            | 3", 5-microhex (same)       | 6", 4-microhex (same)       |

**Dexterity Modifier**

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

**Range Penalty**

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment. 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 thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

**Damage**

When a character hits with a weapon, the attack deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. In almost all cases, damage is deducted from the target's current hit points (see Hit Points, below).

*Minimum Weapon Damage:* If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

*Strength Bonus:* When a character hits with a melee weapon or thrown weapon, add their Strength modifier to the damage.

*Off-Hand Weapon:* When a character deals damage with a weapon in their off hand, add only half of the character's Strength bonus.

*Wielding a Weapon Two-Handed:* When a character deals damage with a weapon that they are wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

**Multiplying Damage**

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) and multiply the results. When an attack might incur multiple multipliers, you add any additional modifiers beyond the initial x1 damage; you do not multiply multiplied effects. For example, an autofire weapon using Burst Fire does x2 damage, and a critical hit with the same weapon does x2 damage; scoring a critical hit with an instance of Burst Fire would inflict x3 damage to its target, not x4.

Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

**Critical Hits**

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's total Armor Class, the attack is a critical

hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table: Ranged Weapons and Table: Melee Weapons indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Objects (including vehicles) and some types of creatures are immune to critical hits. A 20 is always a successful hit, but deals no extra damage against these targets.

## Ability Damage

Certain creatures and magical/powered effects can cause temporary ability damage (a reduction to an ability score). Such damage will likely mean changes in the character's attribute modifier(s), which take effect immediately when the damage is incurred. See the Attributes section on the effects of reduced attribute scores.

## Attacks of Opportunity

Sometimes a combatant in a melee lets their guard down. In this case, combatants near them can take advantage of the lapse in defense to attack for free. These free attacks are called attacks of opportunity, sometimes abbreviated as "AoO".

## Threatened Hexes

You threaten all hexes into which you can make a melee attack, even when it is not your action. Generally, that means everything in all hexes adjacent to your space. An enemy that takes certain actions while in a threatened hex provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any hexes and thus can't make attacks of opportunity.

## Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 hex) away. However, Small and Medium creatures wielding reach weapons threaten more hexes than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

## Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened hex and performing an action within a threatened hex.

*Moving:* Moving out of a threatened hex usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

*Performing a Distracting Act:* Some actions, when performed in a threatened hex, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity. As always, there may be exceptional circumstances to prevent such an attack of opportunity.

## Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.



An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you’ve already attacked in the round.

An attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character’s turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character’s turn).

### Combat Reflexes and Additional Attacks of Opportunity

If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one hex threatened by the same opponent in the same round doesn’t count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

### Defense

A character’s defense boils down to two key aspects of the character; the character’s armor class, to defend against targeted attacks, and the character’s saving throws, to defend against more general attack types.

### Armor Class

Armor class is the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has an armor class of 10. A character’s total armor class is equal to:

Total AC = 10 + Dexterity modifier + Defense bonus + equipment bonus + size modifier

Conversely, some attacks disregard armor, or in the case of the T/ACTical combat system, a successful touch attack is all that is needed to determine contact, and then damage is resolved through the character’s armor (see the T/ACTical Combat System section for more details). A character’s touch armor class is equal to:

Touch AC = 10 + Dexterity modifier + Defense bonus + size modifier

In DxD20, Armor Class is typically presented as “Touch AC / Total AC”, or “T/AC”, giving the range of results that show whether an attack hit the character directly or their armor/shield.

### Dexterity Modifier

If a character’s Dexterity is high, they are particularly adept at dodging blows or gunfire. If a character’s Dexterity is low, they are particularly inept at it. Characters apply their Dexterity modifier to touch and total armor class.

Sometimes a character can’t use their Dexterity bonus. If a character can’t react to a blow, that character can’t use their Dexterity bonus to armor class.

### Defense Bonus

A character’s class and level grant the character an innate bonus to Defense. The character’s Defense bonus is the total of all Defense bonus modifiers earned through the character’s class levels. This bonus applies in all situations, except when the character is flat-footed or when the character would lose their Dexterity bonus for some other reason. Defense bonus is added to the character’s Armor Class and to any attempts to parry or dodge. It represents a character’s experience, speed, and guile in combat, giving an idea of how hard it is for opponents to land a blow on the character.

In the T/ACTical combat system, the Defense bonus applies to both a character’s touch AC as well as their total AC.

## Equipment Bonus

If a character wears armor or bears a shield, both provide an equipment bonus to their total armor class. This bonus represents the armor's and/or shield's ability to protect the character from blows.

Armor typically provides a bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Armor Class. Likewise, a character using a shield needs to be proficient to take full advantage of it; they get to add the shield's equipment bonus to their AC on top of the armor's equipment AC modifier.

Sometimes a character can't use their equipment bonus to avoid an attack. If an attack will damage the character just by touching him or her, that character's equipment bonuses from armor and/or a shield do not apply (see Touch Attacks, below)

## Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on [Table: Size Modifiers](#).

## Other Modifiers

Other factors can add to a character's armor class.

*Feats:* Some feats give a bonus to a character's Defense or dodge bonus to Armor Class.

*Natural Armor:* Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle. Every +1 of natural AC modifier a creature has, it receives +5 HP and 1 point of natural hardness.

In the [T/ACTical combat system](#), natural armor modifiers are like equipment bonuses to armor class, in that they only affect the total armor class, not the touch armor class, of the character. A character with a natural AC modifier who wears armor will have an expanded armor class, given the layers of armor they're using. Characters with a natural armor modifier wearing armor will have a "T/A/NC" ("tank") to hit, which gives the touch armor class required to simply touch / make contact with them ("T"), the Armor Class of the touch AC plus the character's armor and shield modifiers to AC ("A"), and the total AC of the character including their natural AC modifier ("N"). A successful touch attack is "T" or higher on the attack roll but less than "A", meaning the character's armor is hit. A successful attack is "A" or higher on the attack roll, meaning the character is hit, bypassing their armor. If an attack roll is a critical threat, then the result required to confirm the critical hit must be "N" or greater, bypassing the character's armor and their natural armor. Only characters with a natural armor AC modifier will have a "T/A/NC" to hit.

*Dodge Bonuses:* Some other bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character their Dexterity bonus also denies their dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other. Dodge bonuses apply to [dodge](#) attempts, but not parrying.

*Magical/Powered Effects:* Some campaigns may include magic or powers. Some magical/powered effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

## Saving Throws

Generally, when a character is subject to an unusual power or magical attack, they get a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. A character's saving throw bonus is:

$$\text{Base save bonus} + \text{ability modifier}$$

The Difficulty Class (DC) for a save is determined by the attack itself; your GM will advise as necessary. The three different kinds of saving throws are:

### Fortitude Saves:

These saves measure a character's ability to stand up to massive physical punishment or attacks against their vitality and health such as poison and paralysis. Apply a character's Constitution modifier to their Fortitude saving throws.

### Reflex Saves:

These saves test a character's ability to dodge individual attacks as well as massive attacks such as explosions or other area effects. In such cases where damage is inevitable, a character gets to make a Reflex save to take only half damage. Apply the character's Dexterity modifier to their Reflex saving throws.

### Will Saves:

These saves reflect a character's resistance to mental influence and domination as well as to many magical and psionic effects. Apply the character's Wisdom modifier to their Will saving throws.

## Hit Points

A character's hit points tell how much punishment they can take before dropping. Hit points are based on the character's class hit die and level, and the character's Constitution modifier applies to each hit die. In the T/ACTical Combat System, a character gets +5 hit points for every +1 of natural armor class modifier they have.

When a character's hit point total drops to 0, they are disabled. When it drops to  $-\text{[character's Con modifier]}$  hit points, they are dying. When it drops to  $-\text{[character's Con score]}$  hit points, the character is dead.

### Disabled

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see *Stabilizing a Dying Character*, below).

### Dying

A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

*Stabilizing a Dying Character:* On the next turn after a character is reduced to between  $-\text{[Constitution modifier]}$  and  $-\text{[Constitution attribute score]}$  hit points and on all subsequent turns, roll a Fort DC 15 saving throw to see whether the dying character becomes stable. If they fail the Fortitude save, they lose 1 hit point. (A character who's unconscious or dying can't use any action that changes the initiative count on which their action occurs.)

If the character's hit points drop to  $-\text{[Constitution attribute score]}$  or lower, or if their Constitution score reaches 0, they're dead.

You can keep a dying character from losing any more hit points and stabilize them with a DC 15 Treat Injury check. If any sort of healing cures the dying character of even 1 point of damage, they stop losing hit points and become stable.

Healing that raises the dying character's hit points to 0 makes them conscious and disabled. Healing that raises their hit points to 1 or more makes them fully functional again, just as if they'd never been reduced to 0 or lower. A spellcaster / manifester retains the spellcasting / manifesting capability they had before dropping below 0 hit points.

## Massive Damage

If a character ever sustains damage from a single attack equal to or greater than their Constitution attribute score, the character must make a DC 15 Fortitude save, +1 to the DC for every 5 points of damage more than the character's Constitution attribute. If this saving throw fails, the character is immediately reduced to – [Constitution modifier] hit points and is Dying (Unconscious if the damage is non-lethal), regardless of their current hit points. If a character takes a total of [Constitution attribute score] points of damage or more from multiple attacks, no one of which dealt enough damage itself, the massive damage rule does not apply.

## Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note their current hit point total. When the temporary hit points go away the character's hit points drop to their current hit point total. If the character's hit points are below their current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic. *Increases in Constitution Score and Current Hit Points:* An increase in a character's Constitution score, even a temporary one, can give their more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

## Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

*Nonlethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

*Lethal Damage with a Weapon that Deals Nonlethal Damage:* You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

*Staggered and Unconscious:* When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters and manifesters who fall unconscious retain any spellcasting/manifesting ability they had before going unconscious.

*Healing Nonlethal Damage:* You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a magical spell or a power cures hit point damage, it also removes an equal amount of nonlethal damage.

## Speed

A character's speed tells how far they can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving a standard action to attack. The character can, however, use their standard action as a second move action. This could let the character move again, for a total movement of up to double their normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times their normal speed, but a character can only run all out in a straight line, and doing so affects the character's armor class (see Run).

## Standard Actions

A standard action is any action besides movement (although it can also be used as a move action) that takes a substantial amount of time and effort in the 6-second combat round.

### Attack:

Making an attack is a standard action.

### Melee Attacks:

With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet). *Fighting Defensively:* A character can choose to fight defensively while making a melee attack. If the character does so, they take a –4 penalty on their attack in a round to gain a +2 dodge bonus to Defense in the same round.

### Unarmed Attacks:

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

*Attacks of Opportunity:* Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below). *"Armed" Unarmed Attacks:* Sometimes a character's or creature's unarmed attack counts as an armed attack. A character with the Combat Martial Arts feat, a spellcaster or manifester delivering a touch attack spell, and a creature with natural physical weapons all count as being armed.

Note that being armed counts for both offense and defense; not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it.

*Unarmed Strike Damage:* An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

*Dealing Lethal Damage:* You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Combat Martial Arts feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

### Ranged Attacks:

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

*Shooting or Throwing into a Melee:* If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a –4 penalty on their attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless they are actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the –4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

*Fighting Defensively:* A character can choose to fight defensively while making a ranged attack. If the character does so, they take a –4 penalty on their attack in a round to gain a +2 dodge bonus to AC in the same round.

## Attack Rolls:

An attack roll represents your attempts to strike your opponent; your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

**Damage Rolls:** If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

In the T/ACTical Combat System, if the attack roll result equals or exceeds the target's touch AC, the attack hits any armor or shield that the character is wearing, and damage is applied through the armor (see the T/ACTical Combat System below). If the attack roll equals or exceeds the target's total AC and they are not wearing powered armor, the attack hits the character directly, and the damage is applied to the character. If the character is wearing powered armor, then the attack is always applied through the armor, and the total AC is used purely for confirming critical threats.

**Multiple Attacks:** A character who can make more than one attack per round must use the full attack action (see Full Attack under Full-Round Actions, below) in order to get more than one attack.

## Critical Hits:

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical confirmation roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical confirmation roll also results in a hit against the target's total AC, you have confirmed that your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage with all your usual bonuses, and multiply the result by the designated multiplier. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

*Exception:* Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

*Increased Threat Range:* Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

*Increased Critical Multiplier:* Some weapons deal better than double damage on a critical hit.

*Spells and Critical Hits:* A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

## Cast a Spell or Manifest a Power:

Most spells and powers require a standard action to cast or manifest. You retain your Dexterity bonus to AC while casting or manifesting.

**Spell Components:** To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a Silence spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the

XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

**Concentration:** You must concentrate to cast a spell or manifest a psionic power. If you can't concentrate you can't cast a spell or manifest a psionic power (super-powers are supernatural abilities; see below). If you start casting a spell or manifesting a psionic power but something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell or power fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast or manifest at will, it still costs power points even though you did not cast or manifest it successfully.

**Concentrating to Maintain a Spell or Power:** Some spells and powers require continued concentration to keep them going. Concentrating to maintain a spell or power is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell or manifesting a power can keep you from concentrating to maintain a spell or power. If your concentration breaks, the spell or power ends.

**Casting / Manifesting Time:** Most spells and powers have a casting or manifesting time of a standard action. A spell cast or power manifested in this manner immediately takes effect.

**Attacks of Opportunity:** Generally, if you cast a spell or manifest a power, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell or power. Spells or powers that require only a free action or a swift action to cast don't provoke attacks of opportunity.

**Casting on the Defensive / Manifesting without Displaying:** Casting a spell while on the defensive does not provoke an attack of opportunity, nor does manifesting a power without displaying it. It does, however, require a Concentration check (DC 15 + spell/power level) to pull off. Failure means that you lose the power points for the spell or power without the effect.

**Touch Spells and Powers in Combat:** Many spells and powers have a range of touch. To use these spells or power, you cast the spell or manifest the power and then touch the subject, either in the same round or any time later. In the same round that you cast the spell or manifest the power, you may also touch (or attempt to touch) the target. You may take your move before casting the spell or manifesting the power, after touching the target, or between casting the spell / manifesting the power and touching the target. You can automatically touch one friend or use the spell or power on yourself, but to touch an opponent, you must succeed on an attack roll.

**Touch Attacks:** Touching an opponent with a touch spell or power is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell or manifesting a power does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. Their size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

**Holding the Charge:** If you don't discharge the spell or power in the round when you cast the spell or manifest the power, you can hold the discharge of the spell or power ("hold the charge") indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell or power discharges. If you cast another spell or manifest another power, the touch spell dissipates.

Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, unless you are trained (ie. have Combat Martial Arts feat), you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

**Dismiss a Spell or Power:** Dismissing an active spell or power is a free action that doesn't provoke attacks of opportunity.

### Use Special / Supernatural Ability:

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.



**Supernatural Abilities:** Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity. All supernatural mutations are supernatural abilities.

**Spell-Like and Psi-Like Abilities:** Using a spell-like ability or psi-like ability works like casting a spell or manifesting a power in that it requires concentration and provokes attacks of opportunity. Spell-like abilities and psi-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The manifesting time of a spell-like ability or psi-like ability is a standard action, unless the ability description notes otherwise.

*Using a Spell-Like or Psi-Like Ability on the Defensive:* You may attempt to use a spell-like or psi-like ability on the defensive, just as with casting a spell or manifesting a power. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

### Activate a Magic / Psionic Item:

Many magic and psionic items don't need to be activated. However, certain magic and psionic items need to be activated, especially potions, tattoos, scrolls, power stones, wands, dorjes, rods, psicrowns, and staffs. Activating a magic item or a psionic item is a standard action (unless the item description indicates otherwise).

**Spell / Power Completion Items:** Activating a spell / power completion item (such as a scroll, a tattoo, or a power stone) is the equivalent of casting a spell or a manifesting a psionic power. It requires concentration and provokes attacks of opportunity. You fail to cast the spell or manifest the power if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell / Power Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items (ie. potions, wands, dorjes, rods, psicrowns, and staffs) does not require concentration and does not provoke attacks of opportunity.

### Ready an Action:

You can give a condition for performing a standard action in response to something, or an attack on someone who is attempting to cast a spell or manifest a psionic power. When a readied action is triggered, the character's initiative is changed to the initiative just prior to the condition that triggered the readied action, and the character resolves their readied action at that time.

### Total Defense:

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

### Start/Complete Full-Round Action:

Sometimes you want to do a full-round action, but you don't have a full round (such as when you're disabled). In such an instance, you can use the "start full-round action" standard action, which lets you start undertaking a full-round action, that you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

### Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

**Move:**

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

**Ready a Parry or Dodge:**

You can give a condition for performing a parry or a dodge, such as when an opponent that you are aware of attacks you, at which point you resolve your parry or dodge as an immediate free action. As an immediate free action, the parry or dodge does not change your order in the initiative unlike a typical readied action does, and it does not count as your next round's swift action like a typical immediate action does.

**Parry:** You can ready your action to parry an incoming attack, either from a specific attacker that you are aware of, or based on a general condition such as the first melee attack aimed at the character. The opposed attack roll is resolved at that time.

**Dodge:** You can ready your action to dodge an incoming attack, either from a specific attacker that you are aware of, or based on a general condition such as the first attack aimed at the character. The opposed Reflex save is resolved at that time.

**Draw or Sheathe a Weapon:**

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

**Ready or Loose a Shield:**

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

**Manipulate an Item:**

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

**Direct or Redirect a Spell or Power:**

Some spells and powers allow you to redirect the effect to new targets or areas after you initially cast the spell / manifest the power. Redirecting a spell or power requires a move action and does not provoke attacks of opportunity or require concentration.

### Gain Super-Power Focus:

Some super-powers and Power feats require a super-powered character to expend their focus. A super-powered character can gain their focus as a move action. However, unlike psionic focus, a super-power's focus only lasts long enough for the following action to be the manifestation of the power requiring the focus. If a super-powered character does something other than activate a power requiring focus after gaining their focus, it has no effect and the move action is effectively wasted.

### Stand Up:

Standing up from a prone position requires a move action and provokes attacks of opportunity.

### Mount/Dismount a Steed:

Mounting or dismounting from a steed requires a move action.

*Fast Mount or Dismount:* You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

### Full-Round Actions

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

### Full Attack:

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon, or for some other special reason, then you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

A character gains additional attacks per round based on how many full increments of +5 Base Attack bonus they have; characters with Base Attack +0 to +4 have one attack per round, Base Attack +5 to +9 gives two attacks per round on a full-attack action, +10 to +14 gives three attacks per round, +15 to +19 gets 4 attacks per round, and +20 Base Attack gives a character 5 attacks per round on a full-round attack action.

### Number of Attacks with Full Attack

| Base Attack | Number of Attacks |
|-------------|-------------------|
| +0 to +4    | 1                 |
| +5 to +9    | 2                 |
| +10 to +14  | 3                 |
| +15 to +19  | 4                 |
| +20         | 5                 |

**Deciding between an Attack or a Full Attack:** After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

*Cleave*: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

### **Cast a Spell or Manifest a Power:**

A spell or power that takes 1 round to cast / manifest is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell / manifesting the power. You then act normally after the spell / power is completed.

A spell or power that takes 1 minute to cast / manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell / manifesting a power as a full-round action). These actions must be consecutive and uninterrupted, or the spell / power automatically fails.

When you begin a spell or power that takes 1 round or longer to cast, you must continue the invocations, gestures, and/or concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell / power and before it is complete, you lose the spell / power points.

You only provoke attacks of opportunity when you begin casting a spell or manifesting a power, even though you might continue casting / manifesting for at least one full round. While casting a spell or manifesting a power, you don't threaten any hexes around you.

This action is otherwise identical to the same action described under Standard Actions.

### **Casting a Metamagic Spell:**

Saints, Sorcerers, and Bards must take more time to cast a metamagic spell (one enhanced by a Magic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a Saint, Sorcerer, or Bard. Note that this isn't the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics must take more time to spontaneously cast a metamagic version of a *Cure Wounds* or *Inflict Wounds* spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast. This also applies to any Signature Spell a Wizard may have (see the *Signature Spell* feat).

### **Gain Psionic Focus:**

Some psionic powers and feats require the character to expend their psionic focus. It is a full-round action for a psionic character to gain their psionic focus (see *Concentration*).

### **Use Special Ability:**

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability. Some super-powers may have a manifesting time of a full-round action. Nonetheless, as a supernatural ability, the manifestation of a full-round super-power still cannot be disrupted.

### **Withdraw:**

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The hex you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get *attacks of opportunity* against you when you move from that hex. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened hex (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

### Run:

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to their limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

### Move 5 Feet through Difficult Terrain:

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single hex). In such a case, you may spend a full-round action to move 5 feet (1 hex) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it still provokes attacks of opportunity normally.

### Swift Actions

A swift action consumes a very small amount of time, but it represents a larger expenditure of effort and energy than a free action.

#### Swift Action:



You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action.

#### Immediate Action:

Much like a swift action, an immediate action consumes a very small amount of time, but it represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and it counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

#### Casting a Spell or Manifesting a Power as a Quickened Action:

Manifesting a quickened power or casting a quickened spell is a swift action. In addition, manifesting any power with a manifesting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a casting / manifesting time of 1 swift action does not provoke attacks of opportunity.

#### Readying a Dodge or Parry:

Characters with the Dodge feat and/or the Defensive Martial Arts feat can declare that they are readying their dodge and/or parry attempt as a swift action. Note that a character with both feats still only has one swift action to spend, and thus would have to ready the other defensive maneuver as a move action.

## Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

**Drop an Item:** Dropping an item in your space or into an adjacent hex is a free action.

**Drop Prone:** Dropping to a prone position in your space is a free action.

**Speak:** In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

**Cease Concentration on Spell or Power:** You can stop concentrating on an active spell or power as a free action.

## Ready a Dodge or Parry:

Characters with the Improved Dodge feat can declare that they are readying their dodge attempt as a free action. Characters with the Improved Defensive Martial Arts feat can declare that they are readying their parry attempt as a free action. Note that a character with both feats would be able to declare both their parry and their dodge as free actions, and the character would still have their swift action to use.

## Miscellaneous Actions

These actions are quite common but either have unique timing (like the 5-foot step) or have variable timeframes in their application (like using certain feats or skills).

### Take 5-Foot Step:

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

### Use Feat:

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

### Use Skill:

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions tell you what sorts of actions are required to perform skills.

## Special Initiative Actions

Here are ways to change when you act during combat, some of which involve altering your place in the initiative order.

### Delay:

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative

result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

*Initiative Consequences of Delaying:* Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

## Ready:

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is usually a standard action (parry and dodge being obvious exceptions). It does not provoke an attack of opportunity (though the action that you ready might do so).

*Readying an Action:* You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming they are still capable of doing so, the character you interrupted continues their actions once you complete your readied action. Your initiative result changes (unless it was a readied parry or dodge). For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

*Initiative Consequences of Readying:* Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round. The exceptions to this are the parry and the dodge (see below).

*Distracting Spellcasters:* You can ready an attack against a spellcaster with the trigger "if they start casting a spell." If you damage the spellcaster, they may lose the spell they were trying to cast (as determined by their Concentration check result).

*Readying to Counterspell:* You may ready a counterspell against a spellcaster (often with the trigger "if they start casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can attempt to use Dispel Magic & Psionics to counterspell another spellcaster, but it doesn't always work. A psionic or super-powered manifester cannot use Dispel Magic & Psionics to counterspell.

*Readying a Weapon against a Charge:* You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

*Readying a Dodge / Parry:* A character can declare that they are readying a dodge or a parry as a move action. In such a case, the character has used their move action to ready the parry or dodge attempt, but the parry or dodge attempt itself is a free immediate action; the character's place in the initiative order does not change if/when the character resolves their dodge / parry attempt, and it does not count as the character's next swift action.

## Movement, Position, and Distance

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch hex) to 5 feet in the game world.



## Standard Scale:

One inch (or one hex) = 5 feet

"Next to" or "adjacent" = 1 inch (5 feet) away (or in adjacent hex)

30mm figure = A human-size Medium creature

A human-size Medium creature occupies an area 1 inch (5 feet) across (or one hex)

One round = 6 seconds

## Tactical Movement

Where can a character move, how long it takes to get there, and whether they are vulnerable to attacks of opportunity while moving are key questions in combat.

**How Far Can a Character Move?** Humans normally move 30 feet, although armor can slow a character down.

Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

*Encumbrance:* A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

*Movement in Combat:* Generally, a character can move their speed as a move action. If a character uses their attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, they can move up to four times their normal speed. If a character does something that requires a full round, they can only take a 5-foot step.

*Movement in Darkness:* If a character moves when they can't see, such as in total darkness, their speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

## Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

*Friendly Character:* A character can move through a hex occupied by a friendly character.

*Unfriendly Character:* There are two ways to move through a hex occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a hex occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

A character can move through a hex occupied by an unfriendly character who doesn't resist as if the character was friendly.

*Ending Your Movement:* You can't end your movement in the same hex as another creature unless it is helpless.

*Overrun:* During your movement you can attempt to move through a hex occupied by an opponent.

*Tumbling:* A trained character can attempt to tumble through a hex occupied by an opponent (see the Tumble skill).

*Hex Occupied by Creature Three Sizes Larger or Smaller:* Any creature can move through a hex occupied by a creature three size categories larger or three categories smaller than it is. It provokes attacks of opportunity in doing so.

## Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and their ally flank the opponent. The character gains a +2 bonus on their attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character doesn't gain a bonus for flanking when making a ranged attack.

## Difficult Terrain

Difficult terrain hampers movement. Each hex of difficult terrain counts as 2 hexes of movement. You can't run or charge across difficult terrain.

If you occupy hexes with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

## Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed hex or obstacle between hexes counts as 2 hexes of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the hex on the other side. If you don't have sufficient movement to cross the barrier and move into the hex on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures can avoid most obstacles.

**Squeezing:** In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is capable of accommodating creatures one size category smaller than you. Each move into or through a narrow space counts as if it were 2 hexes of movement, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up seven hexes) squeezes into a space that's one hex wide, the creature's miniature figure occupies two hexes (front and rear), centered on the line between the two hexes. For a bigger creature, center the creature likewise in the area it squeezes into.

You can squeeze past an opponent while moving but can't end your movement in an occupied hex.

To squeeze through or into a space intended for creatures two size categories smaller than you, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

## Special Movement Rules

These rules cover special movement situations.

**Accidentally Ending Movement in an Illegal Space:** Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

**Double Movement Cost:** When your movement is hampered in some way, your movement usually costs double. For example, each hex of movement through difficult terrain counts as 2 hexes.

If movement cost is doubled twice, then each hex counts as 4 hexes. If movement cost is doubled three times, then each hex counts as 8 hexes and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

**Minimum Movement:** Despite penalties to movement, you can take a full-round action to move 5 feet (1 hex) in any direction. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

## Size Modifiers on Position

Creatures smaller than Small or larger than Medium have special rules relating to position.

**Tiny, Diminutive, and Fine Creatures:** Very small creatures take up less than 1 hex of space. This means that more than one such creature can fit into a single hex. A Tiny creature typically occupies a space only 1 foot across, so nineteen (19) can fit into a single hex. Thirty-seven (37) Diminutive creatures or sixty-one (61) Fine creatures can fit into a single hex. Creatures that take up less than 1 hex of space, known as a "microhex", typically have a natural reach in microhexes, meaning they can't reach into adjacent 5-foot hexes. They must enter an opponent's hex to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own hex if you need to, so you can attack such creatures normally. Since their reach is less than 5 feet, they do not threaten the hexes around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

**Large, Huge, Gargantuan, and Colossal Creatures:** Very large creatures take up more than 1 hex. Creatures that take up more than 1 hex typically have a natural reach of 10 feet (2 hexes) or more, meaning that they can reach targets even if they aren't in adjacent hexes.

To describe areas larger than 1 hex, this system refers to "polyhex" measurements. These are the composite hexes made by a Large or larger creature or object that occupies more than 1 hex. A polyhex has a

central hex that the creature is centered on, and then the number of the polyhex informs you as to how many hexes the creature occupies in each direction outward from the central hex, including the central hex.

Thus a 2-polyhex Large creature occupies 7 hexes; the central hex, and 1 more hex in each direction outward from it, for a total of 7 hexes. A 3-polyhex Huge creature occupies its central hex and the hexes two outward from it in each direction, resulting in a space of 19 hexes. A 4-polyhex Gargantuan creature occupies its central hex and three more hexes outward from it in each direction, for a total of 37 hexes. A 5-polyhex Colossal creature occupies its central hex and all of the hexes 4 hexes outward from the central hex, for a total space of 61 hexes. Larger creatures are possible; simply push the polyhex outward accordingly (i.e., a 6-polyhex creature would occupy its central hex and 5 additional hexes outward in each direction, etc.).

Some creatures are “long”, and thus their polyhex is narrower than the typical polyhex. Such a creature’s polyhex is represented as a “length x width” polyhex, where the length is the number of hexes from front to back, and the width is the number of hexes from left to right. For example, a Huge creature normally occupies a 3-polyhex space. However, with a long build, the Huge long creature may have a 5x3 polyhex, such as a rhino, or a 5x1 polyhex, such as a giant snake.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens hexes adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can’t strike at their natural reach or less.

**Table: Creature Size and Scale**

| <b>Creature Size</b> | <b>Space<sup>1</sup></b>    | <b>Natural Reach</b> |
|----------------------|-----------------------------|----------------------|
| Fine                 | 3 in. (5-microhex)          | 6 in. (4-microhex)   |
| Diminutive           | 6 in. (4-microhex)          | 1 ft. (3-microhex)   |
| Tiny                 | 1 ft. (3-microhex)          | 2 ft. (2-microhex)   |
| Small                | 2 ft. (2-microhex)          | 5 ft. (1 hex)        |
| Medium               | 5 ft. (1 hex)               | 5 ft. (1 hex)        |
| Large (tall)         | 10 ft. (2-polyhex)          | 10 ft. (2 hexes)     |
| Large (long)         | 10 ft. (3x1 polyhex)        | 5 ft. (1 hex)        |
| Huge (tall)          | 15 ft. (3-polyhex)          | 15 ft. (3 hexes)     |
| Huge (long)          | 15 ft. (5x3 polyhex)        | 10 ft. (2 hexes)     |
| Gargantuan (tall)    | 20 ft. (4-polyhex)          | 20 ft. (4 hexes)     |
| Gargantuan (long)    | 20 ft. (7x5 or 7x3 polyhex) | 15 ft. (3 hexes)     |
| Colossal (tall)      | 30 ft. (5-polyhex)          | 30 ft. (6 hexes)     |
| Colossal (long)      | 30 ft. (9x5 or 9x3 polyhex) | 20 ft. (4 hexes)     |

<sup>1</sup> These values are typical for creatures of the indicated size. Some exceptions exist.

## Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

**Favorable and Unfavorable Conditions:** Generally speaking, any situational modifier created by the attacker’s position or tactics applies to the attack roll, while any situational modifier created by the defender’s position, state, or tactics applies to the defender’s armor class. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

*Table: Defense Modifiers*

| <b>Circumstance</b>          | <b>Melee</b>    | <b>Ranged</b>   |
|------------------------------|-----------------|-----------------|
| Defender sitting or kneeling | −2              | +2 <sup>1</sup> |
| Defender prone               | −4              | +4 <sup>1</sup> |
| Defender stunned or cowering | −2 <sup>2</sup> | −2 <sup>2</sup> |
| Defender climbing            | −2 <sup>2</sup> | −2 <sup>2</sup> |

|                                                           |                     |                 |
|-----------------------------------------------------------|---------------------|-----------------|
| Defender flat-footed                                      | +0 <sup>2</sup>     | +0 <sup>2</sup> |
| Defender running                                          | +0 <sup>2</sup>     | +2 <sup>2</sup> |
| Defender grappling (attacker not)                         | +0 <sup>2</sup>     | +0 <sup>3</sup> |
| Defender pinned                                           | -4 <sup>4</sup>     | +0 <sup>4</sup> |
| Defender helpless (such as paralyzed, sleeping, or bound) | +0 <sup>2</sup>     | +0 <sup>2</sup> |
| Defender has cover                                        | ---- See Cover ---- |                 |
| Defender concealed or invisible                           | — See Concealment — |                 |

<sup>1</sup> Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover, below.

<sup>2</sup> The defender loses any Dexterity bonus to armor class.

<sup>3</sup> Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to armor class.

<sup>4</sup> Treat the defender's Dexterity as 0 (-5 modifier).

**Table: Attack Roll Modifiers**

| Circumstance                            | Melee           | Ranged          |
|-----------------------------------------|-----------------|-----------------|
| Attacker flanking defender <sup>1</sup> | +2              | —               |
| Attacker on higher ground               | +1              | +0              |
| Attacker prone                          | -4              | -2 <sup>2</sup> |
| Attacker invisible                      | +2 <sup>3</sup> | +2 <sup>3</sup> |

<sup>1</sup> A character flanks a defender when they have an ally on the opposite side of the defender threatening the defender.

<sup>2</sup> Some ranged weapons can't be used while the attacker is prone.

<sup>3</sup> The defender loses any Dexterity bonus to armor class.

## Cover

Cover provides a bonus to Armor Class and Reflex saves. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

**Degree of Cover:** Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of their body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

**Cover Bonus to AC:** Table: Cover gives the Armor Class bonuses for different degrees of cover. Add the relevant number to the character's Armor Class. This cover bonus overlaps (does not stack) with certain other bonuses.

**Cover Reflex Save Bonus:** Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves (including dodge attempts). This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

**Striking the Cover Instead of a Missed Target:** If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the armor class of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to armor class or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply their Dexterity bonus to Defense and/or their dodge bonus, if the character so desires.

**Table: Cover**

Cover Bonus      Reflex

**Degree of Cover (Example)**

|                                                                             | To AC | Saves           |
|-----------------------------------------------------------------------------|-------|-----------------|
| One-quarter (standing behind a 3-ft. high wall)                             | +2    | +1              |
| One-half (fighting from around a corner; behind a creature of same size)    | +4    | +2              |
| Three-quarters (peering around a corner or a big tree)                      | +7    | +3              |
| Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar) | +10   | +4 <sup>1</sup> |
| Total (on the other side of a solid wall)                                   | —     | —               |

<sup>1</sup> Half damage if save is failed; no damage if successful.

**Concealment**

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

**Degree of Concealment:** Concealment is subjectively measured as to how well concealed the defender is.

Examples of what might qualify as concealment of various degrees are given in Table: Concealment. Concealment always depends on the point of view of the attacker.

**Concealment Miss Chance:** Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

**Table: Concealment**

| Concealment (Example)                                                      | Miss Chance                          |
|----------------------------------------------------------------------------|--------------------------------------|
| One-quarter (light fog; light foliage)                                     | 10%                                  |
| One-half (shadows; dense fog at 5 ft.)                                     | 20%                                  |
| Three-quarters (dense foliage)                                             | 30%                                  |
| Nine-tenths (near total darkness)                                          | 40%                                  |
| Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.) | 50% and must guess target's location |

**Helpless Defenders**

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target who is unaware of their presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use their Dexterity bonus to armor class, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing their back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

**Regular Attack:**

A helpless defender has an effective Armor Class of 5 (10 with a -5 modifier for effective Dexterity of 0) + their size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent hex, the character can use a full-round action to deliver a coup de grace. Note that any modifier to Armor Class from armor (but not from a shield) still counts towards the confirmation of a threat as a critical hit.

**Coup de Grace:**

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character

automatically hits and score a critical hit. If the defender survives the damage, they still must make a Fortitude save (DC 10 + damage dealt) or start Dying (ie. reduced to negative [Constitution modifier] hit points; see below).

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a coup de grace against a creature that is immune to critical hits.

### **Knockout Blow:**

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a –4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Armor Class of 5 + their size modifier. If the character hits, they automatically score a critical hit (see [Nonlethal Damage](#)).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a knockout blow against a creature that is immune to critical hits.

### **Adverse Conditions Summary**

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

#### **Ability Damaged**

The character has lost 1 or more attribute points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from “effective” ability loss, which is an effect that goes away when the condition causing it goes away.

#### **Ability Drained**



The character has lost 1 or more ability score points. The loss is permanent.

#### **Blinded**

The hero can't see at all, and thus everything has total concealment to them. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

#### **Blown Away / Back**

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

#### **Checked**

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

#### **Confused**

A confused character's actions are determined by rolling d% at the beginning of their turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do

nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently.

Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

### Cowering

The hero is frozen in fear, loses their Dexterity bonus, and can take no actions. In addition, the character takes a –2 penalty to their Armor Class. The condition typically lasts 10 rounds.

### Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of their normal Armor Class. This condition typically lasts 1 round.

### Dazzled

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

### Dead

A character dies when their hit points drop to –[Constitution score] or lower, or when their Constitution drops to 0.

### Deafened



The hero can't hear and takes a –4 penalty on initiative checks. The character can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

### Disabled

The character has between 0 and –[Constitution modifier] hit points. The character can take only a single move action or standard action, and they take 1 point of damage after any action.

### Dying

The character is near death and unconscious, possessing below –[Constitution modifier] hit points but still having above –[Constitution score] hit points. The character can take no actions, and each round a dying character loses 1 hit point until they die or become stable.

### Energy Drained

The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster/manifestor loses power points equal to the power points required to cast/manifest their highest level spell/power.



## Entangled

An entangled character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, the character can move at half speed, but can't run or charge.

## Exhausted

Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a –6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

## Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

## Fatigued

Characters who are fatigued can't run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

## Flat-Footed

A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses their Dexterity bonus to Armor Class and cannot make attacks of opportunity.

## Frightened



A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like Shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

## Grappled

When grappled, a hero can't undertake any action other than attacking with their bare hands, attacking with a light weapon, or attempting to break free from their opponent. The character loses their Dexterity bonus to Armor Class versus any other attackers, except on attacks from characters with whom they are grappling.

## Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Armor Class of 5 + size modifier, thanks to an effective Dexterity of 0. An attacker can attempt a coup de grace against a helpless character.

## Incorporeal

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

## Invisible

Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

## Knocked Down / Back

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.



## Nauseated

Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

## Panicked

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. They can't take any other actions. In addition, the character takes a –2 penalty on all saving throws, skill checks, and ability checks.

If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than Shaken or Frightened.

## Paralyzed

Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

## Petrified



A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

## Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a –4 penalty to Armor Class against melee attacks and loses their Dexterity bonus to AC.

## Prone

An attacker who is prone (lying on the ground) takes a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to Armor Class against melee attacks.

## Shaken

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

## Sickened

A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

## Stable

A stable character is no longer dying, but is still unconscious.

## Staggered

A character whose nonlethal damage exactly equals their current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions). A character whose current hit points exceed their nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds their hit points becomes unconscious.

## Stunned

A character who becomes stunned loses their Dexterity bonus, drops what they are holding, and can take no attack or move actions. In addition, the character takes a –2 penalty to Armor Class. The condition typically lasts 1 round.

## Turned

Affected by a Turn Undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

## Unconscious

Unconsciousness can result from having current hit points between –[Constitution modifier] and –[Constitution score], or from nonlethal damage in excess of current hit points. An unconscious character is unable to defend themselves. The character is helpless and typically falls prone.

## Special Attacks and Actions

Table: Special Attacks and Actions

| Special Attack                       | Brief Description                                                  |
|--------------------------------------|--------------------------------------------------------------------|
| <u>Aid another</u>                   | Grant an ally a +2 bonus on attacks or AC                          |
| <u>Autofire</u>                      | Use an automatic firearm to attack as an area effect               |
| <u>Bull rush</u>                     | Push an opponent back 5 feet or more                               |
| <u>Charge</u>                        | Move up to twice your speed and attack with +2 bonus               |
| <u>Disarm</u>                        | Knock a weapon from your opponent's hands                          |
| <u>Dodge</u>                         | Ready an opposed Reflex save to avoid an incoming attack           |
| <u>Feint</u>                         | Negate your opponent's Dex bonus to AC                             |
| <u>Grapple</u>                       | Wrestle with an opponent                                           |
| <u>Overrun</u>                       | Plow past or over an opponent as you move                          |
| <u>Parry</u>                         | Ready an opposed attack action to block an incoming melee attack   |
| <u>Sunder</u>                        | Strike an opponent's weapon or shield                              |
| <u>Throw grenade / splash weapon</u> | Throw grenade / container of dangerous liquid at target            |
| <u>Trip</u>                          | Knock an opponent prone                                            |
| <u>Turn (rebuke) undead</u>          | Channel positive (or negative) energy to turn away (or awe) undead |
| <u>Two-weapon fighting</u>           | Fight with a weapon in each hand                                   |

### Aid Another

In melee combat, you can help an ally attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging an ally in melee combat, you can attempt to aid your ally as a standard action. You make an attack roll against AC 10. If you succeed, your ally gains either a +2 bonus on their next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same ally, and similar bonuses stack.

You can also use this standard action to help an ally in other ways, such as assisting another character's skill check.

## Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, they take a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

## Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

**Initiating a Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

**Bull Rush Results:** If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into their space. If that space is occupied, you fall prone in that space.

## Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

**Movement During a Charge:** You must move before your attack, not after. You must move at least 10 feet (2 hexes) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a hex that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

**Attacking on a Charge:** After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a –2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

**Lances and Charge Attacks:** A lance deals double damage if employed by a mounted character in a charge.

**Weapons Readied against a Charge:** Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

## Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of their hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to disarm. (If you have the Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.

**Step 3: Consequences.** If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's hex (if the creature has a polyhex, it falls in the hex adjacent to the disarming character).

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. Their attempt does not provoke an attack of opportunity from you. If he fails their disarm attempt, you do not subsequently get a free disarm attempt against him.

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

**Grabbing Items:** You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

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

## Dodge

A dodge is an attempt to avoid an incoming attack entirely. It costs a move action to ready a dodge. The character declares which opponent they intend to dodge, plus any other conditions for the readied dodge (similar to a normal Ready action). Dodge attempts can only be made against attack forms that require an attack roll.

When the opponent declared makes a successful attack on the character, the character makes an opposed Reflex save as an immediate free action using their Defense bonus plus any dodge AC bonuses as modifiers, with the DC being equal to the attack roll that is threatening to hit the target.

Dodge attempt = 1d20 + Reflex save modifier + Defense bonus + dodge AC bonus(es), if any

If the dodge attempt is equal to or greater than the attack roll being dodged, then the attack misses. Note that only a Dodge roll of a natural 20 can avoid a roll of a natural 20 to hit.

A character with the Dodge feat can ready a dodge as a swift action. A character with the Improved Dodge feat can ready a dodge as a free action. A character with the Advanced Dodge feat declares their dodge as an immediate free action.

## Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add their base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use their Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

**Feinting as a Move Action:** With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

## Grapple

Attempting to begin wrestling with an opponent is a standard action. A grapple check is like a melee attack roll.

Grapple check = 1d20 + base attack bonus + Strength modifier + Size modifier

**Special Size Modifier:** The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

### Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

**Step 2: Grab.** You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

**Step 3: Hold.** Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

**Step 4: Maintain Grapple.** To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

### Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

**No Threatened Hexes:** You don't threaten any hexes while grappling.

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

**No Movement:** You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

### If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

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

**Attack Your Opponent:** You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can't attack with two weapons while grappling, even if both are light weapons.

**Cast a Spell or Manifest a Power:** You can attempt to cast a spell or manifest a power while grappling or even while pinned (see below), provided its casting / manifesting time is no more than 1 standard action, and (in the case of spells) it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell or manifest the power.

**Damage Your Opponent:** While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

**Draw a Light Weapon:** You can draw a light weapon as a move action with a successful grapple check.

**Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

**Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

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

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

**Pin Your Opponent:** You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

**Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling but is no longer pinned.

**Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).



You don't gain possession of the weapon by performing this action.

**If You're Pinning an Opponent:** You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on their roll to resist your attempt (see Disarm).

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

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

**If You're Pinned by an Opponent:** When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

**Joining a Grapple:** If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

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

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

## Mounted Combat

In some cases, characters will ride horses and other mounts into battle.

**Horses in Combat:** Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 *Ride* check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2-polyhex) across. For simplicity, assume that you share your mount's space during combat.

**Combat while Mounted:** With a DC 5 *Ride* check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

**Casting Spells or Manifesting Powers while Mounted:** You can cast a spell or manifest a power normally if your mount moves up to a normal move (its speed) either before or after you cast / manifest. If you have your mount move both before and after you cast a spell / manifest a power, then you're casting the spell / manifesting the power while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell / power's point cost. If the mount is running (quadruple speed), you can cast a spell / manifest a power when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

Note that this does not apply to super-powers; as supernatural abilities, they do not require any concentration to manifest. However, if the character is attempting to gain their focus to modify a super-power manifestation with a Power feat, then they have to make a Concentration check to successfully do so, as given above.

**If Your Mount Falls in Battle:** If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

**If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

## Overrun

You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through their hex) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

**Step 1: Attack of Opportunity.** Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

**Step 2: Opponent Avoids?** The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a hex occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's hex). If your opponent doesn't avoid you, move to Step 3.

**Step 3: Opponent Blocks?** If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on their check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

**Step 4: Consequences.** If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that hex is occupied, you fall prone in that hex.

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

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

## Parry

A parry is an attempt to block or otherwise knock aside an incoming melee attack. It costs a move action to ready a parry. The character declares which opponent they intend to parry, plus any other conditions for the readied parry (as per a normal Ready action). Parry attempts can only be made against attack forms that require an attack roll.

When the opponent declared makes a successful melee attack on the character, the character makes an opposed attack roll as an immediate free action using their Defense bonus as a modifier, with a DC equal to the attack roll that is threatening to hit the target.

$$\text{Parry attempt} = 1d20 + \text{base attack bonus} + \text{Strength modifier} + \text{Defense bonus} + \text{Shield AC bonus}$$

If the parry attempt is equal to or greater than the attack roll being parried, then the attack misses. Note that only a Parry roll of a natural 20 can defend a roll of a natural 20 to hit.

A character with the Defensive Martial Arts feat can ready a parry as a swift action. A character with the Improved Defensive Martial Arts feat can ready a parry as a free action. A character with the Advanced Defensive Martial Arts feat declares their parry as an immediate free action.

## Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon, shield, or armor, as outlined here. (Attacking held objects other than weapons or shields is covered below.)

**Table: Common Armor, Weapon, and Shield Hardness and Hit Points**

| Weapon, Armor, or Shield       | Hardness <sup>1</sup> | HP <sup>2</sup> |
|--------------------------------|-----------------------|-----------------|
| Light blade                    | 10                    | 2               |
| One-handed blade or sidearm    | 10                    | 5               |
| Two-handed blade or longarm    | 10                    | 10              |
| Light metal-hafted weapon      | 10                    | 10              |
| One-handed metal-hafted weapon | 10                    | 20              |
| Light hafted weapon            | 5                     | 2               |
| One-handed hafted weapon       | 5                     | 5               |
| Two-handed hafted weapon       | 5                     | 10              |
| Wooden projectile weapon       | 5                     | 5               |
| Armor                          | special <sup>3</sup>  | armor bonus x5  |
| Buckler                        | 10                    | 5               |
| Light wooden shield            | 5                     | 7               |
| Heavy wooden shield            | 5                     | 15              |
| Light steel shield             | 10                    | 10              |
| Heavy steel shield             | 10                    | 15              |
| Tower shield                   | 10                    | 20              |

<sup>1</sup> Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability, especially when dealing with higher Tech Levels.

<sup>2</sup> The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

<sup>3</sup> Varies by material.

**Step 1: Attack of Opportunity.** You provoke an attack of opportunity from the target whose weapon, armor or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.) Any damage inflicted by the attack of opportunity causes an equivalent penalty on the attacker's opposed attack roll (see Step 2).

**Step 2: Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes

a –4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the attacker was hit by the attack of opportunity incurred by the Sunder attempt, then any damage inflicted to the attacker is an equivalent penalty against the attacker's opposed attack roll. The attacker's opposed attack roll must be at least high enough to hit the defender's Touch AC, or else the sunder attempt missed, regardless of the defender's opposed attack roll result.

**Step 3: Consequences.** If you beat the defender, roll damage and deal it to the weapon, armor, or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to break the weapon, armor or shield.

If you fail the sunder attempt, you don't deal any damage.

*Sundering a Carried or Worn Object:* You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Defense bonus and Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see [Disarm](#).

### Throw Grenade / Splash Weapon

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

**Thrown Explosives:** An attack with a thrown explosive is a ranged attack made against a specific 5-foot hex. (A character can target a hex occupied by a creature.) Throwing the explosive is an attack action. If the hex is within one range increment, you do not need to make an attack roll. Roll 1d6 and consult the table to see which corner of the hex the explosive bounces to.

#### Thrown Explosives (hit)

| Roll on d6 | Corner of targeted hex |
|------------|------------------------|
| 1          | Upper Left             |
| 2          | Upper Right            |
| 3          | Left                   |
| 4          | Right                  |
| 5          | Lower Right            |
| 6          | Lower Left             |

If the target hex is more than one range increment away, make an attack roll. The hex has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the –4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted hex. Roll 1d6 and consult the table above to see which corner of the hex the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a hex nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d6 on the table below, then again on the table above to see which corner of the nearby hex the explosive lands in.

#### Thrown Explosive (Miss 2 to 3 Range Increments)

| Roll on d6 | Location Struck               |
|------------|-------------------------------|
| 1          | one hex beyond target         |
| 2          | one hex upper right of target |
| 3          | one hex lower right of target |
| 4          | one hex upper left of target  |
| 5          | one hex lower left of target  |
| 6          | one hex short of target       |

For ranges of up to five range increments (31' to 50'), roll 1d12. Again, roll on the chart above to see what corner of the hex the misguided explosive lands in.

### Thrown Explosives (Miss 4 to 5 Range Increments)

| Roll on d12 | Location Struck                                |
|-------------|------------------------------------------------|
| 1           | upper right hex, two hexes outward from target |
| 2           | upper right hex, one hex outward from target   |
| 3           | lower right hex, two hexes outward from target |
| 4           | lower right hex, one hex outward from target   |
| 5           | upper left hex, two hexes outward from target  |
| 6           | upper left hex, one hex outward of target      |
| 7           | lower left hex, two hexes outward of target    |
| 8           | lower left hex, one hex outward from target    |
| 9           | short of target by one hex                     |
| 10          | short of target by two hexes                   |
| 11          | beyond target by one hex                       |
| 12          | beyond target by two hexes                     |

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

**Planted Explosives:** A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

**Splash Weapons:** A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot hex, including a hex occupied by a creature. Use the rules for thrown explosives. However, if a character targets a hex, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a hex), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

### Trip

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

**Making a Trip Attack:** Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category they are larger than Medium or a -4 penalty for every size category they are smaller than Medium. The defender gets a +4 bonus on their check if they have more than two legs or are otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

**Avoiding Attacks of Opportunity:** If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

**Being Tripped (Prone):** A tripped character is prone. Standing up is a move action.

**Tripping a Mounted Opponent:** You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of their Dexterity or Strength check. If you succeed, you pull the rider from their mount.

**Tripping with a Weapon:** Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.

If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

## Turn or Rebuke Undead

Good Clerics and some neutral Clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Evil Clerics and some neutral Clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over these creatures, characters make turning checks.

**Turning Checks:** Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity.

You must present your holy symbol to turn undead. Turning is considered an attack.

**Times per Day:** You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. You can increase this number by taking the [Extra Turning](#) feat.

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

**Turning Check:** The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). Table: Turning Undead gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

**Turning Damage:** If your roll on Table: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your Cleric level + your Charisma modifier for turning damage. That's how many total Hit Dice of undead you can turn.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice of undead turned than indicated on Table: Turning Undead.

You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

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

**Destroying Undead:** If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

**Table: Turning Undead**

| Turning Check Result | Most Powerful Undead Affected (Maximum Hit Dice) |
|----------------------|--------------------------------------------------|
| 0 or lower           | Cleric's level – 4                               |
| 1–3                  | Cleric's level – 3                               |
| 4–6                  | Cleric's level – 2                               |
| 7–9                  | Cleric's level – 1                               |
| 10–12                | Cleric's level                                   |
| 13–15                | Cleric's level + 1                               |
| 16–18                | Cleric's level + 2                               |
| 19–21                | Cleric's level + 3                               |

### Evil Clerics and Undead

Evil Clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil Cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

**Rebuked:** A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.

**Commanded:** A commanded undead creature is under the mental control of the evil Cleric. The Cleric must take a standard action to give mental orders to a commanded undead. At any one time, the Cleric may command any number of undead whose total Hit Dice do not exceed their level. They may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.

**Dispelling Turning:** An evil Cleric may channel negative energy to dispel a good Cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good Cleric scored when turning the undead, then the undead are no longer turned. The evil Cleric rolls turning damage of 2d6 + Cleric level + Charisma modifier to see how many Hit Dice worth of undead they can affect in this way (as if they were rebuking them).

**Bolstering Undead:** An evil Cleric may also bolster undead creatures against turning in advance. They make a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table: Turning Undead becomes the undead creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead Cleric can bolster themselves in this manner.

### Neutral Clerics and Undead

A Cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. Even if a Cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

### Two-Weapon Fighting



If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

**Table: Two-Weapon Fighting Penalties**

| Circumstances                                         | Primary Hand | Off Hand |
|-------------------------------------------------------|--------------|----------|
| Normal penalties                                      | –6           | –10      |
| Off-hand weapon is light                              | –4           | –8       |
| Two-Weapon Fighting feat                              | –4           | –4       |
| Off-hand weapon is light and Two-Weapon Fighting feat | –2           | –2       |

**Double Weapons:** You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

**Thrown Weapons:** The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

**Personal Firearms:** The same rules apply when you use a gun in each hand. A character can use a melee weapon in one hand and a personal firearm in the other, but unless they have the Advanced Two-Weapon Fighting feat, they suffer a –4 penalty on attacks with both weapons when they're both used in the same round.



## Mecha Movement and Combat

Combat between mecha is conducted much as it is between characters. The key difference is scale; characters operating mecha are much larger and stronger than they would otherwise be, and they can wield truly frightening weapons. However, they still obey the essential rules of movement and combat. They still threaten hexes within their reach, take move actions and attack actions, duck behind cover to gain a bonus to armor class, and so forth. In some respects, however, mecha movement and combat differs from character movement and combat. The following sections describe specific situations that arise when mecha maneuver and clash on the battlefield.

### Cockpit Access

It takes a full-round action to climb into a mecha's cockpit and a move action to activate its various systems so it can move and fight. It takes a full-round action to get out of a mecha unless an escape pod or similarly expeditious device is used.

### Driving, Piloting, and Movement

Mecha operators use the Drive skill to operate their mecha on the ground (not applicable for power armor) and the Pilot skill to operate their mecha / power armor in the air or in space.

In general, mecha operators don't need to make Drive or Pilot checks to steer their mecha around the battlefield. However, these skills may come into play in combat under the following circumstances:

- When trying to move past a foe without provoking an attack of opportunity, a mecha operator can make a Drive check (not applicable for power armor) or Pilot check (as appropriate) instead of a Tumble check.
- A mecha operator can oppose a trip attempt with a Drive check (if on the ground; not applicable for power armor) or a Pilot check (if capable of flying).
- A successful Pilot check can pull a mecha out of a stall (see Flying Mecha and Power Armor, below).
- A character in a copilot cockpit can use the aid another action, making Drive or Pilot checks (as appropriate) to aid the Drive and Pilot checks of the mecha's operator (not applicable for power armor).

### Flying Mecha and Power Armor

The vehicle rules are entirely appropriate for ground cars and other normal modes of transportation; however, even a clumsy mecha is more maneuverable than a normal vehicle.

On the ground, mecha move as characters. They can turn at any time, move in any direction, and stop on a dime. In the air, though, they are more limited.

Most flying mecha have to slow down to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying mecha has a maneuverability rating, as shown on Table: Flight Maneuverability. A mecha's flight systems determine its maneuverability.

**Minimum Forward Speed:** If a flying mecha 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 mecha to the ground, the operator 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.

**Reverse:** A mecha with good maneuverability uses up 5 feet of its speed to start flying backward.

**Turn:** How much the flying mecha can turn after covering the stated distance.

**Turn in Place:** A mecha with good or average maneuverability can "spend" some of its speed to turn in place.

**Maximum Turn:** How much the mecha can turn in any one space.

**Up Angle:** The angle at which the mecha can ascend.

**Up Speed:** How fast the mecha can ascend.

**Down Angle:** The angle at which the mecha can descend.

**Down Speed:** A flying mecha can descend at twice its normal flying speed.

**Between Down and Up:** An average, poor, or clumsy mecha must fly level for a minimum distance after descending and before ascending. Any flying mecha can begin descending after an ascent without an intervening distance.

**Table: Flight Maneuverability**

| Maneuver              | Perfect | Good       | Average    | Poor      | Clumsy     |
|-----------------------|---------|------------|------------|-----------|------------|
| Minimum forward speed | None    | None       | Half       | Half      | Half       |
| Hover                 | Yes     | Yes        | No         | No        | No         |
| Fly backward          | Yes     | Yes        | No         | No        | No         |
| Reverse               | Free    | –5 ft.     | —          | —         | —          |
| Turn                  | Any     | 90°/5 ft.  | 45°/5 ft.  | 45°/5 ft. | 45°/10 ft. |
| Turn in place         | Any     | +90°/5 ft. | +45°/5 ft. | No        | No         |
| Maximum turn          | Any     | Any        | 90°        | 45°       | 45°        |
| Up angle              | Any     | Any        | 60°        | 45°       | 45°        |
| Up speed              | Full    | Half       | Half       | Half      | Half       |
| Down angle            | Any     | Any        | Any        | 45°       | 45°        |
| Down speed            | Double  | Double     | Double     | Double    | Double     |
| Between down and up   | 0 ft.   | 0 ft.      | 5 ft.      | 10 ft.    | 20 ft.     |

## Mecha and Power Armor in Outer Space

Only a mecha equipped with Space Skin (see Mecha Miscellaneous Equipment in the DxD20 GM's Guide) can operate in outer space. However, the mecha's operator takes a –4 penalty on all attack rolls and skill checks unless she has the Zero-G Training feat or has equipped their mecha with a Zero-G Stabilizer.

In outer space, mecha fly just like they do in the atmosphere, with three exceptions. First, all flying mecha improve by one maneuverability category (clumsy becomes poor, poor becomes average, average becomes good, and so on). Second, all mecha can ascend and descend regardless of the limitations on Table: Flight Maneuverability, and their speed is unchanged if they do so. Finally, all mecha can hover in space and need not maintain a minimum forward speed.

## Ranged Attacks and Attacks of Opportunity with Mecha

Mecha only provoke attacks of opportunity from creatures of their own size or larger (including other mecha) when they fire a ranged weapon in a threatened area.

## Starship and Vehicle Combat

Starship combat and vehicle combat are covered in the DxD20 Game Master's Guide. A character wishing to use starship and/or vehicle combat rules should invest in the various Expert feats pertaining to starships and vehicles. Craft (electronic), Craft (mechanical), Craft (structural), Drive, Knowledge (technology), Navigate, Pilot, and Repair are all useful skills for a starship or vehicle crew member.

## The T/ACTical Combat System

In scenarios where powerful weapons are commonplace (ie. Tech Level 5 or higher scenarios), it is not realistic to think that armor is indestructible, yet some of the simpler systems available treat it as such. Then take into consideration the futuristic possibilities of a warrior in powered armor facing off against more of the same, or even bigger threats like mecha; the massive weapons brought to bear in such battles are going to leave their mark on whatever they hit.

For the gritty use of armor and power armor, where damage is inflicted to the armor, the T/ACTical Combat System is advised. This system makes the differentiation between the touch armor class of the character and the total armor class of the character, creating a range of results that informs where an incoming attack lands.

A character's T/AC, which is their touch armor class presented with their total armor class, gives the minimum result required for an attack roll to hit the character's armor, and the threshold for hitting the character directly. If the touch armor class is hit, then the attack is resolved against the armor, using the armor's hardness to reduce the damage done before the remainder is applied to the armor and/or the character. If the total armor class is hit, then the attack is resolved against the character, as normal.

### T/AC (Touch versus Total Armor Class)

The T/AC is presented thus;

Character's Touch AC / Character's Total AC

So a character with a Defense bonus of +4, a Dexterity bonus of +2, and an armor bonus of +4 (a bulletproof vest with Hardness 5 and 20 HP), would have a T/AC of 16/20. Any to-hit result of 16-19 hits the character's bulletproof vest. The vest would reduce the damage done by 5 points thanks to its hardness, and then the character assigns the remaining damage, if any, to the armor and/or the character as they see fit. Otherwise, any to-hit result of 20+ hits the character directly and is resolved as normal against the character; the armor's hardness is not applied, and the damage is done entirely to the character's hit points.

### Power Armor and Armor with the Environmental Seal Armor Gadget Upgrade:

Unlike typical armor, power armor and body armor with the environmental seal gadget Upgrade (see "[Gadgets](#)") always intercede in attacks made on the character, and thus all attacks apply the armor's hardness and give the character the option of using the armor's hit points. The full AC is only used for purposes of confirming any threats for potential critical hits.

### Armor Converted to the T/ACTical Combat System

To use the T/ACTical Combat System, convert the existing armor statistics in the following manner.

For armor from Tech Levels 1-4, use the armor's equipment bonus to AC to determine its hardness, and the equipment bonus x5 to determine the armor's hit points (based on Steel).

For armor from Tech Level 5, use a base hardness 3 for light armors, hardness 8 for medium armors, and hardness 10 for heavy armors (based on Alumisteel, as detailed in the GM's Guide). Hit points are equal to the armor's equipment bonus to AC x5.

For Tech Level 6, use a base hardness 5 for light armors, hardness 10 for medium and heavy armors (based on Duralloy, as detailed in the GM's Guide). Hit points are equal to the armor's equipment bonus to AC x5.

For Tech Level 7, use a base hardness 10 for light and medium armors, hardness 15 for heavy armors (based on Neovulcanium, as detailed in the GM's Guide). Hit points are equal to the armor's equipment bonus to AC x5.

For Tech Level 8, use a base hardness 10 for light armors, hardness 15 for medium armors, and hardness 20 for heavy armors (based on Megatanium, as detailed in the GM's Guide). Hit points are equal to the armor's equipment bonus to AC x5.

For Tech Level 9, where the differences in capabilities between, magic, psionics, and technology are indistinguishable, anything's possible! Ask your GM about whether Unobtanium is available.

Once an armor's hit points are reduced to zero (0), it no longer offers any armor bonus to AC, although it still has any armor penalty for wearing it. A magic or psionic armor loses any enchantment permanently, and a power armor loses access to any mecha upgrades it has.

Table: Armor Hardness by Tech Level and Standard Substance

| Tech Level | Substance    | Hardness                    |                            |                             |
|------------|--------------|-----------------------------|----------------------------|-----------------------------|
|            |              | Light Armor<br>equipment AC | Med. Armor<br>equipment AC | Heavy Armor<br>equipment AC |
| TL 1-4     | Steel        |                             |                            |                             |
| TL 5       | Alumisteel   | 3                           | 8                          | 10                          |
| TL 6       | Duralloy     | 5                           | 10                         | 10                          |
| TL 7       | Neovulcanium | 10                          | 10                         | 15                          |
| TL 8       | Megatanium   | 10                          | 15                         | 20                          |
| TL 9       | Unobtanium   | GM's choice                 | GM's choice                | GM's choice                 |

### Natural Armor in the T/Actical Combat System

Like artificial armor, natural armor gives its “wearer” a natural hardness and bonus hit points. Like environmental armor, the natural armor AC modifier is mainly for purposes of confirming a critical against the character. For every +1 natural AC modifier a creature has, it gets a natural hardness of 1 and +5 HP. Thus, a creature with a +5 natural AC modifier gets a +5 to their total AC, has a natural hardness of 5, and 25 additional HP.

### Shields Converted in the T/Actical Combat System

A shield is typically used to intercept an incoming blow, the attack landing on the shield instead. As such, a character with the appropriate shield proficiency and shield adds a shield bonus to their total AC. Whenever their touch AC is hit, the proficient character has the option of assigning the blow to their shield and then their armor, and resolving the attack against the shield and then the armor before applying it to the character.

Using the example of the character with Dex 18 and +2 Defense bonus wearing a bulletproof vest above, the same character with a full-size (tower) riot shield (+4 shield AC bonus, Hardness: 10, HP: 20), would have a T/AC of 16/24.

Furthermore, the character would have the option for any incoming attack results of 16-23 of applying the attack to either their armor directly (Hardness: 5, 20 HP) or their shield first (Hardness: 10, 20 HP) and then their armor. In effect, the character has the added hardness of the shield and the armor, plus their total HP, to assign damage to before applying it to the defender. So in this instance, the character effectively has Hardness 15 and 40 HP to assign damage to, but they must keep track of the HP separately for both the shield and the armor; if either is reduced to zero (0) HP, then it is effectively destroyed, and the character loses the AC bonus for it.

If something ignores hardness, such as a magical weapon or a vibro-blade, then it applies to every level of hardness. For example, a +1 weapon, which ignores 5 points of hardness, would reduce the effective hardness of the shield to 5 points, and the bulletproof vest to 0 points (and, if the defender has any natural hardness, 5 points of that hardness as well!).

In the example given above, an incoming attack result of 24 or higher hits the character directly as normal.

For purposes of standard hardness and hit points, a small shield is equivalent to light armor, a large shield is equivalent to medium armor, and a tower shield is equivalent to heavy armor (see [Table: Armor Hardness by Tech Level and Standard Substance](#), above).

## Chapter IX: Spells and Powers

The mage chants in a forgotten tongue and draws signs in the air; the priest mutters a prayer while clutching a holy symbol; the psychic's brow furrows and eyes light up with mental power; the super-powered mutant merely thinks it and bolts of energy blast forth. Each has their own nuanced way of conjuring it, but in the end their spells and manifestations do the same thing, bringing into being something where there was nothing before.

### Spells

Spells are power that derives from an outside source; drawn from the fabric of the universe through eldritch equations and symbols, known as arcane magic, or drawn from the power of greater beings typically referred to as “gods”, known as divine magic. Both arcane and divine spells involve common components like a spoken phrase or intonation aka a verbal component, a material component like a holy symbol or spell focus, and/or a somatic component requiring certain motions and gestures.

A spell is a one-time magical effect. Spells come in two types: arcane (cast by Bards, Sorcerers, and Wizards) and divine (cast by Clerics, Rangers, and Saints). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options. Thus there are two types of spell points, referred to more accurately as arcane power points for arcane magic, and divine power points for divine magic.

Most spellcasters prepare their spells in advance—whether from a spellbook or through devout prayers and meditation— while some cast spells spontaneously without preparation.

Despite these different ways that characters use to learn or prepare their spells, when it comes to casting them, the spells are very much alike.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

**Choosing a Spell:** First you must choose which spell to cast. If you're a Cleric, Ranger, or Wizard, you select from among spells prepared earlier in the day and not yet cast (see Preparing Wizard Spells and Preparing Divine Spells).

If you're a Bard, Saint, or Sorcerer, you can select any spell you know, provided you are capable of casting spells of that level or higher (ie. attribute damage may reduce your maximum spell level known).

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare (or learn, in the case of a Bard or Sorcerer) a specific version of the spell.

Once you've cast a prepared spell, you can't cast it again until you prepare it again. (If you've prepared multiple copies of a single spell, you can cast each copy once.) If you're a Bard, Saint, or Sorcerer, casting a spell costs power points based on that spell level, but you can cast the same spell again if you still have sufficient power points.

### Powers

Powers are effects that stem from an internal source; drawn from the power of the mind, known as psionic powers, or drawn from a more instinctive and natural source within, known as supernatural powers, or “super-powers” for short. Both psionic powers and super-powers are simply known to their possessor, and they can be augmented with additional focus.

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability are an exception to this rule.

Super-powers typically stem from mutated genetics (although other sources for super-powers are possible). Constructs, Elementals, Outsiders, and Undead cannot have Mutation points. As supernatural abilities, super-powers do not require concentration, do not provoke attacks of opportunity, cannot be disrupted, and cannot be countered. Otherwise, they work similarly to psionic powers.

A manifestation is a power's one-time effect. Characters and creatures with Powers need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not. There are two types of power points used for Powers; psionic power points for psionic powers, and super-power points for super-powers.

A power is manifested when a character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

**Special Note for Super-Powers:** In the case of a super-powered character, if they are attempting to manifest a power for which they do not have enough power points, but they have at least one power point remaining, the super-powered character has the option of spending their last power points along with the required number of hit points as nonlethal damage to manifest one last power before running out of power points completely. If the additional hit point damage would reduce the character to zero or less hit points, they fall unconscious after manifesting the power.

**Choosing a Power:** First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

## Concentration

To cast a spell or manifest a psionic power, you must concentrate. If something threatens to interrupt your concentration while you're casting a spell or manifesting a psionic power, you must succeed on a Concentration check or lose the spell / power points without casting the spell / manifesting the psionic power. The more distracting the interruption and the higher the level of the spell / power that you are trying to manifest, the higher the DC. (Higher-level spells and powers require more mental effort.)

**Injury:** Getting hurt or being affected by hostile forces while trying to cast a spell or manifest a psionic power can break your concentration and ruin that manifestation of spell or power. If you take damage while trying to manifest a spell or power, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell or power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a spell or power (for a spell or power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the spell or power (such as an attack of opportunity provoked by the casting of the spell / manifesting of the power, or a contingent attack from a readied action).

If you are taking continuous damage half the damage is considered to take place while you are manifesting a spell or power. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the spell or power you're manifesting).

If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you.

Repeated damage does not count as continuous damage.

**Power:** If you are affected by a spell or power while attempting to manifest a spell or power of your own, you must make a Concentration check or lose the spell or power you are manifesting. If the spell or power affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the spell or power you're manifesting. If the spell or power interferes with you or distracts you in some other way, the Concentration DC is the spell's or power's save DC + the level of the spell or power you're manifesting. For a spell or power with no saving throw, it's the DC that the spell's or power's saving throw would have if a save were allowed.

**Grappling or Pinned:** To manifest a spell or power while grappling or pinned, you must make a Concentration check (DC 20 + the level of the spell or power you're manifesting) or lose the spell / power points.

**Vigorous Motion:** If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the spell or power you're manifesting) or lose the spell / power points.

**Violent Motion:** If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

**Violent Weather:** If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either case, you lose the power if you fail the Concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

**Manifesting Powers on the Defensive:** If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

**Entangled:** If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

## Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane. However, psionics and super-powers cannot counterspell magic, nor can they counter one another, and conversely, magic cannot be used to counter psionics or super-powers; only magic can counter magic.

**How Counterspells Work:** To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

**Counterspelling Metamagic Spells:** Magic feats are not taken into account when determining whether a spell can be countered.

**Specific Exceptions:** Some spells specifically counter each other, especially when they have diametrically opposed effects.

**Dispel Magic & Psionics as a Counterspell:** You can use Dispel Magic & Psionics to counterspell another spellcaster, and you don't need to identify the spell they are casting. However, *Dispel Magic & Psionics* doesn't always work as a counterspell (see the spell description).

## Spellcaster Level

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell. If you have the Arcane Heritage or Divine Heritage feat, then your spellcaster level is equal to your character level for the chosen spellcasting class(es).

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. Casting a spell at a lower caster level than normal does not reduce the power point cost.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).



## Manifester Level

The variables of a power's effect often depend on its manifestor level, which is equal to your psionic class level. If you have the Psionic Heritage feat, then your psionic manifestor level is equal to your character level for the chosen manifesting class.

A super-powered character's manifestor level is equal to their character level plus their Mutant subtype racial level modifier.

A power that can be augmented for additional effect is also limited by your manifestor level (you can't spend more power points on a power than your manifestor level). See Augment under [Descriptive Text](#), below.

You can manifest a power at a lower manifestor level than normal, but the manifestor level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifestor level. You must spend at least the minimum amount of power points required to manifest the power, regardless of choosing to manifest it at a lower level.

In the event that a class feature or other special ability provides an adjustment to your manifestor level, this adjustment applies not only to all effects based on manifestor level (such as range, duration, and augmentation potential) but also to your manifestor level check to overcome your target's power resistance and to the manifestor level used in dispel checks (both the dispel check and the DC of the check).

**Mutant Level (ML):** In the case of Mutants with the Supernatural Mutation feat and super-power points, a Mutant uses their Mutant Level to determine how powerful their manifestations are. A Mutant's ML is equal to their total character class level(s) plus their Mutant racial level modifier; no other modifiers, such as any other racial level modifiers, are used in determining a Mutant's ML. Note that, in the case of a starting Mutant with super-powers more expensive than their ML, such a Mutant manifests their super-power at a level equal to the base power point cost of the super-power.

## Spell / Power Failure

If you try to manifest a spell or power in conditions where the characteristics of the spell or power (range, area, and so on) cannot be made to conform, the manifestation fails and the spell / power points are wasted.

Psionic powers also fail if your concentration is broken (see [Concentration](#), above). Super-powers are supernatural abilities, and as such do not require concentration to be manifested.

Spells also fail if your concentration is broken, and your concentration on casting a spell might fail if you're wearing armor while casting a spell with somatic components.

## The Spell's / Manifestation's Result

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

## Special Spell and Power Effects

Many special spell effects are handled according to the school of the spells in question. Certain other special features are found across spell schools and powers.

**Attacks:** Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells and powers that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells and powers that summon monsters or other allies are not attacks because the spells or powers themselves don't harm anyone.

**Bonus Types:** Usually, a bonus has a type that indicates how the spell or power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Power and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

**Bringing Back the Dead:** Of all the powers, only *Reality Revision* and *Revivify* have the ability to restore slain characters to life. Conversely, several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving their soul and returning it to their body.

**Level Loss:** Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for their new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, they lose 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even *Wish* or *Miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving their Constitution score when they attain a level that allows an ability score increase.

**Preventing Revivification:** Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *Raise Dead* or *Resurrection* to restore the slain character to life. Casting *Trap the Soul* prevents any sort of revivification unless the soul is first released.

**Revivification against One's Will:** A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

## Combining Power and Magic Effects

The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics–magic transparency.

### Psionics–Magic Transparency

Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics. Spells and magic items can only affect super-powers insofar as they can affect supernatural abilities.

Spell resistance is effective against psionic powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa. The only exception is counterspelling; neither psionic nor super-powers can be used to counter spells, and spells cannot counter powers. Super-powers, as supernatural abilities, are not subject to spell / power resistance.

Dead magic areas are also dead psionics areas; if the dead magic area also affects supernatural abilities, then super-powers are likewise affected. Supernatural abilities are suppressed wherever magic and/or psionics are, for example under the effect of a *Null Power Field*.

### Multiple Effects

Spell effects and power effects usually work as described no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power or spell does not affect the way another power or spell operates. Whenever a power or spell has a specific effect on other powers or spells, the power's description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

### Stacking Effects

Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if

they come from different powers, or one from a power and one from a spell. You use whichever bonus gives you the better result.

***Different Bonus Types:*** The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

***Same Effect More than Once in Different Strengths:*** In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

***Same Effect with Differing Results:*** The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant while the final spell or power in the series lasts.

***One Effect Makes Another Irrelevant:*** Sometimes, a power or spell can render another power or spell irrelevant.

***Multiple Mental Control Effects:*** Sometimes psionic or magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

## Powers and Spells with Opposite Effects

Powers and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

## Instantaneous Effects



Two or more magic or power effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

## Power Points

Psionic and super-powered characters manifest powers, which involve the direct manipulation of personal mental energy and willpower. These manipulations require an inner reservoir of power, tapped by natural talent and/or personal meditation.

Arcane and divine magic characters cast spells, which involve the direct manipulation of external forces by ritual and incantation. Power points in these cases are a representation of the character's mastery of their chosen type of magic.

A character's spellcaster / manifester level limits the number of power points available to manifest spells and powers. A character's relevant attribute score might allow them to gain extra power points. A character can manifest the same spell or power more than once, but each manifestation subtracts power points from their daily limit. Casting a spell or manifesting a psionic power is an arduous mental task. To do so, a character must have a key attribute score of at least 10 + the spell's or power's level. (Note that super-powers do not have such a limitation).

**Power Point Types:** There are four types of power point pools that a character can possibly develop; an arcane power point pool (for Bards, Sorcerers, and Wizards), a divine power point pool (for Clerics, Rangers, and Saints), a psionic power point pool (for Psions and Warminds), and a super-power point pool (for Supernatural Mutants). Power points accumulated from classes using the same type of power points are pooled together, but the four separate types of power point pools are always kept track of separately, unless otherwise noted by a special class ability.

**Bonus Power Points for High Attribute Score:** Noted in most spellcaster and power manifester descriptions is the key attribute for the class, the one which will give bonus power points based on the attribute's modifier. Here is the chart for how many bonus power points a character receives based on attribute and character level;

**Table: Bonus Power Points by Attribute Score<sup>1</sup>**

| Char. | Attribute Score |       |       |       |       |       |       |       |       |       |       |       |
|-------|-----------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Level | 12-13           | 14-15 | 16-17 | 18-19 | 20-21 | 22-23 | 24-25 | 26-27 | 28-29 | 30-31 | 32-33 | 34-35 |
| 1     | 1               | 1     | 2     | 2     | 3     | 3     | 4     | 4     | 5     | 5     | 6     | 6     |
| 2     | 1               | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10    | 11    | 12    |
| 3     | 2               | 3     | 5     | 6     | 8     | 9     | 11    | 12    | 14    | 15    | 17    | 18    |
| 4     | 2               | 4     | 6     | 8     | 10    | 12    | 14    | 16    | 18    | 20    | 22    | 24    |
| 5     | 3               | 5     | 8     | 10    | 13    | 15    | 18    | 20    | 23    | 25    | 28    | 30    |
| 6     | 3               | 6     | 9     | 12    | 15    | 18    | 21    | 24    | 27    | 30    | 33    | 36    |
| 7     | 4               | 7     | 11    | 14    | 18    | 21    | 25    | 28    | 32    | 35    | 39    | 42    |
| 8     | 4               | 8     | 12    | 16    | 20    | 24    | 28    | 32    | 36    | 40    | 44    | 48    |
| 9     | 5               | 9     | 14    | 18    | 23    | 27    | 32    | 36    | 41    | 45    | 50    | 54    |
| 10    | 5               | 10    | 15    | 20    | 25    | 30    | 35    | 40    | 45    | 50    | 55    | 60    |
| 11    | 6               | 11    | 17    | 22    | 28    | 33    | 39    | 44    | 50    | 55    | 61    | 66    |
| 12    | 6               | 12    | 18    | 24    | 30    | 36    | 42    | 48    | 54    | 60    | 66    | 72    |
| 13    | 7               | 13    | 20    | 26    | 33    | 39    | 46    | 52    | 59    | 65    | 72    | 78    |
| 14    | 7               | 14    | 21    | 28    | 35    | 42    | 49    | 56    | 63    | 70    | 77    | 84    |
| 15    | 8               | 15    | 23    | 30    | 38    | 45    | 53    | 60    | 68    | 75    | 83    | 90    |
| 16    | 8               | 16    | 24    | 32    | 40    | 48    | 56    | 64    | 72    | 80    | 88    | 96    |
| 17    | 9               | 17    | 25    | 34    | 42    | 51    | 59    | 68    | 76    | 85    | 93    | 102   |
| 18    | 9               | 18    | 27    | 36    | 45    | 54    | 63    | 72    | 81    | 90    | 99    | 108   |
| 19    | 10              | 19    | 29    | 38    | 48    | 57    | 67    | 76    | 86    | 95    | 105   | 114   |
| 20    | 10              | 20    | 30    | 40    | 50    | 60    | 70    | 80    | 90    | 100   | 110   | 120   |

<sup>1</sup> For the mathematically-inclined, the formula for bonus power points is (Attribute modifier x character level)/2, rounded up.

**Daily Power Point Acquisition:** Spellcasters have their own methods of recovering their power points, but all power point users have certain similarities (see [Arcane Spells](#) and [Divine Spells](#) below for more on their nuances). To regain used daily power points, a character must have a well-rested and clear mind. To do this, the character must first rest for 8 hours. The character does not have to slumber for every minute of the time, but they must refrain from movement, combat, casting spells, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If their rest is interrupted, each interruption adds 1 hour to the total amount of time they have to rest to regain their power points, and they must have at least 1 hour of rest immediately prior to regaining any lost power points. If the character does not need to sleep for some reason, they still must have 8 hours of restful calm before regaining power points.

**Recent Manifesting Limit/Rest Interruptions:** If a character has cast spells or manifested powers recently, the drain on their resources reduces their capacity to regain power points. When they regain power points for the coming day, all power points they have used within the last 8 hours count against their daily limit.

**Peaceful Environment:** To regain power points, a character must have enough peace, quiet, and comfort to allow for proper concentration. The character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

**Regaining Power Points:** In the case of psionic and super-powered characters, once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the character's daily limit. See the separate sections for [Arcane Spells](#) and [Divine Spells](#) below for the specifics of how they regain their power points after properly resting.

**Death and Power Points:** If a character dies, all daily power points stored are wiped away. A potent effect (such as [Reality Revision](#) or [Wish](#)) can recover the lost power points when it recovers the character.

## Spell and Power Descriptions

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

**Name:** The first line of every spell and power description gives the name by which it is generally known. A spell or power might be known by other names in some locales and scenarios, and characters may have names of their own for their powers.

**Magic School (Subschool) or Psionic Discipline (Subdiscipline):** Beneath the name of the spell or power is the school or discipline that it is associated with. Almost every spell belongs to one of eight schools of magic, with a small number of spells being considered universal spells. Every psionic power is associated with one of six disciplines. Every spell and power given is potentially available as a super-power, with the GM's permission.

### Magic School (Subschool):

The eight schools of magic are;

### Abjuration:

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

### Conjuration:

Each conjuration spell belongs to one of five subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

*Calling* (Conjuration subschool): A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

*Creation* (Conjuration subschool): A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

*Healing* (Conjuration subschool): Certain divine conjurations heal creatures of hit point damage or ability damage, some even being capable of bring the dead back to life.

*Summoning* (Conjuration subschool): A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it XP, or to use any spell-like abilities that would cost XP if they were spells.

*Teleportation* (Conjuration subschool): A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

### **Divination:**

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

*Scrying* (Divination subschool): A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

### **Enchantment:**

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

*Charm* (Enchantment subschool): A charm spell changes how the subject views you, typically making it see you as a good friend.

*Compulsion* (Enchantment subschool): A compulsion spell forces the subject to act in some manner or changes the way their mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

### **Evocation:**

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

### **Illusion:**

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

*Figment* (Illusion subschool): A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or

provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

A figment's AC is equal to 10 + its size modifier.

*Glamer* (Illusion subschool): A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

*Pattern* (Illusion subschool): Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

*Phantasm* (Illusion subschool): A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

*Shadow* (Illusion subschool): A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

*Saving Throws and Illusions (Disbelief)*: Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

## Necromancy:

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school. Be careful in using Necromancy, as some spells are innately evil in their use, having the [Evil] descriptor.

## Transmutation:



Transmutation spells change the properties of some creature, thing, or condition.

## Psionic Discipline (Subdiscipline):

Every psionic power is associated with one of six disciplines. A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below. See [Psion](#) for more on Disciplines.

## Clairsentience:

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable. For the purpose of psionics—magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

*Scrying* (Clairsentience subdiscipline): A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you, but not powers or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power.

Lead sheeting or psionic protection blocks scrying powers, and you sense that the power is so blocked.



## Metacreativity:

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their originally diaphanous substance. Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range. For the purpose of psionics—magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

*Creation* (Metacreativity subdiscipline): A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

## Psychokinesis:

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage. For the purpose of psionics—magic transparency, psychokinesis powers are equivalent to powers of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis powers).

## Psychometabolism:



Psychometabolism powers change the physical properties of some creature, thing, or condition. For the purpose of psionics—magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

*Healing* (Psychometabolism subdiscipline): Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing, in direct comparisons.

## Psychoportation:

Psychoportation powers move the manifester, an object, or another creature through space and time. For the purpose of psionics—magic transparency, psychoportation powers do not have an equivalent school.

*Teleportation* (Psychoportation subdiscipline): A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

## Telepathy:

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior. Most telepathy powers are mind-affecting. For the purpose of psionics—magic transparency, telepathy powers are equivalent to powers of the enchantment school (thus, creatures resistant to enchantment spells are equally resistant to telepathy powers).

*Charm* (Telepathy subdiscipline): A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

*Compulsion* (Telepathy subdiscipline): A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way their mind works. Some compulsion powers determine the subject's actions or the effects on the subject, some allow you to determine the subject's actions when you manifest them, and others give you ongoing control over the subject.

#### [Descriptor]:

Appearing on the same line as the school or discipline, when applicable, is a descriptor that further categorizes the spell or power in some way. Some spells and powers have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell or power interacts with other spells and powers, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell or power uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the manifester of a language-dependent spell or power says then the spell or power fails.

A mind-affecting spell or power works only against creatures with an Intelligence score of 1 or higher.

#### Level (MP):

The next line of the spell or power description gives the spell's or power's level, a number between 1 and 9 that defines the spell's or power's relative strength. This number is preceded by the abbreviated name(s) of the class(es) whose members can manifest the power. Class abbreviations are as follows; Bard Brd; Cleric Clr; Druid Drd; Psion/Wilder Psi/Wld; Warmind War; Sorcerer/Wizard Sor/Wiz.

If a psionic power is part of a discipline's list instead of the Psion's general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

Similarly, if a divine spell is associated with a domain instead of the Cleric's general spell list, this will be indicated by the name of the associated domain. The domains a divine spell can be associated with include Air, Animal, Artifice, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Mind, Plant, Protection, Strength, Sun, Technology, Travel, Trickery, War, and Water.

**Mutation Point Cost:** The Mutation Points (MP) given in brackets is the MP cost to purchase the spell or power as a supernatural mutation. Some spells and powers include one or more complimentary super-powers received by the character at no additional MP cost with the purchased power. If a power is listed as a "Buff", then it is always in effect as a supernatural ability at no power point cost.

Only characters with the Supernatural Mutation feat can purchase spells or powers with Mutation Points.

#### Components / Display:

Spells require components, while powers have some sort of display. Super-powers require no components and have no display to speak of beyond any obvious manifestation of the power itself.

#### Components:

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

**Verbal (V):** A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A Silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that they try to cast.

*Somatic (S):* A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

*Material (M):* A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

*Focus (F):* A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

*Divine Focus (DF):* A divine focus component is an item of spiritual significance. The divine focus for a Cleric or a Druid is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

*XP Cost (XP):* Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

### Display:

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Psicraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play.

*Dispense with Displays:* Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a Concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another Concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

*Auditory:* A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Listen check. Some powers describe unique auditory displays.

*Material:* The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated Psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

*Mental:* A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

*Olfactory:* An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

*Visual:* The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

### Casting Time / Manifesting Time:

This is the time in game terms required to cast the spell or manifest the power. In the case of super-powers, a different manifesting time may be given in parentheses.

Most spells and powers have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A spell or power that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell or manifesting the power. You then act normally after the spell or power is completed.

A spell or power that takes 1 minute to cast or manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell or manifesting a power as a full-round action, just as noted above for 1- round casting / manifesting times). These actions must be consecutive and uninterrupted, or the spell / power automatically fails.

When you begin a spell or power that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell or power in power points.

A spell or power with a casting / manifesting time of 1 free action doesn't count against your normal limit of one spell / power per round. However, you may cast / manifest such a spell / power only once per round. Casting a spell or manifesting a power with a casting / manifesting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell or power (ie. range, target, area, effect, version, and so forth) when the spell or power comes into effect.

### Range:

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

**Personal:** The spell or power affects only you.

**Touch:** You must touch a creature or object to affect it. A touch spell or power that deals damage can score a critical hit just as a weapon can. A touch spell or power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells or powers allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the spell or power must be touched in the same round that you cast / manifest the spell / power.

**Close:** The spell or power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two caster / manifester levels you have.

**Medium:** The spell or power reaches as far as 100 feet + 10 feet per caster / manifester level.

**Long:** The spell or power reaches as far as 400 feet + 40 feet per caster / manifester level.

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

## Aiming a Spell or Power:

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

**Target or Targets:** Some spells and powers have a target or targets. You cast / manifest these spells / powers on creatures or objects, as defined by the spell or power itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish casting / manifesting the spell / power.

If you cast / manifest a targeted spell / power on the wrong type of target the spell / power has no effect. If the target of a spell or power is yourself (the spell / power description has a line that reads "Target: You"), you do not receive a saving throw and spell / power resistance does not apply. The Saving Throw and Spell / Power Resistance lines are omitted from such spells / powers.

Some spells and powers can be cast / manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Spell / Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

**Effect:** Some spells and powers, such as most conjuration spells and metacreativity powers, conjure and create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's or power's range once created.

**Ray:** Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell or power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell or power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell or power deals damage, you can score a critical hit just as if it were a weapon. A ray spell or power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

**Spread:** Some effects spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the spell or power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

**(S) Shapeable:** If an Effect line ends with "(S)" you can shape the spell or power. A shaped effect can have no dimension smaller than 10 feet.

## Area:

Some spells and powers affect an area. Sometimes a spell or power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell or power originates, but otherwise you usually don't control which creatures or objects the spell or power affects. The point of origin of a spell or power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a spell or power, count out the distance from the point of origin in hexes just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one hex to the center of the next, you count from intersection to intersection.

If the far edge of a hex is within the spell's or power's area, anything within that hex is within the spell's or power's area. If the spell's or power's area touches only the near edge of a hex, however, anything within that hex is unaffected by the spell or power.

**Burst, Emanation, or Spread:** Most spells and powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's or power's point of origin and measure its effect from that point. A burst spell or power affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells and powers are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the spell's or power's effect extends.

An emanation spell or power functions like a burst spell or power, except that the effect continues to radiate from the point of origin for the duration of the spell or power.

A spread spell or power spreads out like a burst but can turn corners. You select the point of origin, and the spell or power spreads out a given distance in all directions. Figure the area the spell or power effect fills by taking into account any turns the effect takes.

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

A line-shaped spell or power shoots away from you in a line in the direction you designate. It starts from any corner of your hex and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell or power affects all creatures in hexes that the line passes through or touches.

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

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

Many spells and powers affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's or power's area that are not of the appropriate type do not count against the creatures affected.

**Objects:** A spell or power with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

**Other:** A spell or power can have a unique area, as defined in its description.

**Line of Effect:** A line of effect is a straight, unblocked path that indicates what a spell or power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast / manifest a spell / power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell / power you cast / manifest.

A burst, cone, or emanation spell or power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's or power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a spell's or power's line of effect.

## Duration:

A spell's or power's Duration line tells you how long the energy of the spell or power lasts. Some spells and powers will list a minimum duration in parentheses for super-power manifestations where the manifester is a lesser level than the standard spell or psionic power requires.

**Timed Durations:** Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the energy sustaining the effect fades, and the spell or power ends. If a spell's or power's duration is variable it is rolled secretly.



**Instantaneous:** The energy comes and goes the instant the spell / power is cast / manifested, though the consequences might be long-lasting.

**Permanent:** The energy remains as long as the effect does. This means the spell or power is vulnerable to *Dispel Magic* & *Psionics*.

**Concentration:** The spell or power lasts as long as you concentrate on it. Concentrating to maintain a spell or power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell or manifesting a power can also break your concentration while you're maintaining one, causing the spell or power to end. You can't cast a spell or manifest a power while concentrating on another one. Some spells and powers may last for a short time after you cease concentrating. In such a case, the spell or power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the spell or power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the spell or power reacts as if your concentration had been broken.

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

**Touch Spells and Powers and Holding the Charge:** In most cases, if you don't discharge a touch spell or power on the round you cast / manifest it, you can hold the charge (postpone the discharge of the spell or power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the spell or power discharges. If you cast another spell or manifest another power, the touch spell or power dissipates.

Some touch spells and powers allow you to touch multiple targets as part of the spell or power. You can't hold the charge of such a spell or power; you must touch all the targets of the spell or power in the same round that you finish casting / manifesting the spell / power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

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

**(D) Dismissible:** If the Duration line ends with "(D)," you can dismiss the spell or power at will. You must be within range of the spell's or power's effect and must mentally will the dismissal. Dismissing a spell or power is a standard action that does not provoke attacks of opportunity. A spell or power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the power is to stop concentrating on your turn.

### Saving Throw:

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

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

**Partial:** The spell or power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

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

**None:** No saving throw is allowed.

**(object):** The spell / power can be cast / manifested on objects, which receive saving throws only if they are enchanted (psionic/magic) or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell or power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell / power can be cast / manifested only on objects. Some spells / powers of this sort can be cast / manifested on creatures or objects.) An enchanted item's saving throw bonuses are each equal to 2 + one-half the item's caster / manifester level.

**(harmless):** The spell or power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.



**Saving Throw Difficulty Class:** A saving throw against your spell or power has a DC 10 + the level of the spell or power + your key ability modifier (Intelligence for a Psion, Wizard, or Mutant's power with a Reflex-based saving throw; Wisdom for a Cleric, Warmind, Ranger, or Mutant's power with a Fortitude-based saving throw; or Charisma for a Bard, Saint, Sorcerer, or Mutant's power with a Will-based saving throw). A power's level can vary depending on your class. Always use the power level applicable to your class.

**Succeeding on a Saving Throw:** A creature that successfully saves against a spell or power that has no obvious physical effects feels a hostile force or a tingle, but they cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell or power you sense that your spell or power has failed. You do not sense when creatures succeed on saves against effect and area spells or powers.

**Failing a Saving Throw against Mind-Affecting Spells or Powers:** If you fail your save, you are unaware that you have been affected by a spell or power.

**Automatic Failures and Successes:** A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell or power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

**Voluntarily Giving up a Saving Throw:** A creature can voluntarily forego a saving throw and willingly accept a spell's or power's result. Even a character with resistance to magic and/or psionics can suppress this quality.

**Items Surviving after a Saving Throw:** Unless the descriptive text for the spell or power specifies otherwise, all items carried or worn by a creature are assumed to survive a spell/power-based attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Spell/Power-Based Attacks.

Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals.

**Table: Items Affected by Spell/Power-Based Attacks**

| Order <sup>1</sup> | Item                                                |
|--------------------|-----------------------------------------------------|
| 1 <sup>st</sup>    | Shield                                              |
| 2 <sup>nd</sup>    | Armor                                               |
| 3 <sup>rd</sup>    | Psionic or magic helmet, or psicrown                |
| 4 <sup>th</sup>    | Item in hand (including weapon, staff, or the like) |
| 5 <sup>th</sup>    | Psionic or magic cloak                              |
| 6 <sup>th</sup>    | Stowed or sheathed weapon                           |
| 7 <sup>th</sup>    | Psionic or magic bracers                            |
| 8 <sup>th</sup>    | Psionic or magic clothing                           |
| 9 <sup>th</sup>    | Psionic or magic jewelry (including rings)          |
| 10 <sup>th</sup>   | Anything else                                       |

<sup>1</sup> In order of most likely to least likely to be affected.



## Spell / Power Resistance:

Spell / power resistance is a special defensive ability. If your spell or power is being resisted by a creature with spell / power resistance, you must make a caster / manifester level check (d20 + caster / manifester level) at least equal to the creature's spell / power resistance for the spell or power to affect that creature. The defender's spell / power resistance functions like an Armor Class against magic and psionic attacks. Spell resistance is equivalent to power resistance. Include any adjustments to your caster / manifester level on this caster / manifester level check.

The Spell / Power Resistance line and the descriptive text of a spell or power description tell you whether spell / power resistance protects creatures from the spell or power. In many cases, spell / power resistance applies only when a resistant creature is targeted by the spell or power, not when a resistant creature encounters a spell or power that is already in place.

The terms "object" and "harmless" mean the same thing for spell / power resistance as they do for saving throws. A creature with spell / power resistance must voluntarily lower the resistance (a standard action) to be

affected by a spell or power noted as harmless. In such a case, you do not need to make the caster / manifester level check described above.

Super-powers, as supernatural abilities, are not prevented by spell / power resistance.

### Power Points:

All spells and powers have a Power Points line, indicating the spell's or power's cost. The relevant character class tables show how many power points a character has access to each day, depending on level. A spell's or power's cost is determined by its level, as shown below. Every spell's / power's cost is noted in its description for ease of reference.

**Table: Power Points Cost by Spell / Power Level**

| Spell / Power Level | 1 | 2 | 3 | 4 | 5 | 6  | 7  | 8  | 9  |
|---------------------|---|---|---|---|---|----|----|----|----|
| Power Point Cost    | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |

**Power Point Limit:** Some powers allow you to spend more than their base cost to achieve an improved effect, or to augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level. The sole exception to this is for a Mutant with a super-power that has a base cost higher than the Mutant's Mutant Level (ML); in such a case, the Mutant is able to spend the minimum amount of power points required to activate the base power, despite it being higher than their ML.

**XP Cost (XP):** On the same line that the power point cost of a spell or power is indicated, the spell's or power's experience point cost, if any, is noted. Particularly powerful effects entail an experience point cost to you. No spell or power can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast a spell or manifest a power with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for casting a spell or manifesting a power rather than keeping them and advancing a level. The XP are expended when you cast the spell or manifest the power, whether or not the casting / manifestation succeeds.

### Descriptive Text:

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included "see text," this is where the explanation is found. If the power you're reading about is based on another power you might have to refer to a different power for the "see text" information. If a power is the equivalent of a spell an entry of "see spell text" directs you to the appropriate spell description.

**Augment:** Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power's duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

### Arcane Spells

Wizards, Sorcerers, and Bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results. Arcane magic is only available in Arcane Level 1 or higher scenarios.

## Preparing Wizard Spells

A Wizard's level limits the number of spells they can prepare and cast. The Wizard's high Intelligence score might allow them to prepare a few extra spells. The Wizard can prepare the same spell more than once, but each preparation counts as for its required power points towards their daily limit. To prepare a spell the Wizard must have an Intelligence score of at least 10 + the spell's level.

**Rest:** To prepare their daily spells, a Wizard must first sleep for 8 hours. The Wizard does not have to slumber for every minute of the time, but they must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If their rest is interrupted, each interruption adds 1 hour to the total amount of time they have to rest in order to clear their mind, and they must have at least 1 hour of uninterrupted rest immediately prior to preparing their spells. If the character does not need to sleep for some reason, they still must have 8 hours of restful calm before preparing any spells.

**Recent Casting Limit/Rest Interruptions:** If a Wizard has cast spells recently, the drain on their resources reduces their capacity to prepare new spells. When they prepare spells for the coming day, all the power points they spent within the last 8 hours count against their daily limit.

**Preparation Environment:** To prepare any spell, a Wizard must have enough peace, quiet, and comfort to allow for proper concentration. The Wizard's surroundings need not be luxurious, but they must be free from overt distractions. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by. There are two major exceptions: A Wizard can prepare a Read Magic spell even without a spellbook, and a Wizard with the Spell Mastery feat has a small selection of spells always.

**Spell Preparation Time:** After resting, a Wizard must study their spellbook to prepare any spells that day. If they want to prepare all their spells, the process takes 1 hour. Preparing some smaller portion of their daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

**Spell Selection and Preparation:** Until they prepare spells from their spellbook, the only spells a Wizard has available to cast are the ones that they already had prepared from the previous day and have not yet used. During the study period, they choose which spells to prepare. If a Wizard already has spells prepared (from the previous day) that they have not cast, they can abandon some or all of them to make room for new spells.

When preparing spells for the day, a Wizard can leave some of arcane power points open. Later during that day, they can repeat the preparation process as often as they like, time and circumstances permitting. During these extra sessions of preparation, the Wizard can spend these unused power points. They cannot, however, abandon a previously prepared spell to replace it with another one or recover spent power points because they have cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the Wizard prepares more than one-quarter of their spells.

**Arcane Power Points:** The various character class tables show how many power points a character has each day, and the maximum spell level a character can cast. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be their due still gets the power points but must spend them on spells of lower level.

**Prepared Spell Retention:** Once a Wizard prepares a spell, it remains in their mind as a nearly cast spell until they uses the prescribed components to complete and trigger it or until they abandon it. Certain other events, such as the effects of psionic / magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

**Death and Prepared Spell Retention:** If a spellcaster dies, all prepared spells stored in their mind are wiped away. Potent magic (such as Raise Dead, Resurrection, or True Resurrection) can recover the lost energy when it recovers the character.

## Arcane Magical Writings

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The writer uses the same system no matter what their native language or culture.

However, each character uses the system in their own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until they take time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a **Spellcraft** check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *Read Magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, they do not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, they can attempt to use the scroll.

## Wizard Spells and Borrowed Spellbooks

A Wizard can use a borrowed spellbook to prepare a spell they already know and have recorded in their own spellbook, but preparation success is not assured. First, the Wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a **Spellcraft** check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the Wizard can prepare the spell. They must repeat the check to prepare the spell again, no matter how many times they have prepared it before. If the check fails, they cannot try to prepare the spell from the same source again until the next day. (However, as explained above, they do not need to repeat a check to decipher the writing.)

## Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a Wizard has chosen to specialize in a school of magic, they can learn spells only from schools whose spells they can cast.

**Spells Gained at a New Level:** Wizards perform a certain amount of spell research between adventures. Each time a character attains a new Wizard level, they gain two spells of their choice to add to their spellbook. The two free spells must be of spell levels the Wizard can cast. If the Wizard has chosen to specialize in a school of magic, one of the two free spells must be from their specialty school.

**Spells Copied from Another's Spellbook or a Scroll:** A Wizard can also add a spell to their book whenever they encounter one on a magic scroll or in another Wizard's spellbook. No matter what the spell's source, the Wizard must first decipher the magical writing (see Arcane Magical Writings, above). Next, they must spend a day studying the spell. At the end of the day, they must make a **Spellcraft** check (DC 15 + spell's level). A Wizard who has specialized in a school of spells gains a +2 bonus on the **Spellcraft** check if the new spell is from their specialty school. They cannot, however, learn any spells from their prohibited schools. If the check succeeds, the Wizard understands the spell and can copy it into their spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the parchment.

If the check fails, the Wizard cannot understand or copy the spell. They cannot attempt to learn or copy that spell again until they gain another rank in **Spellcraft**. A spell that was being copied from a scroll does not vanish from the scroll.

In most cases, Wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to the spell's level x50 gp.

**Independent Research:** A Wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one. Talk to your GM about this option.

## Writing a New Spell into a Spellbook

Once a Wizard understands a new spell, they can record it into their spellbook.

**Time:** The process takes 24 hours, regardless of the spell's level.

**Space in the Spellbook:** A spell takes up one page of the spellbook per spell level. Even a 0-level spell (cantrip) takes one page. A spellbook has one hundred pages.

**Materials and Costs:** Materials for writing the spell cost 100 gp per page.

Note that a Wizard does not have to pay these costs in time or gold for the two spells they gain for free at each new level.

## Replacing and Copying Spellbooks

A Wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If they already have a particular spell prepared, they can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook, above). The process wipes the prepared spell from their mind, just as casting it would. If they do not have the spell prepared, they can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, but the task is much easier. The time requirement and cost per page are halved.

## Selling a Spellbook

Captured spellbooks can be sold for a gp amount equal to the total number of spell levels inscribed in the spellbook x 25gp. As an example, a spellbook with all 100 pages scribed with an average of a 3<sup>rd</sup>-level spell per page would be valued at  $100 \times 75\text{gp} = 7,500\text{gp}$ .

## Sorcerers and Bards

Sorcerers and Bards cast arcane spells, but they do not have spellbooks and do not prepare their spells. A Sorcerer's or Bard's class level limits the number of arcane power points they receive (see these class descriptions). Their high Charisma score might allow them to cast a few extra spells, granting bonus power points. A member of either class must have a Charisma score of at least 10 + a spell's level to cast the spell.

**Daily Readying of Spells:** Each day, Sorcerers and Bards must focus their minds on the task of casting their spells. A Sorcerer or Bard needs 8 hours of rest (just like a Wizard), after which they spend 15 minutes concentrating. (A Bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the Sorcerer or Bard readies their mind to cast their daily allotment of spells. Without such a period to refresh themselves, such characters do not regain the spell slots they used up the day before.

**Recent Casting Limit:** As with Wizards, any arcane power points spent within the last 8 hours count against the Sorcerer's or Bard's daily limit.

**Adding Spells to a Sorcerer's or Bard's Repertoire:** A Sorcerer or Bard gains spells each time they attain a new level in their class and never gains spells any other way. When your Sorcerer or Bard gains a new level, consult Table: Bard Spells Known or Table: Sorcerer Spells Known to learn how many spells from the appropriate spell list they now know. With permission, Sorcerers and Bards can also select the spells they gain from new and unusual spells that they have gained some understanding of.

## Divine Spells

Clerics, Saints, and experienced Rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics and Saints gain spell power from deities or from divine forces. The divine force of nature powers a Ranger's spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells. Divine magic is only available in Divine Level 1 and higher scenarios.

## Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as arcane spellcasters do, but with a few differences. The relevant ability for divine spells is Wisdom for Clerics and Rangers, and Charisma for Saints. To

prepare a divine spell, a character must have a relevant attribute score of 10 + the spell's level. Likewise, bonus spells are based on the character's relevant attribute score.

**Time of Day:** Clerics and Rangers choose and prepare spells ahead of time, just as a Wizard does. A Saint expends their divine power points like a Sorcerer or Bard. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, they must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, they must wait until the next day to prepare spells.

**Spell Selection and Preparation:** Clerics and Rangers select and prepare spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a Wizard (1 hour), as is the requirement for a relatively peaceful environment. Clerics and Rangers do not have to prepare all their spells at once. However, the character's mind is considered fresh only during their first daily spell preparation, so a Cleric or Ranger cannot fill a slot that is empty because they have cast a spell or abandoned a previously prepared spell.

Saints recover their divine spell points just as Clerics and Rangers do, through the prescribed prayer and meditation, at which point their divine power point pool is replenished for the day. However, Saints do not have to prepare their spells; they spend their power points on their known spells as they see fit throughout the day, similar to the Bard, Psion, Warmind, and Sorcerer.

Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for their class. Clerics and Rangers have their own spell lists, while a Saint has access only to the domain spells of their god. A Cleric has access to two domains determined during their character creation. A domain gives the character access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of their two domains—a Cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a Cleric receives a domain spell that is not on the Cleric spell list, it can only be prepared to be cast once a day; this limitation does not apply to Saints.

**Spell Points:** The character class tables show how many divine power points a character receives per day. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be their due still gets the power points but must spend them on spells of lower level.

**Recent Casting Limit:** As with arcane spells, at the time of meditation any spells cast within the previous 8 hours count against the number of divine power points received.

**Spontaneous Casting of Cure and Inflict Spells:** A good Cleric (or a Cleric of a good deity) can spontaneously cast a *Cure Wounds* spell in place of a prepared spell of the same level or higher, but not in place of a domain spell. An evil Cleric (or a Cleric of an evil deity) can spontaneously cast an *Inflict Wounds* spell in place of a prepared spell (one that is not a domain spell) of the same level or higher. Each neutral Cleric of a neutral deity either spontaneously casts *Cure* spells like a good Cleric or *Inflict* spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the *Cure* or *Inflict* spell substitutes for is converted into the *Cure* or *Inflict* spell as if that spell had been prepared all along.

## Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

## New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways.

**Spells Gained at a New Level:** Clerics and Rangers undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, they learn and gain access to all the spells from that



level automatically. Saints are granted their spells intuitively; no study is required, and they simply know their god's domain spells. They cannot gain access to any other spells by any other means.

**Independent Research:** A Cleric or Ranger can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless they decide to share it with others. If a Saint character has an idea for a spell, they can mentally appeal their divine source (aka the GM) to see if such a spell is possible to add as one of their spells known; in such an instance it could likely be the Saint's Personal Domain spell.

## Psionic Powers

Psions and Warminds can manifest psionic powers. Unlike spells, psionic powers tap an internal reservoir of mental energy. Depending on a Psion's chosen discipline, psionic powers can be overt or subtle, unmistakable or unseen, explosively destructive or astrally constructive. Warmind powers focus on augmenting the warrior in battle. Psionic powers are only available in Psionic Level 1 or higher scenarios.

**Daily Recovery of Power Points:** To regain used daily power points, a psionic character must have a clear mind. To clear their mind, they must first sleep / rest for 8 hours. The character does not have to slumber for every minute of the time, but they must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If their rest is interrupted, each interruption adds 1 hour to the total amount of time they have to rest to clear their mind, and they must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, they still must have 8 hours of restful calm before regaining power points. Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

**Recent Manifesting Limit/Rest Interruptions:** If a psionic character has manifested powers recently, the drain on their resources reduces their capacity to regain power points. When they regain power points for the coming day, all power points they've used within the last 8 hours count against their daily limit.

## Adding Powers



Psionic characters can learn new powers when they attain a new level. A Psion can learn any power from the Psion/Wilder list and powers from their chosen discipline's list. A Warmind can learn any power from the Warmind list.

**Powers Gained at a New Level:** Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, they learn additional powers according to their class description. Psions and Warminds learn new powers of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

**Independent Research:** A Psion also can research a power independently, duplicating an existing power or creating an entirely new one. If characters are allowed to develop new powers, use these guidelines to handle the situation.

Any kind of manifester can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the power. At the end of that time, the character makes a Psicraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if their research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying. The new power counts against the character's limit of powers known.

**Manifest an Unknown Power from Another's Powers Known:** A psionic character can attempt to manifest a power from a source other than their own knowledge (usually a power stone or another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15+ the level of the power to be manifested). A psionic character can make contact only with a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Characters who can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact



requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers stored in the power stone or all the powers the other character knows up to the highest level of power the contactor knows themselves.

Next, the psionic character must choose one of the powers and make a second Psicraft check (DC 15 + the power's level) to see if they understand it. If the power is not on their class list, the psionic character automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what they can of one power in particular, the character can immediately attempt to manifest that power even if they don't know it (and assuming they have power points left for the day). The character can attempt to manifest the power normally on their next turn, and they succeed if they make one additional Psicraft check (DC 15 + the power's level). The character retains the ability to manifest the selected power for only 1 round. If they don't manifest the power, fail the Psicraft check, or manifest a different power, they lose the chance to manifest that power for the day.

### Using Stored Psionic Power Points

A variety of psionic items exist to store power points for later use, in particular a storage device called a cognizance crystal. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

**A Single Source:** When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. They must either use an item, their own power point reserve, or some other discrete power point source to pay the manifestation cost.

**Recharging:** Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if they had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

### Special Abilities



As mentioned before, a super-power is a supernatural ability purchased with Mutation Points and the Supernatural Mutation heritage feat. Depending on the Mutation Level of the scenario, characters may only have the option of purchasing Advantages with their Mutation Points (Mutation Level 4 or less scenario), or the option of also purchasing Super-Powers with their Mutation Points (Mutation Level 5 or greater scenario). Here is a description of the other ways in which characters and creatures may gain access to spells and powers.

#### Supernatural Abilities (Super-Powers):

Some creatures have abilities that are considered supernatural. Power feats are also supernatural abilities. These abilities cannot be disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell / power resistance and cannot be negated or dispelled; however, they do not function in areas where magic and psionics are suppressed. The source of the suppression must suppress both magic and psionics, such as a *Null Power Field*, to affect supernatural abilities. Unless otherwise noted, a super-power has the same manifestation time requirement as the spell or power of the same name.

#### Buff:

A super-power MP cost given as a Buff, is always in effect, and does not cost the character any super-power points to manifest the base power; only the points costs for any additional augments must be paid. The spell's or power's effective range changes to "Personal", and target is always "You", the possessor of the power. Depending on the circumstances of the spell or power being used as a super-power, either the duration of the Buff is effectively "permanent", or the super-power can effectively be used at will. A Buff is still a supernatural ability, unless noted otherwise.

### Gaining Focus:

In the description of certain Power feats and psionic powers, there is an additional cost to manifesting the power or ability that involves expending one's focus. A character with super-powers that require focus can take a move action to temporarily gain their focus, which is typically expended immediately afterward on the character's standard action to manifest the super-power in question. Unlike psionic characters, super-powered characters cannot gain and maintain their focus; they can only focus momentarily as a move action. If the character does something other than use a Power feat or power that requires expending their focus, then the focus passes, and the move action is wasted.

### Spell-Like and Psi-Like Abilities:

Usually, a spell-like or psi-like ability works the same as the spell or power of the same name. A few spell-like and psi-like abilities are unique; those are explained in the text where they are described.

Both spell-like and psi-like abilities have no verbal, somatic, or material components, nor do they require a focus or have an XP cost (even if the equivalent spell or power has an XP cost). The user activates them mentally. Armor never affects a spell-like ability's or psi-like ability's use, even if the spell-like ability resembles an arcane spell with a somatic component. A spell-like ability or psi-like ability has a casting / manifesting time of 1 standard action unless noted otherwise in the ability description. Even if the creature with the ability has a power point pool of the same type (arcane, divine, or psionic), they do not spend any power points in manifesting their ability.

Spell-like and psi-like abilities are subject to spell / power resistance, and to being dispelled by Dispel Magic & Psionics. Neither type of ability works in an area where the equivalent spell or power would be suppressed. Spell-like abilities cannot be used to counterspell actual spells, nor can they be counterspelled.

### Extraordinary Abilities (Advantages):

These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in a Null Power Field. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics. All Advantages from the Mutations section are considered extraordinary abilities unless otherwise noted.

### Natural Abilities:

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like. Like extraordinary abilities, natural abilities cannot be suppressed by effects such as a Null Power Field.

## Mutations

While a mutation can assume many forms, it typically signifies an abnormal trait or ability not common to the species. Mutations can be pronounced or unnoticeable; they may grant extraordinary abilities or effect subtle to grotesque changes in a creature's physiology. Mutations are only available in Mutation Level 1 or higher scenarios, with supernatural mutations only available in Mutation Level 5 or higher scenarios.

Mutations typically occur from conception and may appear only at birth or manifest as consequences of radiation exposure or some horrible physical trauma. As such, they are typically only acquired through Heritage feats like Slightly Different or Supernatural Mutation.

Ordinarily, a GM should allow players to select appropriate Advantages and Drawbacks for their characters using the Mutation Point (MP) system presented below. However, for GM-controlled creatures and supporting characters, the GM may want to determine mutations randomly (using d20 roll). All abilities granted by Advantages are considered extraordinary abilities and are typically used as a free action unless noted otherwise.

A character with the Supernatural Mutation feat can spend Mutation Points to purchase spells and/or powers as supernatural abilities, known as super-powers. All special qualities granted by Super-Powers are considered supernatural abilities. Using a supernatural ability is typically a standard action unless noted otherwise.

## Mutation Points

Mutation Points (MP) provide a simple method of selecting mutations while preserving game balance. Only available in Mutation Level 1 or higher scenarios, all creatures begin play with 0 MP. A creature typically gains MP by selecting one or more Drawbacks—physical deformities and disabilities that make the creature less effective in play; in so doing a character with 1 more MP takes on the Mutant racial subtype. Note that Constructs, Elementals, Outsiders, and Undead cannot use MP, owing to their lack of possibility of a mutated Constitution (ie. Constructs and Undead) or to their already-supernatural non-genetic origins (ie. Elementals and Outsiders).

A Mutant creature with 1 or more MP can then “spend” the MP on one or more extraordinary mutations known as Advantages. The total MP spent on Advantages cannot exceed the total MP the creature gains from Drawbacks. A creature may still have unspent MP after choosing Advantages, however. These unspent MP can be spent on new mutations at a later time.

## Mutation Descriptions

There are several categories of Mutation, as given below.

**Cosmetic Mutations:** The simplest and least mechanically complicated mutation is a cosmetic mutation. A cosmetic mutation has no game effect other than to change a creature’s appearance in some fashion. Cosmetic mutations cost 0 MP. Cosmetic mutations change the appearance of the character, with no real in-game mechanics effect. Such mutations might include extra digits, fins, a forked tongue, horns, scaly skin, a thin fur coat, or perhaps unnatural eyes, hair, skin, and/or voice. Of course, if a character looks significantly different from the norm, the GM may apply circumstance modifiers to social skill checks (such as Bluff, Diplomacy, Intimidate, and/or Gather Information).

**Minor Advantages:** A minor Advantage not only changes a creature’s appearance in some fashion but it also grants a beneficial (if minor) special ability or useful feature. Minor Advantages cost 1-3 MP, and they are considered extraordinary abilities. A character attempting to conceal an obvious minor Advantage takes a -2 to their Disguise check, cumulative for each obvious Advantage and/or Drawback being concealed.

**Major Advantages:** A major Advantage fundamentally changes the genetics and physiology of a particular creature. Moreover, it grants the creature a beneficial special ability or feature it couldn’t otherwise possess, such as telekinesis or the ability to fly. Major Advantages cost 4-6 MP, and they are considered extraordinary abilities.

**Super-Powers:** Costing anywhere from 1 MP to 20 MP or more(!), Super-powers are only accessible in Mutation Level 5 or higher scenarios, by characters with the Supernatural Mutation feat. Super-powers are considered supernatural abilities.

**Drawbacks:** A creature with mutations may have drawbacks to offset them. Drawbacks are special disabilities or vulnerabilities that negatively affect a creature. Each drawback has an MP value, and a creature can spend these MP on mutations to offset the negative effects of the drawback. Exercise caution in taking Drawbacks; too many can severely debilitate a character, rendering the character very difficult or impossible to play in extreme cases.

## Advantages and Drawbacks

Below is a list of the Advantages followed by a list of the Drawbacks. Players can develop other Advantages and Drawbacks with their GM, using the ones given below as a scale for how many MP an Advantage or Drawback may be worth. Just keep in mind that Advantages are extraordinary abilities, and as such should not be overtly magical or supernatural in nature. Similarly, Drawbacks should not be so obscure as to never have an effect, nor so debilitating as to render a character fatally vulnerable.

Table: Advantages and Drawbacks

| D20 | Minor (1-3 MP)                     | MP Cost | Major (4-6 MP)                      | MP Cost | Drawback                               | MP Value |
|-----|------------------------------------|---------|-------------------------------------|---------|----------------------------------------|----------|
| 1   | <u>Acidic Saliva</u>               | 1       | <u>Echolocator</u>                  | 5       | <u>Ability Decay</u> <sup>1</sup>      | 1        |
| 2   | <u>Adrenaline Jolt</u>             | 3       | <u>Elasticity</u>                   | 5       | <u>Blood Hunger</u>                    | 1        |
| 3   | <u>Claws</u> <sup>2</sup>          | 1       | <u>Energy Absorption</u>            | 4       | <u>Brittle Bones</u>                   | 4        |
| 4   | <u>Darkvision</u>                  | 3       | <u>Enlarged Form</u> <sup>2</sup>   | 6       | <u>Combat Fear</u>                     | 4        |
| 5   | <u>Energy Diffusion</u>            | 2       | <u>Exoskeleton</u> <sup>2</sup>     | 5       | <u>Cyber-Dependency</u> <sup>3</sup>   | 6        |
| 6   | <u>Fangs</u> <sup>2</sup>          | 1       | <u>Extra Arms</u> <sup>2</sup>      | 6       | <u>Festering Sores</u> <sup>2</sup>    | 2        |
| 7   | <u>Force Barrier</u>               | 3       | <u>Gazing Eye</u> <sup>2</sup>      | 4       | <u>Frailty</u>                         | 3        |
| 8   | <u>Gills</u> <sup>2</sup>          | 2       | <u>Pheromone Attraction</u>         | 6       | <u>Heat/Cold Susceptible</u>           | 1        |
| 9   | <u>Great Horns</u> <sup>2</sup>    | 1       | <u>Prehensile Tail</u> <sup>2</sup> | 4       | <u>Lethargy</u>                        | 2        |
| 10  | <u>Hypersensitivity</u>            | 3       | <u>Prickly Pear</u> <sup>2</sup>    | 4       | <u>Light Sensitivity</u>               | 1        |
| 11  | <u>Leaper</u>                      | 1       | <u>Radioactive</u> <sup>2</sup>     | 5       | <u>Lost Arm</u> <sup>2</sup>           | 3        |
| 12  | <u>Multi-Talented</u> <sup>1</sup> | 2       | <u>Skeletal Reinforcement</u>       | 5       | <u>Mindslave</u>                       | 2        |
| 13  | <u>Scaly Armor</u> <sup>2</sup>    | 3       | <u>Stinger</u> <sup>2</sup>         | 4       | <u>Neutrad Dependency</u> <sup>3</sup> | 5        |
| 14  | <u>Scent</u>                       | 2       | <u>Telekinetic Mind</u>             | 5       | <u>Pheromone Repulsion</u>             | 1        |
| 15  | <u>Second Wind</u>                 | 2       | <u>Telepathy</u>                    | 5       | <u>Poisonous Blood</u>                 | 6        |
| 16  | <u>Tail</u> <sup>2</sup>           | 1       | <u>Tentacle</u> <sup>2</sup>        | 6       | <u>Rapid Aging</u> <sup>2</sup>        | 2        |
| 17  | <u>Thick Fur Coat</u> <sup>2</sup> | 1       | <u>Venomous Bite</u> <sup>2</sup>   | 4       | <u>Reduced Speed</u> <sup>1</sup>      | 3        |
| 18  | <u>Ultra Immune Sys.</u>           | 2       | <u>Vexing Voice</u> <sup>2</sup>    | 4       | <u>Thin Skin</u>                       | 5        |
| 19  | <u>Wall Crawler</u>                | 2       | <u>Wings</u> <sup>2</sup>           | 6       | <u>Ultraviolet Allergy</u>             | 3        |
| 20  | <u>Webbed Digits</u> <sup>2</sup>  | 1       | <u>X-Ray Vision</u>                 | 6       | <u>Weak Immune System</u>              | 1        |

<sup>1</sup> You may take this Advantage or Drawback multiple times; see the description for more details.

<sup>2</sup> These Advantages and Drawbacks are obvious in nature, incurring a cumulative -2 to Disguise attempts.

<sup>3</sup> These Drawbacks have a minimum Tech Level requirement to be taken; see the description.

## Advantage and Drawback Descriptions

### Ability Decay [Drawback]

Your body or mind suffers from some marked deformity or deterioration.

**MP Value:** 1.

**Drawback:** Your lowest ability score permanently decreases by 2. You cannot apply this drawback to an ability higher than your character's racial average, or to a score of 3 or less.

**Special:** You may take this drawback multiple times. Its effects stack.

### Acidic Saliva [Advantage]

Your saliva can burn other creatures like acid.

**MP Cost:** 1.

**Benefit:** Your bite attack deals an extra 1d4 points of acid damage with each successful hit.

**Special:** You must have a natural bite attack to take this mutation. You cannot gain this mutation if you have the Venomous Bite mutation.

### Adrenaline Jolt [Advantage]

You can flood your bloodstream with extreme amounts of adrenaline to temporarily boost your Strength or Dexterity.

**MP Cost:** 3.

**Benefit:** Once per day, as a free action, you can temporarily increase either your Strength or your Dexterity by 1d4+1 points. The increase lasts for a number of rounds equal to 3 + your Constitution modifier.

### Blood Hunger [Drawback]

You crave the taste of blood. Moreover, you need to drink blood to survive.

**MP Value:** 1.

**Drawback:** You must drain a pint of blood from a living creature once every 24 hours. Doing so is an attack action, and you can only drain blood from a willing, helpless, or dying (but not dead) creature. The bitten creature takes normal damage from the bite attack plus an extra 1d6 points of damage from the blood loss.

If you go 24 hours without consuming blood, you take 1d4 points of Constitution damage. Drinking a pint of blood cures the ability damage caused by blood deprivation in 1d6 rounds. Ability damage caused by blood deprivation cannot be restored through natural healing.

**Special:** You must have a natural bite attack to take this drawback.

### **Brittle Bones [Drawback]**

Your bones weaken such that you can no longer withstand hard or sudden impacts.

**MP Value:** 4.

**Drawbacks:** Your massive damage threshold decreases by 3. In addition, you take an additional 1d6 points of damage from falling.

**Special:** You cannot take this drawback if you have the Skeletal Reinforcement mutation.

### **Claws [Advantage]**

Your hands mutate into sharp claws.

**MP Cost:** 1.

**Benefit:** You gain a single claw attack that deals slashing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike with multiple claws. Your claws are treated as natural weapons and do not provoke attacks of opportunity. Having claws does not adversely affect your manual dexterity.

### **Combat Fear [Drawback]**

Due to a chemical imbalance in your brain, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation.

**MP Value:** 4.

**Drawback:** After initiative is rolled but before you take your first action in combat, make a Will saving throw (DC 15). If you fail the Will save, you are shaken for the rest of the encounter, taking a –2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, you overcome your moment of fear and negate the ill effects.

### **Cyber-Dependency [Drawback]**

Radiation exposure causes your body tissues to degenerate. You rely on a cybernetic implant to repair damage to your body.

**MP Value:** 6.

**Drawback:** You need a body repair weave (see Cybernetics) to heal naturally. For you, the body repair weave does not confer its usual benefit (improved natural healing). If the implant is destroyed, you cannot heal damage naturally until it is replaced or repaired.

**Special:** This drawback is available only in Tech Level 7 or higher scenarios.

### **Darkvision [Advantage]**

You gain darkvision.

**MP Cost:** 3.

**Benefit:** You can see in total darkness out to a range of 60 feet. Darkvision is black and white only but is otherwise like normal sight.

### **Echolocator [Advantage]**

You develop the ability to absorb sound waves and translate them into mental images that accurately portray the surrounding environment. This ability is similar to a bat's ability to operate and hunt in total darkness via echolocation.

**MP Cost:** 5.

**Benefit:** You gain the blindsight ability out to a range of 60 feet.

### **Elasticity [Advantage]**

You can bend and twist your body in unnatural ways and squeeze through very tight spaces.

**MP Cost:** 5.

**Benefit:** You gain a +10 mutation bonus on Escape Artist checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. A creature using this mutation to move through a tight space moves at one-quarter normal speed.

### **Energy Absorption [Advantage]**

You can absorb impressive amounts of harmful energy.

**MP Cost:** 4.

**Benefit:** You gain resistance 10 to two types of energy or resistance 20 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion.

### **Energy Diffusion [Advantage]**

Your body's ability to withstand energy damage increases.

**MP Cost:** 2.

**Benefit:** You gain resistance 5 to two types of energy or resistance 10 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion.

### **Enlarged Form [Advantage]**

You grow, becoming a freakishly large specimen of your kind.

**MP Cost:** 6.

**Benefits:** You become as large as your size category allows (8 feet tall for Medium-size characters, 4 feet tall for Small characters). However, you function in many ways as if you were one size category larger. Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, jump attempts, and trip attempts), you are treated as one size larger when it is advantageous to you. You are also considered to be one size larger when determining whether special attacks based on size (such as improved grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty (for example, a Medium-size character with this mutation can wield a Large weapon one-handed).

This mutation does not change your face or reach.

### **Exoskeleton [Advantage]**

A thick exoskeleton forms over your skin. The exoskeleton usually consists of interlocking plates of bone or chitin covering 90% or more of your body.

**MP Cost:** 5.

**Benefit:** You gain a +3 natural armor bonus to Defense, or your existing natural armor bonus improves by 3.

**Special:** A creature with fur, scales, or the Scaly Armor mutation cannot gain this mutation.

### **Extra Arms [Advantage]**

You grow an additional pair of arms. The extra arms look and behave exactly like your other arms.

**MP Cost:** 6.

**Benefit:** As a creature with more than two arms, you gain a +4 mutation bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as "off hands" (that is, you still have only one primary hand).

**Special:** If you have three or more natural claw attacks, you meet the prerequisites for the Multiattack feat. This mutation does not give you Multiattack as a bonus feat, however.

**Fangs [Advantage]**

Your teeth mutate into vicious fangs.

**MP Cost:** 1.

**Benefit:** You gain a vicious bite attack that deals piercing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can bite multiple times. Your bite is treated as a natural weapon and does not provoke attacks of opportunity.

**Special:** This mutation can be used in conjunction with the Acidic Saliva or Venomous Bite mutation.

**Festering Sores [Drawback]**

Your skin is covered with painful, festering sores.

**MP Value:** 2.

**Drawback:** The festering sores are more aggravating than harmful, but they make it especially hard to wear armor. When you wear any type of armor, decrease the armor's maximum Dexterity bonus by -2 and increase its armor penalty by +4.

**Force Barrier [Advantage]**

You can generate an electromagnetic force field around yourself to deflect or absorb incoming attacks.

**MP Cost:** 3.

**Benefit:** As a free action, you can generate an invisible electromagnetic barrier around yourself that provides damage reduction 3/- against incoming weapon attacks and force effects. The barrier lasts a number of rounds equal to your current Constitution modifier (minimum 1 round). You can create the force field three times per day.

**Special:** Portable electronic devices such as cell phones, sensor comps, and headsets temporarily cease to function if held or worn by you while the electromagnetic force barrier is in effect.

**Frailty [Drawback]**

Your body is particularly vulnerable to the ravages of poison, disease, radiation, and other ailments. You also have trouble stabilizing when severely wounded.

**MP Value:** 3.

**Drawback:** You take a -2 penalty on all Fortitude saves, including saves made to stabilize at negative hit points.

**Special:** You cannot take this mutation if you have the Great Fortitude feat.

**Gazing Eye [Advantage]**

You grow an extra eye in the middle of your forehead. In addition to improving your visual acuity, the "weird eye" gives you a special gaze attack that makes other creatures tremble.

**MP Cost:** 4.

**Benefits:** The extra eye grants a +2 mutation bonus on Search and Spot checks.

As a free action, you can use the extra eye to make a special gaze attack against one creature within 20 feet. The creature must succeed on a Will save (DC 10 + one-half your level + your Charisma modifier) or be shaken for 2d6 rounds. This gaze attack is a mind-affecting compulsion, and any creature that successfully saves against your gaze attack cannot be affected again for 24 hours. The gazing eye has no effect on other creatures with gazing eyes.

**Gills [Advantage]**

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs).

**MP Cost:** 2.

**Benefit:** You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.



**Great Horns [Advantage]**

You sprout horns capable of damaging or goring a target. The horns may be curled like a ram's or pointed like a bull's. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers, like that of an moose.

**MP Cost:** 1.

**Benefit:** You gain a single gore attack that deals bludgeoning damage (curled ram horns or moose antlers) or piercing damage (pointed bull horns or one great rhino horn). The amount of damage depends on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can gore multiple times. Your horns are treated as natural weapons and do not provoke attacks of opportunity.

**Heat/Cold Susceptibility [Drawback]**

Your body does not react well to particularly hot or cold temperatures.

**MP Value:** 1.

**Drawback:** You take double damage from prolonged exposure to extreme heat or cold.

**Hypersensitivity [Advantage]**

You are particularly (some might say unnaturally) sensitive to your surroundings.

**MP Cost:** 3.

**Benefit:** You gain a +2 mutation bonus on Listen, Search, and Spot checks. You also gain Blind-Fight as a bonus feat.

**Leaper [Advantage]**

You gain the ability to leap incredible distances.

**MP Cost:** 1.

**Benefit:** You gain a +10 mutation bonus on all Jump checks.

**Lethargy [Drawback]**

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger.

**MP Value:** 2.

**Drawback:** You take a –2 penalty on all Reflex saves.

**Special:** You cannot take this mutation if you have the Lightning Reflexes feat.

**Light Sensitivity [Drawback]**

Your eyes cannot adjust to bright light.

**MP Value:** 1.

**Drawbacks:** Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you take a –1 penalty on attack rolls, Search checks, and Spot checks as long as you remain in the affected area.

**Lost Arm [Drawback]**

One of your arms withers or gets eaten away, leaving behind a stump.

**MP Value:** 3.

**Drawback:** You lose one arm of your choice. You cannot effectively wield weapons that require two hands. In addition, you take a –2 penalty on Climb checks, Swim checks, and grapple checks.

**Special:** You can replace your lost arm with a cybernetic replacement arm, assuming such technology is available and you can afford it.

**Mindslave [Drawback]**

You have certain mental deficiencies that make it harder to resist mind-influencing effects.

**MP Value:** 2.

**Drawback:** You take a –2 penalty on all Will saves.

**Special:** You cannot take this mutation if you have the Iron Will feat.

### **Multi-Talented [Advantage]**

You have hidden talents.

**MP Cost:** 2 (+, see Special below).

**Benefit:** Choose a Talent from a Hero class that you have at least one level in and that you qualify for; you also have that Talent.

**Special:** This feat can be taken multiple times. However, each time you select this feat beyond the first time, the Mutation Point cost increases by 1; select a different Talent for which you qualify.

### **Neutrad Dependency [Drawback]**

You rely on a medical compound called neutrad to survive.

**MP Value:** 6.

**Drawback:** If you go 24 hours without taking a dose of neutrad you must make a successful Fortitude save (DC 15) or take 1 point of Strength damage and 1 point of Constitution damage. Taking a dose of neutrad cures the ability damage caused by neutrad deprivation in 1d6 rounds. Ability damage caused by neutrad deprivation cannot be restored through natural healing.

**Special:** This drawback can be taken only in Tech Level 6 or higher scenarios (when neutrad is available).

### **Pheromone Attraction [Advantage]**

You can regulate the production of pheromones in your body and release them at will, altering the moods of other nearby creatures.

**MP Cost:** 6.

**Benefits:** You gain a +4 mutation bonus on all Bluff, Diplomacy, Handle Animal, and Intimidate checks made against creatures within 30 feet of you.

**Special:** You cannot take this mutation if you have the Pheromone Repulsion drawback.

### **Pheromone Repulsion [Drawback]**

You release pheromones that other creatures find repulsive.

**MP Value:** 1.

**Drawbacks:** You take a –4 penalty on all Diplomacy and Handle Animal checks made against creatures within 30 feet of you.

**Special:** You cannot take this drawback if you have the Pheromone Attraction mutation.

### **Poisonous Blood [Drawback]**

Your blood is poisonous to your own body. You must take regular doses of antitox to resist the poison's effects.

**MP Value:** 6.

**Drawback:** If you go 24 hours without taking a dose of antitox you must make a successful Fortitude save (DC 15) or take 1d4 points of Constitution damage. Taking a dose of antitox cures the ability damage caused by antitox deprivation in 1d6 rounds. Ability damage caused by antitox deprivation cannot be restored through natural healing.

**Special:** This drawback can be taken only in Tech Level 6 or higher scenarios (when antitox is available).

### **Prehensile Tail [Advantage]**

You grow a tail that can grasp and hold objects.

**MP Cost:** 4.

**Benefits:** A prehensile tail grants a +2 mutation bonus on Balance checks. It can also grasp and manipulate a simple object up to one size category smaller than the creature's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a cell phone).

A creature can “hang” from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail isn’t dexterous or strong enough to fire ranged weapons or make melee attacks, however.

**Special:** A creature that already has a tail cannot gain this mutation.

### **Prickly Pear [Advantage]**

Bony spurs or chitinous spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple.

**MP Cost:** 4.

**Benefits:** You deal 1d4 points of piercing damage to any creature you are grappling or any creature that grapples you. Furthermore, you deal 1d4 points of piercing damage per round to any creature that swallows you using the swallow whole ability.

### **Radioactive [Advantage]**

You are immune to some radiation and can emit bursts of harmful radiation from your body.

**MP Cost:** 5.

**Benefits:** You are immune to mild, low, and moderate degrees of radiation exposure. In addition, your body acts as a radiation battery, storing the energy for later use. Once per day as a free action, you may release a 60-foot-radius burst of radiation centered on you. All creatures within the burst radius are exposed to a moderate degree of radiation (Fortitude DC 18, incubation period 3d6 hours, initial and secondary damage 1d6–1 Con).

### **Rapid Aging [Drawback]**

You age at an increased rate due to the strain your mutations place on your cells. You appear many years older than your actual age.

**MP Value:** 2.

**Drawback:** Double your actual age to get your effective age. Your effective age determines your ability score penalties. You do not gain any of the benefits of aging (ie. increased mental ability scores).

### **Reduced Speed [Drawback]**

You are unable to move as quickly as normal due to various mutations and deformities.

**MP Value:** 3.

**Drawback:** Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have.

**Special:** You may take this drawback multiple times. Its effects stack.

### **Scaly Armor [Advantage]**

Thick, overlapping scales cover your body. The scales are hard but dry to the touch.

**MP Cost:** 3.

**Benefit:** You gain a +2 natural armor bonus to Armor Class, or your existing natural armor bonus improves by 2.

**Special:** A creature with fur, chitin, or the Exoskeleton mutation cannot gain this mutation.

### **Scent [Advantage]**

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odors the way humans do familiar sights.

**MP Cost:** 2.

**Benefit:** You gain the scent special ability.

### **Second Wind [Advantage]**

You can shrug off minor wounds with ease.

**MP Cost:** 2.

**Benefit:** Once per day, as a free action, you can heal yourself of a number of points of damage equal to your Constitution modifier plus your character level (minimum 1).

### **Skeletal Reinforcement [Advantage]**

Your bones become more resilient, allowing you withstand greater amounts of punishment.

**MP Cost:** 5.

**Benefits:** You receive damage reduction 3/bludgeoning, and your massive damage threshold increases by +3. In addition, the damage you take from a fall is reduced by one die.

**Special:** This mutation stacks with the Improved Damage Threshold feat. You cannot take this mutation if you have the Brittle Bones drawback.

### **Stinger [Advantage]**

A poisonous stinger erupts from some part of your body—usually a needlelike barb protruding from an arm or leg joint, or a scorpionlike stinger on the end of a tail or similar appendage.

**MP Cost:** 4.

**Benefit:** Your sharp stinger deals piercing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can sting multiple times. The stinger is treated as a natural weapon and does not provoke attacks of opportunity. In addition, the stinger injects poison into the target, with effects similar to puffer poison (Fort DC 13 1d6 Str primary damage / Paralysis 2d6 minutes secondary damage).

**Special:** This mutation can be used in conjunction with the Tail mutation, but the tail cannot be used as a bludgeoning weapon during the same round the stinger is used.

### **Tail [Advantage]**

You grow a thick tail. The tail may be fur-covered, slender and whiplike like a rat's, or scaly like a lizard's. Although the tail improves your balance and can serve as a weapon, it cannot be used for gripping objects.

**MP Cost:** 1.

**Benefits:** The tail provides a +2 mutation bonus on all Balance checks. In addition, you gain a single tail slam attack that deals bludgeoning damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike multiple times with your tail. Your tail is treated as a natural weapon and does not provoke attacks of opportunity.

**Special:** A creature that already has a tail or the Prehensile Tail mutation cannot gain this mutation. This mutation can be used in conjunction with the Stinger mutation.

### **Telekinetic Mind [Advantage]**

You can perform minor telekinetic feats.

**MP Cost:** 5.

**Benefit:** As a move action, you can move an unattended object weighing up to 5 pounds up to 15 feet in any direction. Using this ability does not provoke attacks of opportunity. You must be able to see the object you are affecting, however. You must concentrate on the object to move it telekinetically. If your concentration is broken while you are levitating the object (see the [Concentration](#) skill description) the object falls. This ability can be used at will.

### **Telepathy [Advantage]**

You gain limited telepathic ability.

**MP Cost:** 5.

**Benefit:** As a free action, you can forge a telepathic link with another living creature within 100 feet of you. The creature with which you form the link must have an Intelligence score of 6 or higher, and it must be a willing participant in the link. You can communicate telepathically through the link even if you do not share a common language, but no special control or influence is established as a result of the link. If you and the linked creature

move more than 100 feet apart, the telepathic link severs instantly. You can telepathically link with only one creature at a time during any given round, but the ability can be used at will.

### **Tentacle [Advantage]**

A single tentacle grows from your side or back. The tentacle might resemble an octopus's suckered tentacle or a simple, scaly pseudopod.

**MP Cost:** 6.

**Benefits:** The tentacle grants a +4 mutation bonus on grapple checks. It can also grasp and manipulate a simple object of your size category or smaller. For example, a Medium-size creature can use the tentacle to grasp and manipulate a Medium-size or smaller object. The tentacle cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a cell phone).

You can "hang" from your tentacle indefinitely by wrapping it around a larger object, thereby freeing up your other limbs. The tentacle isn't dexterous enough to fire ranged weapons, but it can be used to make a slam attack. The tentacle's slam attack deals an amount of bludgeoning damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can strike with the tentacle multiple times. The tentacle is treated as a natural weapon with a 10-foot reach, and attacks made with it do not provoke attacks of opportunity.

### **Thick Fur Coat [Advantage]**

You grow a thick, protective layer of fur over your body.

**MP Cost:** 1.

**Benefits:** You gain a +4 mutation bonus on Fortitude saves against extreme cold temperatures.

**Special:** A creature with fur, scales, or chitin cannot gain this mutation.

### **Thin Skin [Drawback]**

You are more susceptible to harm.

**MP Value:** 5.

**Drawback:** You take 1 additional point of damage each time you are wounded.

### **Ultra Immune System [Advantage]**

You develop a powerful immune system capable of repelling many poisons, diseases, and radiation sickness.

**MP Cost:** 2.

**Benefit:** You gain Ultra Immune System as a bonus feat even if you don't meet the feat's prerequisite. The bonus you gain on Fortitude saves against poisons, diseases, and radiation is treated as a mutation bonus.

### **Ultraviolet Allergy [Drawback]**

Ultraviolet light burns your flesh and causes it to ignite.

**MP Value:** 3.

**Drawback:** Ultraviolet light (including direct sunlight) burns you for 2d6 points of fire damage per round and causes any light, flammable clothing you are wearing to ignite.

### **Venomous Bite [Advantage]**

Your natural bite attack injects poison into your victim's bloodstream.

**MP Cost:** 4.

**Benefit:** Any creature you successfully hit with your bite attack must make a successful Fortitude save (DC 10 + one-half your level + your Constitution modifier) to negate the effects (initial and secondary damage 1d4 Con).

**Special:** You must have a natural bite attack to gain the benefit of this mutation. You cannot take this mutation if you have the Acidic Saliva mutation.

**Vexing Voice [Advantage]**

You can vex another creature using the peculiar resonance of your voice.

**MP Cost:** 4.

**Benefit:** Select any living creature within 30 feet of you as the target; the creature must be able to hear your voice to be affected. Upon hearing your voice, the creature must make a successful Will save (DC 10 + one-half your level + your Charisma modifier) or be dazed for 1 round. A successful save negates the effect. This ability is a mind-affecting compulsion usable three times per day. Using this ability is a free action.

**Wall Crawler [Advantage]**

You can walk walls and cling to ceilings like a spider. You have tiny barbs on your hands and feet to facilitate climbing, and your fingers and toes secrete a transparent adhesive that lets you cling to smooth surfaces.

**MP Cost:** 2.

**Benefits:** As long as your hands and feet are uncovered, you can climb perfectly smooth, flat, vertical surfaces. In addition, you gain a +4 mutation bonus on all Climb checks. Wearing gloves or footwear reduces the bonus to +2, and wearing both gloves and footwear negates the bonus entirely.

You also gain a +4 mutation bonus on Balance checks when moving across a slippery surface. Wearing any kind of footwear negates this bonus.

**Weak Immune System [Drawback]**

Your body has difficulty preventing infections from entering its system, and thus it is prone to sickness and disease.

**MP Value:** 1.

**Drawback:** You take a –2 penalty on all Fortitude saves against poison, disease, and radiation sickness.

**Special:** You cannot take this drawback if you have the Ultra Immune System feat.

**Webbed Digits [Advantage]**

You grow webbing between your fingers or toes and can move more easily through liquids.

**MP Cost:** 1.

**Benefit:** You gain a +4 mutation bonus on all Swim checks. Having webbed digits does not interfere with your ability to grasp or manipulate objects.

**Wings [Advantage]**

You sprout a pair of birdlike or batlike wings.

**MP Cost:** 6.

**Benefit:** Your wings grant a natural fly speed of 60 feet (average maneuverability).

**X-Ray Vision [Advantage]**

You can see into and through solid matter.

**MP Cost:** 6.

**Benefit:** X-ray vision allows you to see through 1 foot of brick or stone, 1 inch of metal or composite alloy, and up to 3 feet of wood, plaster, or dirt. Thicker substances or a thin sheet of lead blocks your vision. X-ray vision has a maximum range of 20 feet and allows you to see as if you were looking at something in normal light, even if there is no illumination.

**Extraordinary and Supernatural Attributes**

Mutation Points offer characters the possibility of attribute scores beyond the normal ken of their species. Given below are the MP costs to augment a character's attribute scores.

## Extraordinary [Attribute]

**MP Cost:** 2 MP.

**Benefit:** You get a +4 mutation bonus to the attribute of your choice.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different attribute. Note that, as a type of extraordinary bonus, this modifier is not suppressed by effects that suppress supernatural abilities.

## Supernatural [Attribute] I

**MP Cost:** 3 MP.

**Prerequisite:** Extraordinary [Attribute] of the same attribute, Supernatural Mutation.

**Benefit:** You get a +4 supernatural bonus to the same attribute as your Extraordinary [Attribute], for a total modifier of +8 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different extraordinary attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

## Supernatural [Attribute] II

**MP Cost:** 4 MP.

**Prerequisite:** Supernatural [Attribute] I of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] I, for a supernatural bonus of +8 to your Extraordinary [Attribute], and a total modifier of +12 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

## Supernatural [Attribute] III

**MP Cost:** 5 MP.

**Prerequisite:** Supernatural [Attribute] II of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] II, for a supernatural bonus of +12 to your Extraordinary [Attribute], and a total modifier of +16 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

## Supernatural [Attribute] IV

**MP Cost:** 6 MP.

**Prerequisite:** Supernatural [Attribute] III of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] III, for a supernatural bonus of +16 to your Extraordinary [Attribute], and a total modifier of +20 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

## Supernatural Mutations aka Super-Powers

Super-powers are spells and psionic powers purchased with Mutation Points through the Supernatural Mutation feat. Super-powers are supernatural abilities, which means they come very naturally to the character; they do not provoke attacks of opportunity, they cannot be disrupted or countered, and they are not prevented by spell / power resistance. They are, however, suppressed by effects that suppress supernatural effects, such as a Null Power Field.



Depending on the Mutation Level of the scenario, your character may be permitted to take 20, 50, or even 100 Mutation Points! Every 10 MP gives the character a +1 Mutant racial level modifier, and thus a +1 to the character's Effective Character Level (ECL), which is what the GM uses to gauge how tough and/or difficult an encounter will be. The higher your character's ECL, the more powerful your GM must make the encounter to make it an enjoyable challenge.

Any character with the Supernatural Mutation feat gains access to a super-power point pool, granting a daily allotment of power points for the manifestation of their super-power(s). Depending on a character's tier of Mutation, they have differing access to super-powers and power points.

#### **Minor Super-Mutant:**

This character has the Supernatural Mutation feat with no Mutant racial level modifier. They receive 2 MP, and they can acquire additional MP through Drawbacks, the Slightly Different feat, or instances of the Unstable Mutation feat. Minor Super-Mutants can select super-powers from amongst 1<sup>st</sup>-3<sup>rd</sup> level spells and powers (typically 1-6 MP/power, maximum MP cost for a single power 6 MP), and they receive only half the number of power points normally received for super-powers (see below).

#### **Moderate Super-Mutant:**

This character has the Supernatural Mutation feat with a +1 Mutant racial level modifier. They receive 10 MP, and they can acquire additional MP through Drawbacks, the Slightly Different feat, or instances of the Unstable Mutation feat. Moderate Super-Mutants can select super-powers from amongst 1<sup>st</sup>-5<sup>th</sup> level spells and powers (typically 1-10 MP/power, maximum MP for a single power 10 MP).

#### **Major Super-Mutant:**

This character has the Supernatural Mutation feat with a +2 Mutant racial level modifier. They receive 20 MP, and they can acquire additional MP through Drawbacks, the Slightly Different feat, or instances of the Unstable Mutation feat. Major Super-Mutants can select super-powers from amongst 1<sup>st</sup>-9<sup>th</sup> level spells and powers (typically 1-20 MP/power, maximum MP for a single power 20 MP).

#### **Mega Super-Mutant:**

This character has the Supernatural Mutation feat with a +3 or greater Mutant racial level modifier. They receive 30+ MP, and they can acquire additional MP through Drawbacks, the Slightly Different feat, or instances of the Unstable Mutation feat. Mega Super-Mutants can select super-powers from amongst 1<sup>st</sup>-9<sup>th</sup> level spells and powers (typically 1-20+ MP/power, no maximum MP expenditure for a power).

#### **Complimentary Super-Powers:**

Some spells and psionic powers, when purchased as super-powers, give the super-mutant additional super-powers. These complimentary super-powers are usually lesser versions of the same spell, but in some instances they are lesser-level spells or powers associated with the original super-power. Complimentary super-powers do not cost the character any MP. Sometimes a Super-Power grants a complimentary Super-Power that in turn gives its own complimentary Super-Power(s); the character gets those "cascading" Super-Powers at no additional MP cost as well.

#### **Buff Super-Powers:**

Some spells and psionic powers are noted as a "Buff" super-power in their listed MP cost. A Buff super-power has different parameters from the original spell or psionic power; its range changes to "Personal", its target is always "You", and its duration changes to "Permanent" or it becomes usable at will, depending on the nature of the spell or power. It costs no power points to use, unless it offers an augmentable ability, at which point the character must pay power points for any augmented aspect of the Buff power; only the unaugmented effect is free. However, if the Buff has variable aspects based on the manifester's level, then it manifests at a level equal to the Mutant Level (ML) of the character.

Buff super-powers are never shared with familiars and/or animal companions.

#### **Super-Power Point Pool and Mutant Level (ML):**

Every super-mutant has access to a super-power point pool, used for manifesting their (non-Buff) super-powers throughout the day. A character's super-power point pool is determined by their Mutant Level (ML), which is their total character class level(s) plus the Mutant racial level modifier the character incurred for being a super-mutant.

**Mutant Level (ML) = total character class level(s) + Mutant racial level modifier**

Your ML, along with your Mutation Points (MP), is used to determine how many power points your Mutant gets per day, and at what level they manifest their super-power(s).

**Super-Power Points per day = Mutation Points + (Mutant Level)<sup>2</sup> + (Wisdom mod. x ML)/2**

For those who couldn't care about the underlying formulae, here is a chart of the power points per day (PP/day) based on Mutant Level (ML);

**Power Points per Day (PP/day) by Mutant Level (ML)**

| ML | PP/day  | ML | PP/day   | ML | PP/day   | ML | PP/day   |
|----|---------|----|----------|----|----------|----|----------|
| 1  | 1 + MP  | 6  | 36 + MP  | 11 | 121 + MP | 16 | 256 + MP |
| 2  | 4 + MP  | 7  | 49 + MP  | 12 | 144 + MP | 17 | 289 + MP |
| 3  | 9 + MP  | 8  | 64 + MP  | 13 | 169 + MP | 18 | 324 + MP |
| 4  | 16 + MP | 9  | 81 + MP  | 14 | 196 + MP | 19 | 361 + MP |
| 5  | 25 + MP | 10 | 100 + MP | 15 | 225 + MP | 20 | 400 + MP |

The chart for bonus power points per day based on a high attribute (Wisdom, in the case of super-mutants) is given above in the section for Power Points. Use the super-mutant's ML for purposes of character level when determining how many bonus power points the character receives each day.

**Minimum Super-Power Manifestations/Day:** Regardless of how many PP a character has maximum, if they have a power that costs more to manifest than their total power point pool, they can spend their entire power point pool in one manifestation to manifest any one super-power they possess. Note that the character must still have all their power points and must be able to meet any other requirements (i.e., XP costs) in order to manifest the power.

**Minimum Manifester Level:** A super-mutant can always manifest any power they have at a level equal to the power point cost of the power. Thus, if a super-power possessed by a 3<sup>rd</sup>-level ML character typically has a minimum caster/manifester level of 15<sup>th</sup> level and normally costs 15 PP, then the 3<sup>rd</sup>-level ML character manifests the power at 15<sup>th</sup>-level, and it costs 15 PP to manifest.

## Supernatural Mutation List by MP Cost

### 1 MP:

Create Water  
Detect Magic & Psionics  
Haywire  
Prestidigitation  
Purify Food & Drink  
Read Magic  
Resistance <sup>2</sup>  
Touch of Fatigue  
Vigor

### 2 MP:

Animal Messenger  
Attraction <sup>1</sup>  
Bane  
Bite of the Wolf <sup>1</sup>  
Bless  
Bless Weapon  
Bolt <sup>1</sup>  
Burning Hands

Burst <sup>2</sup>  
Call to Mind  
Call Weaponry <sup>1</sup>  
Calm Animals  
Catfall <sup>1</sup>  
Cause Fear  
Chameleon  
Charm Person  
Chill Touch  
Claws of the Beast <sup>1</sup>  
Clean  
Color Spray  
Command  
Comprehend Languages <sup>2</sup>  
Conceal Thoughts <sup>2</sup>  
Confusion, Lesser  
Control Electricity <sup>1</sup>  
Control Flames <sup>1</sup>  
Control Light  
Control Object <sup>2</sup>  
Create Sound

Crystal Shard <sup>1</sup>  
Deathwatch <sup>2</sup>  
Deceleration <sup>1</sup>  
Degauss  
Demoralize <sup>1</sup>  
Destiny Dissonance  
Detect Animals or Plants <sup>2</sup>  
Detect Chaos <sup>2</sup>  
Detect Evil <sup>2</sup>  
Detect Good <sup>2</sup>  
Detect Law <sup>2</sup>  
Detect Secret Doors <sup>2</sup>  
Detect Snares & Pits <sup>2</sup>  
Detect Teleportation <sup>1, 2</sup>  
Detect Undead <sup>2</sup>  
Disable <sup>1</sup>  
Disguise Self  
Dissipating Touch <sup>1</sup>  
Distract  
Doom  
Ecto Protection <sup>1</sup>

Elfsight <sup>2</sup>  
Empathy <sup>1, 2</sup>  
Empty Mind <sup>1</sup>  
Endure Elements <sup>2</sup>  
Energy Ray <sup>1</sup>  
Entangle  
Entangling Ectoplasm <sup>1</sup>  
Entropic Shield  
Expeditious Route  
Extraordinary [Attribute]  
Faerie Fire  
Far Hand <sup>1</sup>  
Feather Fall  
Float  
Floating Disk  
Force Screen / Shield <sup>1</sup>  
Grease  
Grip of Iron <sup>1, 2</sup>  
Hammer <sup>1</sup>  
Hide from Animals  
Hide from Undead  
Hypnotism  
Immunity to Fear <sup>2</sup>  
Inertial Armor <sup>1</sup>  
Inflict Wounds [Light]  
Jump <sup>2</sup>  
Karmic Favor  
Know Direction & Location <sup>2</sup>  
Longstrider <sup>2</sup>  
Magic Aura  
Magic Fang  
Magic Missile  
Mask Metal  
Matter Agitation <sup>1</sup>  
Matter Inertia <sup>1</sup>  
Mind Thrust <sup>1</sup>  
Missive <sup>1</sup>  
Mount  
My Light <sup>1</sup>  
Obscuring Mist  
Pass Without Trace <sup>2</sup>  
Power Device  
Precognition  
Precognition, Defensive <sup>1</sup>  
Precognition, Offensive <sup>1</sup>  
Prescience, Offensive <sup>1</sup>  
Prevenom <sup>1</sup>  
Prevenom Weapon <sup>1</sup>  
Protection From [Alignment]  
Ray of Enfeeblement  
Sanctuary  
Sense Link <sup>1</sup>  
Shield of Faith <sup>2</sup>  
Shocking Grasp  
Silent Image  
Skate <sup>2</sup>  
Sleep  
Speak with Animals <sup>2</sup>

Stomp <sup>1</sup>  
Synesthesia  
Telepathic Projection  
Thicken Skin <sup>2</sup>  
Trace Purge  
True Strike  
Unseen Servant  
Ventriloquism  
White Noise

### 3 MP:

Animal Magnetism (Cha)  
Inspiring Aura (Cha)  
Mangler (Str)  
Natural Empath (Wis)  
Prodigy (Int)  
Silver Tongue (Cha)  
Super-Resilient (Con)  
Supreme Effort (Str)  
Uncanny Insight (Int)

### 4 MP:

Acid Arrow  
Aid  
Align Weapon  
Alter Self  
Animal Affinity <sup>1</sup>  
Animal Trance  
Aversion <sup>1</sup>  
Barkskin  
Bestow Power <sup>1</sup>  
Biofeedback <sup>1, 2</sup>  
Blindness/Deafness  
Blur  
Body Equilibrium  
Brain Lock <sup>1</sup>  
Burglar's Buddy  
Calm Emotions  
Chill Metal  
Cloud Mind  
Command Undead  
Compression <sup>1</sup>  
Concealing Amorphia  
Concussion Blast <sup>1</sup>  
Control Air  
Control Sound  
Darkness  
Dataread  
Daze Creature <sup>1, 3</sup>  
Death Knell  
Detect Alignment <sup>2</sup>  
Detect Hostile Intent  
Detect / Read Thoughts  
Dimension Swap <sup>1</sup>  
Dissolving Touch  
Ego Whip <sup>1</sup>  
Electronic Fog <sup>3</sup>

Empathic Transfer <sup>1</sup>  
Energy Missile <sup>1</sup>  
Energy Push <sup>1</sup>  
Energy Stun <sup>1</sup>  
Enthrall  
Feat Leech <sup>1</sup>  
Find Traps <sup>2</sup>  
Flame Blade  
Flaming Sphere  
Fog Cloud  
Glitterdust  
Gust of Wind  
Heat Metal  
Hold Animal <sup>1</sup>  
Hold Person <sup>1</sup>  
Hypnotic Pattern  
Id Insinuation <sup>1</sup>  
Identify  
Immunity to Paralysis <sup>2</sup>  
Inflict Pain <sup>1</sup>  
Inflict Wounds [Moderate]  
Invisibility  
Knock  
Levitate  
Lion's Charge  
Locate Object  
Lock  
Machine Invisibility  
Mental Disruption <sup>1</sup>  
Metaphysical Claw <sup>1</sup>  
Metaphysical Weapon <sup>1</sup>  
Minor Image <sup>3</sup>  
Mirror Image  
Misdirection <sup>2</sup>  
Missive, Mass <sup>1</sup>  
Object Reading <sup>1</sup>  
Painful Strike <sup>1</sup>  
Precognition, Combat  
Produce Flame  
Protection from Arrows / Bullets  
Prowess  
Pyrotechnics  
Rage  
Recall Agony <sup>1</sup>  
Relay Text  
Repair Damage <sup>1</sup>  
Restoration, Lesser  
Scare  
Scent of the Quarry  
Scorching Ray  
Sense Link, Forced <sup>1, 3</sup>  
Sensitivity to Psychic Impressions  
Share Pain  
Shatter  
Silence  
Soften Earth & Stone  
Sound Blast  
Speak with Plants <sup>2</sup>

Spectral Hand  
Spectral Weapon  
Spider Climb  
Spike Growth  
Status  
Strength of the Enemy <sup>1</sup>  
Suggestion  
Summon Swarm  
Sustenance <sup>2</sup>  
Swarm of Crystals <sup>1</sup>  
Thought Shield <sup>1</sup>  
Touch of Idiocy  
Undetectable Alignment  
Warp Wood  
Web  
Whispering Wind  
Wood Shape  
Zone of Truth

### 5 MP:

Darkvision <sup>2</sup>  
Energy Immunity (Con)  
[Energy Type] Resistance <sup>2</sup>  
Healing Hands (Wis)  
Heroism <sup>2</sup>  
Hustle  
Hyper-Speed (Dex)  
Lightning Fast (Dex)  
Nigh-Invulnerable (Con)  
Super-Smash (Str)  
Supernatural [Attribute] I

### 6 MP:

Arcane Sight <sup>2</sup>  
Blink  
Body Adjustment <sup>1</sup>  
Body Purification <sup>1</sup>  
Call Lightning  
Clairvoyant Sense  
Claws of the Vampire  
Command Plants  
Concealing Amorphia: Greater <sup>3</sup>  
Contagion  
Creation, Minor <sup>1</sup>  
Crisis of Breath <sup>1</sup>  
Danger Sense <sup>1, 2</sup>  
Daylight  
Deep Slumber  
Deeper Darkness <sup>3</sup>  
Dimension Slide <sup>1</sup>  
Dismiss Ectoplasm  
Displacement <sup>3</sup>  
Dominate Animal <sup>1</sup>  
Duodimensional Claw  
Ectoplasmic Cocoon <sup>1</sup>  
Ectoplasmic Form  
Empathic Transfer, Hostile <sup>1, 3</sup>

Energy Bolt <sup>1</sup>  
Energy Cone <sup>1</sup>  
Energy Retort <sup>1</sup>  
Energy Wall <sup>1</sup>  
Eradicate Invisibility <sup>1</sup>  
Escape Detection  
Exhalation, Black Dragon's <sup>1</sup>  
False Sensory Input  
Fate Link <sup>1</sup>  
Fireball  
Flame Arrow / Bullet  
Gaseous Form  
Glibness  
Good Hope  
Graft Weapon  
Halt Undead  
Haste  
Immunity to Disease <sup>2</sup>  
Inflict Wounds [Serious]  
Instant Reload <sup>3</sup>  
Invisibility Purge  
Invisibility Sphere  
Keen Edge  
Lightning Bolt  
Magic Circle Vs. [Alignment]  
Magic Fang, Greater  
Major Image <sup>3</sup>  
Meld Into Stone  
Mental Barrier <sup>1</sup>  
Mind Trap <sup>1</sup>  
Mindlink <sup>1</sup>  
Phantom Chopper  
Phantom Steed  
Plant Growth  
Prayer  
Protection From Energy  
Psionic Blast <sup>1</sup>  
Quench  
Ray of Exhaustion <sup>3</sup>  
Recharge  
Remove Blindness / Deafness  
Remove Curse  
Sculpt Sound  
Searing Light <sup>3</sup>  
See Invisibility <sup>2</sup>  
Share Pain, Forced <sup>3</sup>  
Shrink Item  
Shutdown  
Sleet Storm  
Slow <sup>3</sup>  
Speak with Dead <sup>2</sup>  
Stinking Cloud <sup>3</sup>  
Stone Shape  
Telekinesis [any one]  
Time Hop <sup>1</sup>  
Tongues <sup>2</sup>  
Touchsight <sup>2</sup>  
Tree Shape

Ubiquitous Vision <sup>2</sup>  
Vampiric Blade  
Vampiric Touch  
Water Breathing <sup>2</sup>  
Water Walk  
Whitefire <sup>1</sup>  
Wind Wall

### 7 MP:

Bulletproof (Con)  
Master Strategist (Int)

### 8 MP:

Anchored Navigation <sup>1, 3</sup>  
Animate Dead  
Aura Sight <sup>1, 2</sup>  
Bestow Curse  
Black Tentacles  
Blight  
Chaos Hammer  
Charm Being <sup>1</sup>  
Claw of Energy  
Confusion <sup>3</sup>  
Control Water  
Correspond  
Crushing Despair  
Cure Wounds [up to Critical]  
Death Urge <sup>1</sup>  
Detect Remote Viewing / Scrying <sup>2</sup>  
Dimension Door <sup>1</sup>  
Dimensional Anchor  
Discern Lies  
Divination <sup>3</sup>  
Divine Power  
Electromagnetic Pulse  
Empathic Feedback <sup>1</sup>  
Energy Blast <sup>1</sup>  
Enervation  
Fear <sup>3</sup>  
Fly <sup>2</sup>  
Freedom of Movement  
Geas, Lesser  
Giant Vermin  
Globe of Invulnerability, Lesser  
Hallucinatory Terrain  
Holy Smite  
Ice Storm  
Illusory Wall  
Immovability <sup>1</sup>  
Immunity to Poison <sup>2</sup>  
Inertial Barrier <sup>2</sup>  
Inflict Wounds [Critical]  
Intellect Fortress <sup>1</sup>  
Invisibility, Greater <sup>3</sup>  
Ionic Bolt <sup>1</sup>  
Locate Creature  
Metamorphosis

Mindlink, Thieving <sup>1,3</sup>  
Mindwipe <sup>1</sup>  
Modify Memory  
Nondetection <sup>2</sup>  
Order's Wrath  
Personality Parasite  
Phantasmal Killer  
Planar Ally, Lesser <sup>4</sup>  
Poison  
Power Leech  
Psychic Vampire  
Puppeteer <sup>1</sup>  
Quintessence  
Rainbow Pattern  
Remote Viewing <sup>4</sup>  
Repel Vermin  
Resilient Sphere  
Rusting Grasp  
Schism  
Scrying  
Shadow Conjunction  
Shout  
Solid Fog <sup>3</sup>  
Spell / Power Immunity <sup>2</sup>  
Spike Stones  
Steadfast Perception <sup>2</sup>  
Telekinesis: Adept [any two]  
Trace Teleport <sup>1,3</sup>  
Tree Stride  
Truevenom <sup>3</sup>  
Truevenom Weapon <sup>3</sup>  
Unholy Blight  
Via Negativa <sup>3</sup>  
Wall of Ectoplasm  
Wall of Fire  
Wall of Ice  
Weapon of Energy  
Wire Walk  
Zone of Silence <sup>3</sup>

### 9 MP:

Indomitable Will (Wis)  
Supernatural [Attribute] II  
Titanic Strength (Str)

### 10 MP:

Adapt Body <sup>2</sup>  
Animal Growth <sup>3</sup>  
Astral Construct I-V <sup>1</sup>  
Baleful Polymorph  
Baleful Teleport <sup>3</sup>  
Break Enchantment  
Call Lightning Storm <sup>3</sup>  
Clairtangent Hand <sup>1,3</sup>  
Cloudkill  
Command, Greater <sup>3</sup>  
Commune <sup>4</sup>

Commune with Nature  
Cone of Cold <sup>3</sup>  
Contact Other Plane  
Control Winds <sup>3</sup>  
Creation, Major <sup>1,3</sup>  
Death Ward <sup>2</sup>  
Dismissal  
Dispel [Alignment] <sup>3</sup>  
Dispel Magic & Psionics <sup>1</sup>  
Disrupting Weapon  
Dominate Person <sup>1,3</sup>  
Dream  
Energy Current <sup>1</sup>  
Evasion <sup>1,2</sup>  
Expansion <sup>1</sup>  
Fabricate <sup>1</sup>  
Feeblemind  
Fiery Disincorporation <sup>1</sup>  
Fire / Chill Shield  
Flame Strike  
Ghost Shot  
Hail of Crystals <sup>1,3</sup>  
Hold Being <sup>1</sup>  
InFLICT Wounds, Mass [Light]  
Insect Plague <sup>3</sup>  
Instant Connectivity  
Interposing Hand of Force  
Leech Field <sup>1</sup>  
Mark of Justice  
Metaconcert <sup>1</sup>  
Mind Fog  
Mind Probe  
Mirage Arcana <sup>3</sup>  
Nightmare  
Overland Flight <sup>2</sup>  
Persistent Image <sup>3</sup>  
Power / Spell Resistance <sup>2</sup>  
Power Suppression <sup>1</sup>  
Preternatural Reflexes (Dex)  
Prying Eyes  
Psychic Crush <sup>1</sup>  
Psychofeedback <sup>1</sup>  
Rage, Hurling <sup>1</sup>  
Raise Dead <sup>4</sup>  
Restoration <sup>3</sup>  
Restore Body <sup>3</sup>  
Revivify <sup>1,4</sup>  
Righteous / Riotous Might  
Second Chance  
Seeming <sup>3</sup>  
Sending  
Shadow Evocation  
Shatter Mind Blank  
Signal Feed <sup>3</sup>  
Slay Living  
Stoneskin <sup>2</sup>  
Suggestion, Mass <sup>3</sup>  
Summon Monster I-V

Summon Nature's Ally I-V  
Supra-Genius (Int)  
Synchronicity <sup>2</sup>  
Telekinesis: Master [all three]  
Teleport  
Teleport Trigger  
Tower of Iron Will <sup>1</sup>  
Transmute Mud & Rock <sup>3</sup>  
True Seeing <sup>2</sup>  
Wall of Force <sup>3</sup>  
Wall of Stone  
Wall of Thorns  
Waves of Fatigue <sup>3</sup>  
Zone of Discord

### 11 MP:

Karmic Crusader (Cha)

### 12 MP:

Acid Fog  
Animate Objects <sup>3</sup>  
Antilife Shell  
Aura Alteration <sup>1</sup>  
Blade Barrier  
Breath of the Black Dragon <sup>1,3</sup>  
Chain Lightning <sup>3</sup>  
Cloud Mind, Mass <sup>3</sup>  
Contingency <sup>4</sup>  
Create Undead <sup>3</sup>  
Crystallize  
Dispelling Buffer <sup>2</sup>  
Eyebite  
Find the Path <sup>3</sup>  
Fire Seeds  
Flesh to Stone  
Forceful Hand of Force  
Form of Doom <sup>1</sup>  
Freezing Sphere <sup>3</sup>  
Fuse Flesh <sup>1</sup>  
Geas / Quest <sup>3</sup>  
Globe of Invulnerability <sup>3</sup>  
Harm  
Heal  
Heroism, Greater <sup>2</sup>  
InFLICT Wounds, Mass [Moderate]  
Legend Lore  
Mind Switch <sup>1,3,4</sup>  
Mislead <sup>3</sup>  
Move Earth  
Oak Body <sup>2</sup>  
Permanent Image <sup>3,4</sup>  
Planar Ally <sup>4</sup>  
Precognition, Greater <sup>3</sup>  
Probe Thoughts  
Repel Wood <sup>3</sup>  
Retrieve  
Shadow Walk

Stone Tell  
Stone to Flesh  
Suspend Life <sup>3</sup>  
Sympathetic Vibration <sup>3</sup>  
Temporal Acceleration <sup>1, 3</sup>  
Transformation <sup>2</sup>  
Veil <sup>3</sup>  
Wall of Iron  
Wind Walk <sup>3</sup>

#### 14 MP:

Animate Plants <sup>3</sup>  
Banishment <sup>3</sup>  
Blasphemy  
Control Undead <sup>3</sup>  
Control Weather <sup>3</sup>  
Creeping Doom <sup>3</sup>  
Crisis of Life <sup>1, 3</sup>  
Decerebrate <sup>3</sup>  
Destruction  
Dictum  
Disintegrate  
Divert Teleport <sup>3</sup>  
Dream Travel <sup>3</sup>  
Ectoplasmic Cocoon, Mass <sup>3</sup>  
Energy Conversion  
Energy Wave <sup>1, 3</sup>  
Ethereal Jaunt  
Fate of One  
Fission  
Forcecage <sup>3</sup>  
Grasping Hand of Force  
Holy Word  
Inflict Wounds, Mass [Serious]  
Insanity <sup>1</sup>  
Invisibility, Mass <sup>3</sup>  
Plane Shift  
Power Word: Blind  
Prismatic Spray  
Project Image  
Repulsion Field  
Restoration, Greater <sup>3, 4</sup>  
Resurrection <sup>3, 4</sup>  
Scrying, Greater <sup>3</sup>  
Sequester <sup>3, 4</sup>  
Shadow Conjuration, Greater <sup>3</sup>  
Spell / Power Turning  
Sunbeam <sup>3</sup>  
Supernatural [Attribute] III  
Ultrablast <sup>1, 3</sup>  
Vision <sup>3, 4</sup>  
Waves of Exhaustion <sup>3</sup>  
Word of Chaos

#### 15 MP:

Limited Wish <sup>4</sup>  
Mind Blank, Personal <sup>2</sup>  
Null Power Field

#### 16 MP:

Clenched Fist of Force  
Cloak of Chaos <sup>2, 3</sup>  
Control Plants <sup>3</sup>  
Cure Wounds, Mass [up to Critical]  
Demand <sup>3</sup>  
Dimensional Lock <sup>3</sup>  
Discern Location <sup>3</sup>  
Earthquake <sup>3</sup>  
Finger of Death  
Fire Storm <sup>3</sup>  
Fusion <sup>4</sup>  
Holy Aura <sup>2, 3</sup>  
Horrid Wilting  
Hypercognition <sup>3</sup>  
Incendiary Cloud  
Inflict Wounds, Mass [Critical]  
Iron Body <sup>2</sup>  
Matter Manipulation <sup>3</sup>  
Maze  
Mind Seed <sup>4</sup>  
Moment of Prescience  
Phase Step  
Planar Ally, Greater <sup>4</sup>  
Polar Ray <sup>3</sup>  
Power Word: Stun  
Prismatic Wall  
Protection from Spells & Powers <sup>2</sup>  
Prying Eyes, Greater  
Recall Death <sup>3</sup>  
Repel Metal or Stone  
Reverse Gravity  
Scintillating Pattern <sup>3</sup>  
Shadow Body <sup>2</sup>  
Shadow Evocation, Greater <sup>3</sup>  
Shield of Law <sup>2, 3</sup>  
Shout, Greater <sup>3</sup>  
Spell / Power Immunity, Greater <sup>2</sup>  
Sunburst <sup>3</sup>  
Telekinetic Sphere <sup>3</sup>  
Teleport, Greater <sup>3</sup>  
Temporal Stasis <sup>3</sup>  
Time Hop, Mass <sup>1, 3</sup>  
Unholy Aura <sup>2, 3</sup>  
Whirlwind <sup>3</sup>

#### 18 MP:

Affinity Field <sup>3</sup>  
Assimilate

Astral Projection <sup>3</sup>  
Crushing Hand of Force  
Energy Drain <sup>3</sup>  
Etherealness <sup>3</sup>  
Foresight <sup>2</sup>  
Freedom <sup>2</sup>  
Heal, Mass <sup>3</sup>  
Implosion  
Meteor Swarm <sup>3</sup>  
Microcosm <sup>1, 3</sup>  
Power Purge <sup>4</sup>  
Power Word: Kill  
Prismatic Sphere  
Psychic Chirurgery <sup>4</sup>  
Tornado Blast <sup>3</sup>  
Wail of the Banshee  
Weird <sup>3</sup>

#### 20 MP:

Astral Construct I-IX <sup>1</sup>  
Bend Reality <sup>3, 4</sup>  
Creation, True <sup>3, 4</sup>  
Dominate Being <sup>1, 3</sup>  
Gate <sup>3, 4</sup>  
Metafaculty <sup>3, 4</sup>  
Metamorphosis, Greater <sup>2</sup>  
Mind Switch, True <sup>1, 3, 4</sup>  
Miracle <sup>4</sup>  
Polymorph Any Object <sup>3</sup>  
Regeneration <sup>2</sup>  
Shades <sup>3</sup>  
Storm of Vengeance <sup>3</sup>  
Summon Monster I-IX  
Summon Nature's Ally I-IX  
Supernatural [Attribute] IV  
Time Regression <sup>4</sup>  
Time Stop <sup>3</sup>  
True Metabolism <sup>2</sup>  
True Resurrection <sup>3, 4</sup>  
Universal Energy Resistance <sup>2</sup>

#### 25 MP:

Wish <sup>3, 4</sup>

#### 30 MP:

Invulnerability <sup>2</sup>  
Mental Pinnacle <sup>1, 2, 3</sup>  
Reality Revision <sup>3, 4</sup>

<sup>1</sup> Augmentable power.

<sup>2</sup> Buff power.

<sup>3</sup> Complimentary power(s) included.

<sup>4</sup> XP cost to use power.

## Psionic Power List

**Power Chains:** Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is given under the power being described. Header entries and other information that are the same as the base power are not repeated. The same holds true for powers that are the equivalents of spells, only the way the power varies from the spell is noted, such as power point cost.

**Order of Presentation:** In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains and those that are psionic equivalents of spells. When a power's name begins with "lesser," "greater," "mass," or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead. Sometimes when the effect of a power is essentially the same as that of a spell, the power's name is simply "Psionic" followed by the name of the spell, and it is alphabetized according to the spell name.

**Manifester Level:** A power's effect often depends on the manifestor level, which is the manifestor's psionic class level. A creature with no classes has a manifestor level equal to its Hit Dice unless otherwise specified. The word "level" in the power lists always refers to manifestor level.

**Creatures and Characters:** "Creatures" and "characters" are used synonymously in the power descriptions.

**Augment:** Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifestor level / Mutant Level, unless you have an ability that increases your effective manifestor level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with "In addition," you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

### ATTENTION: Missing Power Descriptions

Some psionic powers are noted here that are not described in the DxD20 Hero's Handbook. They were omitted for two reasons; lack of compatibility as super-powers, and space limitations. They are available for reference as Open Gaming License (OGL) material at [www.diceandcapitaldice.com](http://www.diceandcapitaldice.com).

## Psion / Wilder Powers

### 1<sup>st</sup>-level Psion / Wilder Powers

**Astral Traveler:** Enable yourself or another to join an *astral caravan*-enabled trip.

**Attraction<sup>A</sup>:** Subject has an attraction you specify.

**Bolt<sup>A</sup>:** You create a few enhanced short-lived bolts, arrows, or bullets.

**Call to Mind:** Gain additional Knowledge check with +4 competence bonus.

**Catfall<sup>A</sup>:** Instantly save yourself from a fall.

**Conceal Thoughts:** You conceal your motives.

**Control Electricity<sup>A</sup>:** Control nearby electrical sources.

**Control Flames<sup>A</sup>:** Take control of nearby open flame.

**Control Light:** Adjust ambient light levels.

**Create Sound:** Create the sound you desire.

**Crystal Shard<sup>A</sup>:** Ranged touch attack for 1d6 points of piercing damage.

**Daze<sup>A</sup>:** Humanoid creature of 6 HD or less loses next action.

**Deceleration<sup>A</sup>:** Target's speed is halved.

**Degauss:** You can repair ionic damage. Only available in Tech Level 5 or higher scenarios.

**Demoralize<sup>A</sup>:** Enemies become shaken.

**Detect Magic and Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

**Disable<sup>A</sup>:** Subjects incorrectly believe they are disabled.

**Dissipating Touch<sup>A</sup>:** Touch deals 1d6 damage.

**Distract:** Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.

**Ecto Protection<sup>A</sup>:** An astral construct gains bonus against *Dismiss Ectoplasm*.

**Empathy<sup>A</sup>:** You know the subject's surface emotions.

**Empty Mind<sup>A</sup>:** You gain +2 on Will saves until your next action.

**Energy Ray<sup>A</sup>:** Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

**Entangling Ectoplasm:** You entangle a foe in sticky goo.

**Far Hand<sup>A</sup>:** Move small objects at a limited distance.

**Float<sup>A</sup>:** You buoy yourself in water or other liquid.



**Force Screen<sup>A</sup>:** Invisible disc provides +4 shield bonus to AC.

**Grease:** Makes a 2-polyhex space or one object slippery.

**Hammer<sup>A</sup>:** Melee touch attack deals 1d8/round.

**Inertial Armor<sup>A</sup>:** Tangible field of force provides you with +4 armor bonus to AC.

**Know Direction and Location:** You discover where you are and what direction you face.

**Matter Agitation:** You heat a creature or object.

**Matter Inertia:** You freeze a creature or object.

**Mind Thrust<sup>A</sup>:** Deal 1d10 damage.

**Missive<sup>A</sup>:** Send a one-way telepathic message to subject.

**My Light<sup>A</sup>:** Your eyes emit 20-ft. cone of light.

**Power Device:** You can provide power to one device. Only available for Tech Level 5 and higher scenarios.

**Precognition, Defensive<sup>A</sup>:** Gain +1 insight bonus to AC and saving throws.

**Precognition, Offensive<sup>A</sup>:** Gain +1 insight bonus on your attack rolls.

**Prescience, Offensive<sup>A</sup>:** Gain +2 insight bonus on your damage rolls.

**Sense Link<sup>A</sup>:** You sense what the subject senses (single sense).

**Skate:** Subject slides skillfully along the ground.

**Synesthete:** You receive one kind of sense when another sense is stimulated.

**Telepathic Projection:** Alter the subject's mood.

**Vigor<sup>A</sup>:** Gain 5 temporary hit points.

**White Noise:** You generate a static field that interferes with electronics. Only available in Tech Level 5 or higher scenario.

## 2<sup>nd</sup>-level Psion / Wilder Powers

**Bestow Power<sup>A</sup>:** Subject receives 2 power points.

**Biofeedback<sup>A</sup>:** Gain damage reduction 2/–.

**Body Equilibrium:** You can walk on nonsolid surfaces.

**Cloud Mind:** You erase knowledge of your presence from target's mind.

**Concealing Amorpha:** Quasi-real membrane grants you concealment.

**Concussion Blast<sup>A</sup>:** Deal 1d6 force damage to target.

**Control Sound:** Create very specific sounds.

**Dataread:** You can read electronic storage devices directly. Only available in Tech Level 5 or higher scenarios.

**Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.

**Ego Whip<sup>A</sup>:** Deal 1d4 Cha damage and daze for 1 round.

**Electronic Fog:** You can create electromagnetic interference. Only available in Tech Level 5 or higher scenarios.

**Elfsight:** Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

**Energy Adaptation, Specified<sup>A</sup>:** Gain resistance 10 against one energy type.

**Energy Push<sup>A</sup>:** Deal 2d6 damage and knock subject back.

**Energy Stun<sup>A</sup>:** Deal 1d6 damage and stun target if it fails both saves.

**Feat Leech<sup>A</sup>:** Borrow another's Power feats.

**Id Insinuation<sup>A</sup>:** Swift tendrils of thought disrupt and confuse your target.

**Identify:** Learn the properties of a magic or psionic item.

**Inflict Pain<sup>A</sup>:** Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.

**Knock:** Opens locked or psionically sealed door.

**Levitate:** You move up and down, forward and back via mental support.

**Lock:** Secure a door, chest, or portal.

**Mental Disruption<sup>A</sup>:** Daze creatures within 10 feet for 1 round.

**Missive, Mass<sup>A</sup>:** You send a one-way telepathic message to an area.

**Recall Agony<sup>A</sup>:** Foe takes 2d6 damage.

**Relay Text:** Psionically send text message. Only available in Tech Level 5 or higher scenarios.

**Sense Link, Forced:** Sense what subject senses.

**Share Pain:** Willing subject takes some of your damage.

**Sustenance:** Go without food and water for one day.

**Swarm of Crystals<sup>A</sup>:** Crystal shards are sprayed forth doing 3d4 slashing damage.

**Thought Shield<sup>A</sup>:** Gain PR 13 against mind-affecting powers.

**Tongues:** You can communicate with intelligent creatures.

## 3<sup>rd</sup>-level Psion / Wilder Powers

**Body Adjustment<sup>A</sup>:** You heal 1d12 damage.

**Body Purification<sup>A</sup>:** You restore 2 points of ability damage.

**Danger Sense<sup>A</sup>:** You gain +4 bonus against traps.

**Darkvision:** See 120 ft. in total darkness.

**Dismiss Ectoplasm:** Dissipates ectoplasmic targets and effects.

**Dispel Magic & Psionics:** Cancels magic and psionic powers and effects.

**Energy Bolt<sup>A</sup>:** Deal 5d6 energy damage in 120-ft. line.

**Energy Retort<sup>A</sup>:** Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

**Energy Wall:** Create wall of your chosen energy type.

**Electromagnetic Pulse:** You can emit a pulse that fries electronics. Only available in Tech Level 5 or higher scenarios.

**Eradicate Invisibility<sup>A</sup>:** Negate invisibility in 50-ft. burst.

**Keen Edge:** Doubles normal weapon's threat range.

**Mental Barrier<sup>A</sup>:** Gain +4 deflection bonus to AC until your next action.

**Mind Trap<sup>A</sup>:** Drain 1d6 power points from anyone who attacks you with a telepathy power.

**Psionic Blast:** Stun creatures in 30-ft. cone for 1 round.

**Share Pain, Forced<sup>A</sup>:** Unwilling subject takes some of your damage.

**Shutdown:** You cause nearby electronics to shut down. Only available in Tech Level 5 or higher scenario.

**Solicit Psicrystal<sup>A</sup>:** Your psicrystal takes over your concentration power.

**Telekinetic Force<sup>A</sup>:** Move an object with the sustained force of your mind.

**Telekinetic Thrust<sup>A</sup>:** Hurl objects with the force of your mind.

**Time Hop<sup>A</sup>:** Subject hops forward in time 1 round/level.

**Touchsight<sup>A</sup>:** Your telekinetic field tells you where everything is.

**Ubiquitous Vision:** You have all-around vision.

#### 4<sup>th</sup>-level Psion / Wilder Powers

**Aura Sight<sup>A</sup>:** Reveals creatures, objects, powers, or spells of selected alignment axis.

**Correspond:** Hold mental conversation with another creature at any distance.

**Death Urge<sup>A</sup>:** Implant a self-destructive compulsion.

**Detect Remote Viewing:** You know when others spy on you remotely.

**Dimension Door:** Teleports you short distance.

**Divination:** Provides useful advice for specific proposed action.

**Empathic Feedback<sup>A</sup>:** When you are hit in melee, your attacker takes damage.

**Energy Adaptation<sup>A</sup>:** Your body converts energy to harmless light.

**Freedom of Movement:** You cannot be held or otherwise rendered immobile.

**Intellect Fortress<sup>A</sup>:** Those inside fortress take ½ damage from all powers and psi-like abilities until your next action.

**Mindwipe<sup>A</sup>:** Subject's recent experiences wiped away, bestowing negative levels.

**Personality Parasite:** Subject's mind calves self-antagonistic splinter personality for 1 round/level.

**Power Leech:** Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

**Psychic Reformation<sup>X</sup>:** Subject can choose skills, feats, and powers anew for previous levels.

**Telekinetic Maneuver<sup>A</sup>:** Telekinetically bull rush, disarm, grapple, or trip your target.

**Trace Teleport<sup>A</sup>:** Learn destination of subject's teleport.

**Wall of Ectoplasm:** You create a protective barrier.

**Wire Walk:** You can teleport through a phone line. Only available in Tech Level 5 or higher scenario.

#### 5<sup>th</sup>-level Psion / Wilder Powers

**Adapt Body:** Your body automatically adapts to hostile environments.

**Catapsi<sup>A</sup>:** Psychic static inhibits power manifestation.

**Incarnate<sup>X</sup>:** Make some powers permanent.

**Leech Field<sup>A</sup>:** Leech power points each time you make a saving throw.

**Plane Shift:** Travel to other planes.

**Power Resistance:** Grant PR equal to 12 + level.

**Psychic Crush<sup>A</sup>:** Brutally crush subject's mental essence, reducing subject to -1 hit points.

**Shatter Mind Blank:** Cancels target's *Mind Blank* effect.

**Telekinesis:** Moves object, attacks creature, or hurls object or creature.

**Tower of Iron Will<sup>A</sup>:** Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

**True Seeing<sup>A</sup>:** See all things as they really are.

#### 6<sup>th</sup>-level Psion / Wilder Powers

**Aura Alteration<sup>A</sup>:** Repairs psyche or makes subject seem to be something it is not.

**Breath of the Black Dragon<sup>A</sup>:** Breathe acid for 11d6 damage.

**Cloud Mind, Mass:** Erase knowledge of your presence from the minds of one creature/level.

**Contingency<sup>X</sup>:** Sets trigger condition for another power.

**Co-opt Concentration:** Take control of foe's concentration power.

**Disintegrate<sup>A</sup>:** Turn one creature or object to dust.

**Fuse Flesh<sup>A</sup>:** Fuse subject's flesh, creating a helpless mass.

**Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.

**Remote View Trap:** Deal 8d6 points electricity damage to those who seek to view you at a distance.

**Retrieve<sup>A</sup>:** Teleport to your hand an item you can see.

**Suspend Life:** Put yourself in a state akin to suspended animation.

**Temporal Acceleration<sup>A</sup>:** Your time frame accelerates for 1 round.

### 7<sup>th</sup>-level Psion / Wilder Powers

**Decerebrate:** Remove portion of subject's brain stem.

**Divert Teleport:** Choose destination for another's Teleport.

**Energy Conversion:** Offensively channel energy you've absorbed.

**Energy Wave<sup>A</sup>:** Deal 13d6 damage of your chosen energy type in 120-ft. cone.

**Evade Burst<sup>A</sup>:** You take no damage from a burst on a successful Reflex save.

**Insanity<sup>A</sup>:** Subject is permanently *confused*.

**Mind Blank, Personal:** You are immune to scrying and mental effects.

**Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.

**Oak Body<sup>A</sup>:** Your body becomes as hard as oak.

**Phase Step:** Pass through wood or stone.

**Sequester<sup>X</sup>:** Subject invisible to sight and remote viewing; renders subject comatose.

**Ultrablast<sup>A</sup>:** Deal 13d6 damage in 15-ft. radius.

### 8<sup>th</sup>-level Psion / Wilder Powers

**Bend Reality<sup>X</sup>:** Alters reality within power limits.

**Iron Body:** Your body becomes living iron.

**Matter Manipulation<sup>X</sup>:** Increase or decrease an object's base hardness by 5.

**Recall Death:** Subject dies or takes 5d6 damage.

**Shadow Body:** You become a living shadow (not the creature).

**Teleport, Greater:** As Teleport, but no range limit and no off-target arrival.

**True Metabolism:** You regenerate 10 hit points/round.

### 9<sup>th</sup>-level Psion / Wilder Powers

**Affinity Field:** Effects that affect you also affect others.

**Apopsi<sup>X</sup>:** You delete target's powers.

**Assimilate:** Incorporate creature into your own body.

**Etherealness:** Become ethereal for 1 min./level.

**Microcosm<sup>A</sup>:** Creature or creature lives forevermore in world of their own imagination.

**Reality Revision<sup>X</sup>:** As *Bend Reality*, but fewer limits.

**Timeless Body:** Ignore all harmful, and helpful, effects for 1 round.

### Psion Discipline Powers

#### Egoist (Metabolism) Discipline Powers

**1 Thicken Skin<sup>A</sup>:** Gain +1 enhancement bonus to your AC for 10 min./level.

**2 Animal Affinity<sup>A</sup>:** Gain +4 enhancement to one ability.

**Chameleon:** Gain +10 enhancement bonus on Hide checks.

**Empathic Transfer<sup>A</sup>:** Transfer another's wounds to yourself.

**3 Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.

**Hustle:** Instantly gain a move action.

**4 Metamorphosis:** Assume shape of creature or object.

**Psychic Vampire:** Touch attack drains 2 power points/level from foe.

**5 Revivify<sup>A X</sup>:** Return the dead to life before the psyche leaves the corpse.

**Psychofeedback:** Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.

**Restore Extremity:** Return a lost digit, limb, or other appendage to subject.

**6 Restoration:** Restores level and ability score drains.

**7 Fission:** You briefly duplicate yourself.

**8 Fusion<sup>X</sup>:** You combine your abilities and form with another.

**9 Metamorphosis, Greater<sup>X</sup>:** Assume shape of any nonunique creature or object each round.

#### Kineticist (Psychokinesis) Discipline Powers

**1 Control Object:** Telekinetically animate a small object.

**2 Control Air<sup>A</sup>:** You have control over wind speed and direction.

**Energy Missile<sup>A</sup>:** Deal 3d6 energy damage to up to five subjects.

**3 Energy Cone<sup>A</sup>:** Deal 5d6 energy damage in 60-ft. cone.

**Recharge:** You can use a power source to negate negative conditions.

**Whitefire<sup>A</sup>:** You create a blast of primordial energy doing 5d4 untyped energy damage.

**4 Control Body<sup>A</sup>:** Take rudimentary control of your foe's limbs.

**Energy Blast<sup>A</sup>:** Deal 7d6 energy damage in 20-ft. radius.

**Inertial Barrier:** Gain DR 5/–.

**5 Energy Current<sup>A</sup>:** Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

**Fiery Discorporation<sup>A</sup>:** Cheat death by discorporating into nearby fire for one day.

**6 Dispelling Buffer:** Subject is buffered from one *Dispel Magic* & *Psionics* effect.

**Null Power Field:** Create a field where magic and psionic power does not function.

**7 Reddopsi:** Powers targeting you rebound on manifester.

**8 Telekinetic Sphere:** Mobile force globe encapsulates creature and moves it.

**9 Tornado Blast<sup>A</sup>:** Vortex of air subjects your foes to 17d6 damage and moves them.

### Nomad (Psychoportation) Discipline Powers

**1 Burst:** Gain +10 ft. to speed this round.

**Detect Teleportation<sup>A</sup>:** Know when teleportation powers are used in close range.

**2 Dimension Swap<sup>A</sup>:** You and ally or two allies switch positions.

**Levitate:** Subject moves up and down, forward and back, at your direction.

**3 Astral Caravan<sup>A</sup>:** You lead *Astral Traveler*-enabled group to a planar destination.

**4 Dimensional Anchor:** Bars extra dimensional movement.

**Dismissal:** Forces a creature to return to its native plane.

**Fly:** You fly at a speed of 60 ft.

**5 Baleful Teleport<sup>A</sup>:** Destructive teleport deals 9d6 damage.

**Teleport:** Instantly transports you as far as 100 miles/level.

**Teleport Trigger:** Predetermined event triggers *Teleport*.

**6 Banishment<sup>A</sup>:** Banishes extraplanar creatures.

**7 Dream Travel<sup>A</sup>:** Travel to other places through dreams.

**Ethereal Jaunt:** Become ethereal for 1 round/level.

**8 Time Hop, Mass<sup>A</sup>:** Willing subjects hop forward in time.

**9 Teleportation Circle:** Circle teleports any creatures inside to designated spot.

**Time Regression<sup>X</sup>:** Relive the last round.

### Seer (Clairsentience) Discipline Powers

**1 Destiny Dissonance:** Your dissonant touch sickens a foe.

**Precognition:** Gain +2 insight bonus to one roll.

**2 Clairvoyant Sense:** See and hear a distant location.

**Object Reading<sup>A</sup>:** Learn details about an object's previous owner.

**Precognition, Combat:** You get +4 to Initiative.

**Sensitivity to Psychic Impressions:** You can find out about an area's past.

**3 Escape Detection:** You become difficult to detect with clairsentience powers.

**Fate Link<sup>A</sup>:** You link the fates of two targets.

**4 Anchored Navigation<sup>A</sup>:** Establish a mishap-free *Teleport* beacon.

**Remote Viewing<sup>X</sup>:** See, hear, and potentially interact with subjects at a distance.

**5 Clairtangent Hand<sup>A</sup>:** Emulate *far hand* at a distance.

**Second Chance<sup>X</sup>:** Gain a reroll.

**6 Precognition, Greater:** Gain +4 insight bonus to one roll.

**7 Fate of One:** Reroll any roll you just failed.

**8 Hypercognition:** You can deduce almost anything.

**9 Metafaculty<sup>X</sup>:** You learn details about any one creature.

### Shaper (Metacreativity) Discipline Powers

**1 Astral Construct<sup>A</sup>:** Creates astral construct to fight for you.

**Creation, Minor:** Creates one cloth or wood object.

**2 Repair Damage:** Repairs construct of 3d8 hit points +1 hp/level.

**3 Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.

**Ectoplasmic Cocoon<sup>A</sup>:** You encapsulate a foe so it can't move.

**4 Fabricate:** Transforms raw goods to finished items.

**Quintessence:** You collapse a bit of time into a physical substance.

**5 Creation, Major:** As *Minor Creation*, except includes stone and metal.

**Hail of Crystals<sup>A</sup>:** A crystal explodes in an area, dealing 9d4 slashing damage.

**6 Crystallize:** Turn subject permanently to crystal.

**Fabricate, Greater:** Transforms a lot of raw goods to finished items.

**7 Ectoplasmic Cocoon, Mass:** You encapsulate all foes in a 20-ft. radius.

**8 Astral Seed:** You plant the seed of your rebirth from the Astral Plane.

**9 Genesis<sup>X</sup>:** You instigate a new demiplane on the Astral Plane.

**Creation, True<sup>X</sup>:** As *Major Creation*, except items are completely real.

## Telepath (Telepathy) Discipline Powers

**1 Charm Being<sup>A</sup>:** Makes one person your friend.

**Mindlink<sup>A</sup>:** You forge a limited mental bond with another creature.

**2 Aversion<sup>A</sup>:** Subject has aversion you specify.

**Brain Lock<sup>A</sup>:** Subject cannot move or take any mental actions.

**Read Thoughts:** Detect surface thoughts of creatures in range.

**Suggestion:** Compels subject to follow stated course of action.

**3 Crisis of Breath<sup>A</sup>:** Disrupt subject's breathing.

**Empathic Transfer, Hostile<sup>A</sup>:** Your touch transfers your hurt to another.

**False Sensory Input<sup>A</sup>:** Subject sees what isn't there.

**4 Dominate Being<sup>A</sup>:** Control target telepathically.

**Mindlink, Thieving<sup>A</sup>:** Borrow knowledge of a subject's power.

**Modify Memory:** Changes 5 minutes of subject's memories.

**Schism:** Your partitioned mind can manifest lower level powers.

**5 Metaconcert<sup>A</sup>:** Mental concert of two or more increases the total power of the participants.

**Mind Probe:** You discover the subject's secret thoughts.

**6 Mind Switch<sup>A X</sup>:** You switch minds with another.

**7 Crisis of Life<sup>A</sup>:** Stop subject's heart.

**Brain Spider:** Eavesdrop mental on several targets.

**8 Mind Seed<sup>X</sup>:** Subject slowly becomes you.

**9 Mind Switch, True<sup>X</sup>:** A permanent brain swap.

**Psychic Chirurgery<sup>X</sup>:** You repair psychic damage or impart knowledge of new powers.

<sup>A</sup> The power is augmentable; see power description for details.

<sup>X</sup> The power requires an experience point expenditure to use.



## Warmind Powers

### 1<sup>st</sup>-level Warmind Powers

**Astral Traveler:** Enable yourself or another to join an *astral caravan*-enabled trip.

**Biofeedback<sup>A</sup>:** Gain DR 2/–.

**Bite of the Wolf<sup>A</sup>:** Gain bite attack for 1d8 damage.

**Burst:** Gain +10ft. to speed this round.

**Call Weaponry<sup>A</sup>:** Create temporary weapon.

**Catfall<sup>A</sup>:** Instantly save yourself from a fall.

**Chameleon:** Gain +10 enhancement bonus on Hide checks.

**Claws of the Beast<sup>A</sup>:** Your hands become deadly claws.

**Compression<sup>A</sup>:** You grow smaller.

**Conceal Thoughts:** You conceal your motives.

**Detect Magic and Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

**Dissipating Touch<sup>A</sup>:** Touch deals 1d6 damage.

**Distract:** Subject gets –4 on Listen, Search, Sense Motive, and Spot checks.

**Elfsight:** Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

**Empty Mind<sup>A</sup>:** Gain +2 on Will saves until your next action.

**Expansion<sup>A</sup>:** Become one size category larger.

**Float<sup>A</sup>:** Buoy yourself in water or other liquid.

**Force Screen<sup>A</sup>:** Invisible disc provides +4 shield bonus to AC.

**Grip of Iron<sup>A</sup>:** Your iron grip gives +4 bonus on grapple checks.

**Hammer<sup>A</sup>:** Melee touch attack deals 1d8/round.

**Inertial Armor<sup>A</sup>:** Tangible field of force provides you with +4 armor bonus to AC.

**Metaphysical Claw<sup>A</sup>:** Your natural weapon gains +1 bonus.

**Metaphysical Weapon<sup>A</sup>:** Weapon gains +1 bonus.

**My Light<sup>A</sup>:** Your eyes emit 20-ft. cone of light.

**Precognition, Defensive<sup>A</sup>:** Gain +1 insight bonus to AC and saving throws.

**Precognition, Offensive<sup>A</sup>:** Gain +1 insight bonus on your attack rolls.

**Prescience, Offensive<sup>A</sup>:** Gain +2 insight bonus on your damage rolls.

**Prevenom<sup>A</sup>:** Your claws gain a poison coating.

**Prevenom Weapon<sup>A</sup>:** Your weapon is mildly venomous.

**Skate:** Subject slides skillfully along the ground.

**Stomp<sup>A</sup>:** Subjects fall prone and take 1d4 nonlethal damage.

**Synesthete:** You receive one kind of sense when another sense is stimulated.

**Thicken Skin<sup>A</sup>:** Gain +1 enhancement bonus to your AC for 10 min./level.

**Vigor<sup>A</sup>:** Gain 5 temporary hit points.

**White Noise:** You generate a static field that interferes with electronics. Only available in Tech Level 5 or higher scenario.

### 2<sup>nd</sup>-level Warmind Powers

**Animal Affinity<sup>A</sup>:** Gain +4 enhancement to one ability.

**Body Adjustment<sup>A</sup>:** Heal 1d12 damage.

**Body Equilibrium:** You can walk on nonsolid surfaces.

**Body Purification<sup>A</sup>:** Restore 2 points of ability damage.

**Concealing Amorpha:** Quasi-real membrane grants you concealment.

**Darkvision:** See 120 ft. in total darkness.

**Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.

**Dimension Swap<sup>A</sup>:** You and an ally switch positions.

**Dissolving Touch<sup>A</sup>:** Your touch deals 4d6 acid damage.

**Dissolving Weapon<sup>A</sup>:** Your weapon deals 4d6 acid damage.

**Empathic Transfer<sup>A</sup>:** Transfer another's wounds to yourself.

**Energy Adaptation, Specified<sup>A</sup>:** Gain resistance 10 to one energy type.

**Feat Leech<sup>A</sup>:** Borrow another's Power feats.

**Hustle:** Instantly gain a move action.

**Levitate:** You move up and down, forward and back, via mental support.

**Lion's Charge<sup>A</sup>:** You can make full attack in same round you charge.

**Painful Strike<sup>A</sup>:** Your natural weapons deal an extra 1d6 nonlethal damage.

**Precognition, Combat:** Get a +4 to Initiative.

**Prowess:** Instantly gain another attack of opportunity.

**Scent of the Quarry:** Gain an improved scent ability.

**Strength of the Enemy<sup>A</sup>:** Siphon away your enemy's strength and grow stronger.

**Sustenance:** You can go without food and water for one day.

**Thought Shield<sup>A</sup>:** Gain PR 13 against mind-affecting powers.

**Wall Walker:** Grants ability to walk on walls and ceilings.

### 3<sup>rd</sup>-level Warmind Powers

**Claws of the Vampire:** Heal half of your claw's base damage.

**Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.

**Danger Sense<sup>A</sup>:** Gain +4 bonus against traps.

**Dimension Slide<sup>A</sup>:** Teleports you very short distance.

**Duodimensional Claw:** Increases your natural weapon's threat range.

**Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.

**Empathic Feedback<sup>A</sup>:** When you are hit in melee, your attacker takes damage.

**Empathic Transfer, Hostile<sup>A</sup>:** Your touch transfers your hurt to another.

**Escape Detection:** You become difficult to detect with clairsentience powers and divination spells.

**Evade Burst<sup>A</sup>:** You take no damage from a burst on a successful Reflex save.

**Exhalation of the Black Dragon<sup>A</sup>:** Your acid breath deals 3d6 damage to a close target.

**Graft Weapon:** Your hand is replaced seamlessly by your weapon.

**Instant Reload:** Reload your weapon with but a thought.

**Keen Edge:** Doubles normal weapon's threat range.

**Mental Barrier<sup>A</sup>:** Gain +4 deflection bonus to AC until your next action.

**Ubiquitous Vision:** You have all-around vision.

**Vampiric Blade:** You heal half of your base weapon damage.

**Whitefire<sup>A</sup>:** You create a blast of primordial energy doing 5d4 untyped energy damage.

### 4<sup>th</sup>-level Warmind Powers

**Claw of Energy:** Your claws deal additional energy damage.

**Dimension Door:** Teleports you short distance.

**Energy Adaptation<sup>A</sup>:** Your body converts energy to harmless light.

**Freedom of Movement:** You cannot be held or otherwise rendered immobile.

**Immovability:** You are almost impossible to move and gain DR 15/—.

**Inertial Barrier:** Gain DR 5/—.

**Ionic Bolt:** You can fire a bolt of electromagnetic power to stun creatures and tech devices.

**Psychic Vampire:** Touch attack drains 2 power points/level from foe.

**Steadfast Perception:** Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

**Trail of the Quarry:** You can intuitively find someone you've met before at long ranges.

**Truevenom:** Your natural weapons are covered in horrible poison.

**Truevenom Weapon:** Your weapon is horribly poisonous.

**Weapon of Energy:** Weapon deals additional energy damage.

### 5<sup>th</sup>-level Warmind Powers

**Adapt Body:** Your body automatically adapts to hostile environments.

**Catapsi<sup>A</sup>:** Psychic static inhibits power manifestation.

**Ghost Shot:** Make a quiver of arrows or clip of ammo intangible to ignore armor.

**Metaconcert<sup>A</sup>:** Mental concert of two or more increases the total power of the participants.

**Oak Body<sup>A</sup>:** Your body becomes as hard as oak.

**Psychofeedback:** Boost Str, Dex, or Con at the expense of one or more other scores.

### 6<sup>th</sup>-level Warmind Powers

**Breath of the Black Dragon<sup>A</sup>:** Breathe acid for 11d6 damage.

**Dispelling Buffer:** You are buffered from one *Dispel Magic & Psionics* effect.

**Form of Doom<sup>A</sup>:** You transform into a frightening tentacled beast.

**Mind Blank, Personal:** You are immune to scrying and mental effects.

**Suspend Life:** Put yourself into a state akin to suspended animation.

<sup>A</sup> The power is augmentable; see power description for details.

<sup>X</sup> The power requires an experience point expenditure to use.



## Magic Spell List

**Order of Presentation:** In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

**Creatures and Characters:** The words "creature" and "character" are used synonymously in the spell and power descriptions.

### Missing Spell Descriptions

Some magic spells may be noted here that are not described in the DxD20 Hero's Handbook. They were omitted for several reasons; they were not compatible as super-powers, and/or they required no conversion, and/or they are so context-specific that they are rarely used. They are available for reference as Open Gaming License (OGL) material at [www.diceandcapitaldice.com](http://www.diceandcapitaldice.com).

### Bard Spells by Level

#### 0-level Bard Spells (Cantrips)

**Detect Magic and Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

**Flare:** Dazzles one creature (–1 on attack rolls for 1 round, Fort save negates).

**Light:** Object shines like a torch.

**Lullaby:** Makes subject drowsy; –5 on Spot / Listen checks, –2 on saves vs. *sleep*, Will save negates.

**Mage Hand:** 5-pound telekinesis.

**Message:** Whispered conversation at distance.

**Open/Close:** Opens / closes small unlocked things.

**Prestidigitation:** Performs minor tricks.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

**Summon Instrument:** Summons one normal instrument of the caster's choice for 10 min./level.

#### 1<sup>st</sup>-level Bard Spells

**Alarm:** Wards an area for 2 hours/level.

**Animate Rope:** Makes a rope move at your command.

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

**Charm Person:** Makes one person your friend.

**Comprehend Languages:** You understand all spoken and written languages.

**Confusion, Lesser:** One creature is confused for 1 round.

**Cure Wounds (Light):** Cures 1d8 damage +1/level (max +5).

**Detect Secret Doors:** Reveal hidden doors within 60 ft.

**Disguise Self:** Changes your appearance.

**Erase:** Mundane or magical writing vanishes.

**Expeditious Route:** Your speed increases by 30 ft.

**Feather Fall:** Objects or creatures fall slowly.

**Grease:** Makes a 2-polyhex space or one object slippery.

**Hideous Laughter:** Subject loses actions while laughing for 1 round/ level, Will save negates.

**Hypnotism:** Fascinates 2d4 HD of creatures.

**Identify<sup>M</sup>:** Determines properties of magic item.

**Magic Mouth<sup>M</sup>:** Speaks once when triggered.

**Magic Aura:** Alters object's magic aura.

**Obscure Object:** Masks object against scrying.

**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Silent Image:** Creates minor illusion of your design.

**Sleep:** Puts 4 HD of creatures into magical slumber.

**Summon Monster I:** Calls creature to fight for you.

**Undetectable Alignment:** Conceals alignment for 24 hours.

**Unseen Servant:** Invisible force obeys commands.

**Ventriloquism:** Throws voice for 1 min./level.

## 2<sup>nd</sup>-level Bard Spells

**Alter Self:** Assume form of a similar creature.

**Animal Messenger:** Sends a Tiny animal to a specific place.

**Animal Trance:** Fascinates 2d6 HD of animals.

**Blindness/Deafness:** Makes subject blind or deaf.

**Blur:** Attacks miss subject 20% of the time.

**Burglar's Buddy:** Alarms aren't activated by your passage. Only available in Tech Level 5 or higher scenarios.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.

**Cure Wounds (Moderate):** Cures 2d8 damage +1/level (max +10).

**Darkness:** 20-ft. radius of supernatural shadow.

**Dataread:** You can read an electronic storage device directly. Only available in Tech Level 5 or higher scenarios.

**Daze Monster:** Living creature of 6 HD or less loses next action.

**Detect Thoughts:** Allows "listening" to surface thoughts.

**Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.

**Enthrall:** Captivates all within 100 ft. + 10 ft./level.

**Fox's Cunning:** Subject gains +4 to Int for 1 min./level.

**Glitterdust:** Blinds creatures, outlines invisible creatures.

**Heroism:** Gives +2 on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.

**Invisibility:** Subject is invisible for 1 min./level or until it attacks.

**Locate Object:** Senses direction toward object (specific or type).

**Minor Image:** As *Silent Image*, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

**Rage:** Gives +2 Str and Con, +1 on Will saves, -2 AC.

**Scare:** Panics creatures of less than 6 HD.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Silence:** Negates sound in 20-ft. radius.

**Sound Blast:** Deals 1d8 sonic damage to subjects; may stun them.

**Suggestion:** Compels subject to follow stated course of action.

**Summon Monster II:** Calls creature to fight for you.

**Summon Swarm:** Summons swarm of bats, rats, or spiders.

**Tongues:** Speak any language.

**Whispering Wind:** Sends a short message 1 mile/level.

## 3<sup>rd</sup>-level Bard Spells

**Blink:** You randomly vanish and reappear for 1 round/level.

**Charm Monster:** Monster believes it is your ally.

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Confusion:** Subjects behave oddly for 1 round/level.

**Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.

**Cure Wounds (Serious):** Cures 3d8 damage +1/level (max +15).

**Daylight:** 60-ft. radius of bright light.

**Deep Slumber:** Puts 10 HD of creatures to sleep.

**Dispel Magic & Psionics:** Cancels magical and psionic spells and effects.

**Displacement:** Attacks miss subject 50%.

**Fear:** Subjects within cone flee for 1 round/level.

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.

**Geas, Lesser:** Commands subject of 7 HD or less.

**Glibness:** You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

**Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Illusory Script <sup>M</sup>:** Only intended reader can decipher.

**Invisibility Sphere:** Makes everyone within 10 ft. invisible.

**Major Image:** As *Silent Image*, plus sound, smell and thermal effects.

**Phantom Chopper:** Magic motorcycle appears for 1 hour/level. Only available in Tech Level 4 or higher scenarios.

**Phantom Steed:** Magic horse appears for 1 hour/level.

**Remove Curse:** Frees object or person from curse.

**Scrying <sup>F</sup>:** Spies on subject from a distance.

**Sculpt Sound:** Creates new sounds or changes existing ones.

**Secret Page:** Changes one page to hide its content.

**See Invisibility:** Reveals invisible creatures, objects.

**Sepia Snake Sigil**<sup>M</sup>: Creates text symbol that immobilizes reader.

**Slow:** One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.

**Speak with Animals:** You can communicate with animals.

**Summon Monster III:** Calls creature to fight for you.

#### 4<sup>th</sup>-level Bard Spells

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Cure Wounds (Critical):** Cures 4d8 damage +1/level (max +20).

**Detect Scrying:** Alerts you of magical eavesdropping.

**Dimension Door:** Teleports you short distance.

**Dominate Person:** Controls humanoid telepathically.

**Freedom of Movement:** Subject moves normally despite impediments.

**Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

**Hold Monster:** As *Hold Person*, but any creature.

**Invisibility, Greater:** As *Invisibility*, but subject can attack and stay invisible.

**Legend Lore**<sup>M F</sup>: Lets you learn tales about a person, place, or thing.

**Locate Creature:** Indicates direction to familiar creature.

**Modify Memory:** Changes 5 minutes of memories.

**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

**Rainbow Pattern:** Lights fascinate 24 HD of creatures.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Secure Shelter:** Creates sturdy cottage.

**Shadow Conjuration:** Mimics conjuring below 4<sup>th</sup> level, but only 20% real.

**Shout:** Deafens in cone and deals 5d6 sonic damage.

**Speak with Plants:** You can talk to normal plants and plant creatures.

**Summon Monster IV:** Calls creature to fight for you.

**Zone of Silence:** Keeps eavesdroppers from overhearing conversations.

#### 5<sup>th</sup>-level Bard Spells

**Cure Wounds, Mass (Light):** Cures 1d8 damage +1/level for many creatures.

**Dream:** Sends message to anyone sleeping.

**False Vision**<sup>M</sup>: Fools scrying with an illusion.

**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Mind Fog:** Subjects in fog get –10 to Wis and Will checks.

**Mirage Arcana:** As *Hallucinatory Terrain*, plus structures.

**Mislead:** Turns you invisible, creates illusory double.

**Nightmare:** Sends vision for 1d10 damage, fatigue.

**Persistent Image:** As *Major Image*, but no concentration required.

**Seeming:** Changes appearance of one person per two levels.

**Shadow Evocation:** Mimics evocation of lower than 5<sup>th</sup> level, but only 20% real.

**Shadow Walk:** Step into shadow to travel rapidly.

**Song of Discord:** Forces targets to attack each other.

**Suggestion, Mass:** As *Suggestion*, plus one subject/level.

**Summon Monster V:** Calls creature to fight for you.

#### 6<sup>th</sup>-level Bard Spells

**Analyze Dweomer**<sup>F</sup>: Reveals magical aspects of subject.

**Animate Objects:** Objects attack your foes.

**Cat's Grace, Mass:** As *Cat's Grace*, affects one subject/level.

**Charm Monster, Mass:** As *Charm Monster*, but all within 30 ft.

**Cure Wounds, Mass (Moderate):** Cures 2d8 damage +1/level for many creatures.

**Eagle's Splendor, Mass:** As *Eagle's Splendor*, affects one subject/level.

**Eyebite:** Target becomes panicked, sickened, and comatose.

**Find the Path:** Shows most direct way to a location.

**Fox's Cunning, Mass:** As *Fox's Cunning*, affects one subject/level.

**Geas/Quest:** As *Lesser Geas*, plus it affects any creature.

**Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.

**Permanent Image:** Includes sight, sound, and smell.

**Programmed Image**<sup>M</sup>: As *Major Image*, plus triggered by event.

**Project Image:** Illusory double talks and casts spells.

**Scrying, Greater:** As *Scrying*, but faster and longer.

**Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

**Summon Monster VI:** Calls creature to fight for you.

**Sympathetic Vibration:** Deals 2d10 damage/round to freestanding structure.

**Veil:** Changes appearance of group of creatures.

## Cleric Spells by Level

### 0-level Cleric Spells (Orisons)

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Wounds (Minor):** Cures 1 point of damage.

**Detect Magic & Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

**Guidance:** +1 on next attack roll, saving throw, or skill check, duration 1 hour.

**Haywire:** Make a device behave erratically. Tech Level 5 or higher scenario only.

**Inflict Wounds (Minor):** Touch attack, 1 point of damage.

**Light:** Object shines like a torch.

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

**Virtue:** Subject gains 1 temporary hp for 1 hour.

### 1<sup>st</sup>-level Cleric Spells

**Bane:** Enemies take –1 on attack rolls and saves against fear.

**Bless:** Allies gain +1 on attack rolls and saves against fear.

**Bless Water**<sup>M</sup>: Makes holy water.

**Bless Weapon:** Makes weapon holy for a time.

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

**Clean:** Clean an object quickly and completely.

**Command:** One subject obeys selected command for 1 round.

**Comprehend Languages:** You understand all spoken and written languages.

**Cure Wounds (Light):** Cures 1d8 damage +1/level (max +5).

**Curse Water**<sup>M</sup>: Makes unholy water.

**Deathwatch:** Reveals how near death subjects within 30 ft. are.

**Degauss:** You can repair ionic damage. Only available in Tech Level 5 or higher scenarios.

**Detect [Alignment]:** Reveals creatures, spells, or objects of selected alignment.

**Detect Undead:** Reveals undead within 60 ft.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls.

**Doom:** One subject takes –2 on attack rolls, damage rolls, saves, and checks.

**Endure Elements:** Exist comfortably in hot or cold environments.

**Entropic Shield:** Ranged attacks against you have 20% miss chance.

**Hide from Undead:** Undead can't perceive one subject/level.

**Inflict Wounds (Light):** Touch deals 1d8 damage +1/level (max +5).

**Magic Weapon:** Weapon gains +1 bonus.

**Obscuring Mist:** Fog surrounds you.

**Protection from [Alignment]:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary:** Opponents can't attack you, and you can't attack.

**Shield of Faith:** Aura grants +2 or higher deflection bonus.

**Summon Monster I:** Calls extraplanar creature to fight for you.

**Trace Purge:** Erase all evidence of your passing.

### 2<sup>nd</sup>-level Cleric Spells

**Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Align Weapon:** Weapon becomes good, evil, lawful, or chaotic.

**Bear's Endurance:** Subject gains +4 to Con for 1 min./level.

**Bull's Strength:** Subject gains +4 to Str for 1 min./level.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Consecrate**<sup>M</sup>: Fills area with positive energy, making undead weaker.

**Cure Wounds (Moderate):** Cures 2d8 damage +1/level (max +10).

**Darkness:** 20-ft. radius of supernatural shadow.

**Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Desecrate**<sup>M</sup>: Fills area with negative energy, making undead stronger.

**Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.

**Enthrall:** Captivates all within 100 ft. + 10 ft./level.

**Find Traps:** Notice traps as a rogue does.

**Gentle Repose:** Preserves one corpse.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Inflict Wounds (Moderate):** Touch attack, 2d8 damage +1/level (max +10).

**Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis:** Frees one or more creatures from paralysis or *Slow* effect.

**Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Shield Other** <sup>F</sup>: You take half of subject's damage.

**Silence:** Negates sound in 20-ft. radius.

**Sound Blast:** Deals 1d8 sonic damage to subjects; may stun them.

**Spiritual Weapon:** Magic weapon attacks on its own.

**Status:** Monitors condition, position of allies.

**Summon Monster II:** Calls extraplanar creature to fight for you.

**Undetectable Alignment:** Conceals alignment for 24 hours.

### 3<sup>rd</sup>-level Cleric Spells

**Animate Dead** <sup>M</sup>: Creates undead skeletons and zombies.

**Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Blindness/Deafness:** Makes subject blinded or deafened.

**Contagion:** Infects subject with chosen disease.

**Create Food and Water:** Feeds three humans (or one horse)/level.

**Cure Wounds (Serious):** Cures 3d8 damage +1/level (max +15).

**Daylight:** 60-ft. radius of bright light.

**Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.

**Dispel Magic & Psionics:** Cancels magical spells and psionic powers and associated effects.

**Glyph of Warding** <sup>M</sup>: Inscription harms any who pass.

**Inflict Wounds (Serious):** Touch attack, 3d8 damage +1/level (max +15).

**Invisibility Purge:** Dispels invisibility within 5 ft./level.

**Locate Object:** Senses direction toward object (specific or type).

**Magic Circle against [Alignment]:** As *Protection* spells, but 10-ft. radius and 10 min./level.

**Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

**Meld into Stone:** You, your gear merge with stone.

**Obscure Object:** Masks object against scrying.

**Prayer:** Grants allies +1 bonus on most rolls, enemies -1 penalty.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Remove Blindness/Deafness:** Cures normal or magical conditions.

**Remove Curse:** Frees object or person from curse.

**Remove Disease:** Cures all diseases affecting subject.

**Searing Light:** Ray deals 1d8/two levels damage, more against undead.

**Speak with Dead:** Corpse answers questions.

**Stone Shape:** Sculpts stone into any shape.

**Summon Monster III:** Calls extraplanar creature to fight for you.

**Water Breathing:** Subjects can breathe underwater.

**Water Walk:** Subject treads on water as if solid.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 4<sup>th</sup>-level Cleric Spells

**Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

**Control Water:** Raises or lowers bodies of water.

**Cure Wounds (Critical):** Cures 4d8 damage +1/level (max +20).

**Death Ward:** Grants immunity to death spells and negative energy effects.

**Dimensional Anchor:** Bars extradimensional movement.

**Discern Lies:** Reveals deliberate falsehoods.

**Dismissal:** Forces creature to return to native plane.

**Divination** <sup>M</sup>: Provides useful advice for specific proposed actions.

**Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.

**Freedom of Movement:** Subject moves normally despite impediments.

**Imbue with Spell Ability:** Transfer spells to subject.

**Inflict Wounds (Critical):** Touch attack, 4d8 damage +1/level (max +20).

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

**Planar Ally, Lesser** <sup>X</sup>: Exchange services with a 6 HD extraplanar creature.



**Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Restoration**<sup>M</sup>: Restores level and ability score drains.

**Sending:** Delivers short message anywhere, instantly.

**Spell / Power Immunity:** Subject is immune to one spell or psionic power per four levels.

**Summon Monster IV:** Calls extraplanar creature to fight for you.

**Tongues:** Speak any language.

**Via Negativa:** You channel negative energy into a touch attack.

### 5<sup>th</sup>-level Cleric Spells

**Atonement**<sup>F X</sup>: Removes burden of misdeeds from subject.

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Command, Greater:** As *Command*, but affects one subject/level.

**Commune**<sup>X</sup>: Deity answers one yes-or-no question/level.

**Cure Wounds, Mass (Light):** Cures 1d8 damage +1/level for many creatures.

**Dispel [Alignment]:** +4 bonus against attacks of chosen alignment.

**Disrupting Weapon:** Melee weapon destroys undead.

**Flame Strike:** Smite foes with divine fire (1d6/level damage).

**Hallow**<sup>M</sup>: Designates location as holy.

**Inflict Wounds, Mass (Light):** Deals 1d8 damage +1/level to many creatures.

**Insect Plague:** Locust swarms attack creatures.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Plane Shift**<sup>F</sup>: As many as eight subjects travel to another plane.

**Raise Dead**<sup>M</sup>: Restores life to subject who died as long as one day/level ago.

**Righteous / Riotous Might:** Your size increases, and you gain combat bonuses.

**Scrying**<sup>F</sup>: Spies on subject from a distance.

**Slay Living:** Touch attack kills subject.

**Spell Resistance:** Subject gains SR 12 + level.

**Summon Monster V:** Calls extraplanar creature to fight for you.

**True Seeing**<sup>M</sup>: Lets you see things as they really are.

**Unhallow**<sup>M</sup>: Designates location as unholy.

**Wall of Stone:** Creates a stone wall that can be shaped.

### 6<sup>th</sup>-level Cleric Spells

**Animate Objects:** Objects attack your foes.

**Antilife Shell:** 10-ft. field hedges out living creatures.

**Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Bear's Endurance, Mass:** As *Bear's Endurance*, affects one subject/level.

**Blade Barrier:** Wall of blades deals 1d6/level damage.

**Bull's Strength, Mass:** As *Bull's Strength*, affects one subject/level.

**Create Undead:** Create ghouls, ghosts, mummies, or mohrgs.

**Cure Wounds, Mass (Moderate):** Cures 2d8 damage +1/level for many creatures.

**Eagle's Splendor, Mass:** As *Eagle's Splendor*, affects one subject/level.

**Find the Path:** Shows most direct way to a location.

**Forbiddance**<sup>M</sup>: Blocks planar travel, damages creatures of different alignment.

**Geas/Quest:** As *Lesser Geas*, plus it affects any creature.

**Glyph of Warding, Greater:** As *Glyph of Warding*, but up to 10d8 damage or 6th-level spell.

**Harm:** Deals 10 points/level damage to target.

**Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

**Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.

**Inflict Wounds, Mass (Moderate):** Deals 2d8 damage +1/level to many creatures.

**Owl's Wisdom, Mass:** As *Owl's Wisdom*, affects one subject/level.

**Planar Ally**<sup>X</sup>: Summon extraplanar ally of 12 HD.

**Summon Monster VI:** Calls extraplanar creature to fight for you.

**Undeath to Death**<sup>M</sup>: Destroys 1d4 HD/level undead (max 20d4).

**Wind Walk:** You and your allies turn vaporous and travel fast.

**Word of Recall:** Teleports you back to designated place.

### 7<sup>th</sup>-level Cleric Spells

**Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.

**Control Weather:** Changes weather in local area.

**Cure Wounds, Mass (Serious)**: Cures 3d8 damage +1/level for many creatures.

**Destruction**<sup>F</sup>: Kills subject and destroys remains.

**Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.

**Ethereal Jaunt**: You become ethereal for 1 round/level.

**Holy Word**: Kills, paralyzes, blinds, or deafens nongood subjects.

**Inflict Wounds, Mass (Serious)**: Deals 3d8 damage +1/level to many creatures.

**Refuge**<sup>M</sup>: Alters item to transport possessor to you.

**Regenerate**: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Repulsion Field**: Creatures can't approach you.

**Restoration, Greater**<sup>X</sup>: As *Restoration*, plus restores all levels and ability scores.

**Resurrection**<sup>M</sup>: Fully restore dead subject.

**Scrying, Greater**: As *Scrying*, but faster and longer.

**Summon Monster VII**: Calls extraplanar creature to fight for you.

**Word of Chaos**: Kills, *confuses*, stuns, or deafens nonchaotic subjects.

#### 8<sup>th</sup>-level Cleric Spells

**Cloak of Chaos**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against lawful spells.

**Create Greater Undead**<sup>M</sup>: Create shadows, wraiths, spectres, or devourers.

**Cure Wounds, Mass (Critical)**: Cures 4d8 damage +1/level for many creatures.

**Dimensional Lock**: Teleportation and interplanar travel blocked for one day/level.

**Discern Location**: Reveals exact location of creature or object.

**Earthquake**: Intense tremor shakes 80-ft.-radius.

**Fire Storm**: Deals 1d6/level fire damage.

**Holy Aura**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against evil spells.

**Inflict Wounds, Mass (Critical)**: Deals 4d8 damage +1/level to many creatures.

**Null Power Field**: Negates magic / psionics within 10 ft.

**Planar Ally, Greater**<sup>X</sup>: As *Planar Ally*, but 18 HD.

**Shield of Law**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

**Spell / Power Immunity, Greater**: As *Spell Immunity*, but up to 8th-level spells or psionic powers.

**Summon Monster VIII**: Calls extraplanar creature to fight for you.

**Unholy Aura**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against good spells.

#### 9<sup>th</sup>-level Cleric Spells

**Astral Projection**<sup>M</sup>: Projects you and companions onto Astral Plane.

**Energy Drain**: Subject gains 2d4 negative levels.

**Etherealness**: Travel to Ethereal Plane with companions.

**Gate**<sup>X</sup>: Connects two planes for travel or summoning.

**Heal, Mass**: As *Heal*, but with several subjects.

**Implosion**: Kills one creature/round.

**Miracle**<sup>X</sup>: Requests a deity's intercession.

**Soul Bind**<sup>F</sup>: Traps newly dead soul to prevent *Resurrection*.

**Storm of Vengeance**: Storm rains acid, lightning, and hail.

**Summon Monster IX**: Calls extraplanar creature to fight for you.

**True Resurrection**<sup>M</sup>: As *Resurrection*, plus remains aren't needed.



## Cleric / Paladin / Saint Domains

### Air Domain

**Granted Powers:** Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Air Domain Spells:

- 1 Obscuring Mist:** Fog surrounds you.
- 2 Wind Wall:** Deflects arrows, smaller creatures, and gases.
- 3 Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- 4 Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.
- 5 Control Winds:** Change wind direction and speed.
- 6 Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- 7 Control Weather:** Changes weather in local area.
- 8 Whirlwind:** Cyclone deals damage and can pick up creatures.
- 9 Summon Nature's Ally IX\*:** Summons air-based creatures and/or elementals.

\*Cast as an air spell only.

### Animal Domain

**Granted Powers:** You can use *Speak with Animals* once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills.

#### Animal Domain Spells:

- 1 Calm Animals:** Calms (2d4 + level) HD of animals.
- 2 Hold Animal:** Paralyzes one animal for 1 round/level.
- 3 Dominate Animal:** Subject animal obeys silent mental commands.
- 4 Summon Nature's Ally IV\*:** Calls creature to fight.
- 5 Commune with Nature:** Learn about terrain for 1 mile/level.
- 6 Antilife Shell:** 10-ft. field hedges out living creatures.
- 7 Creeping Doom:** Summon a swarm of vermin to attack your enemies.
- 8 Summon Nature's Ally VIII\*:** Calls creature to fight.
- 9 Shapechange<sup>F</sup>:** Transforms you into any creature, and change forms once per round.

\*Can only summon animals.

### Artifice Domain

**Granted Power:** Gain +4 bonus on Craft checks. The character casts conjuration (creation) spells at +1 caster level.

#### Artifice Domain Spells:

- 1 Control Object:** You can enchant objects to move as you wish.
- 2 Wood Shape:** You can sculpt wood with your hands.
- 3 Stone Shape:** You can sculpt stone with your hands.
- 4 Creation, Minor:** You can create a simple substance for a short time out of thin air.
- 5 Fabricate:** You can quickly create more complex objects out of base resources.
- 6 Creation, Major:** You can create more complex substances for a longer period of time.
- 7 Hardening:** You can magically reinforce the hardness of an object.
- 8 Creation, True:** You can permanently create resources.
- 9 Prismatic Sphere:** You create a near-impenetrable multi-hued force field of varying effects.

### Chaos Domain

**Granted Power:** You cast chaos spells at +1 caster level.

#### Chaos Domain Spells:

- 1 Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 Shatter:** Sonic vibration damages objects or crystalline creatures.
- 3 Magic Circle against Law:** As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 Chaos Hammer:** Damages and staggers lawful creatures.
- 5 Dispel Law:** +4 bonus against attacks by lawful creatures.
- 6 Animate Objects:** Objects attack your foes.
- 7 Word of Chaos:** Kills, *confuses*, stuns, or deafens nonchaotic subjects.
- 8 Cloak of Chaos<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against lawful spells.
- 9 Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as a chaos spell only.

### Death Domain

**Granted Power:** You may use a death touch once per day. Your death touch is a supernatural ability that

produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

#### Death Domain Spells:

- 1 Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- 3 Animate Dead<sup>M</sup>:** Creates undead skeletons and zombies.
- 4 Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 Slay Living:** Touch attack kills subject.
- 6 Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
- 7 Destruction<sup>F</sup>:** Kills subject and destroys remains.
- 8 Create Greater Undead<sup>M</sup>:** Create shadows, wraiths, spectres, or devourers.
- 9 Wail of the Banshee:** Kills one creature/level.

#### Destruction Domain

**Granted Power:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

#### Destruction Domain Spells:

- 1 Inflict Wounds (Light):** Touch attack, 1d8 damage +1/level (max +5).
- 2 Shatter:** Sonic vibration damages objects or crystalline creatures.
- 3 Contagion:** Infects subject with chosen disease.
- 4 Inflict Wounds (Critical):** Touch attack, 4d8 damage +1/level (max +20).
- 5 Inflict Wounds, Mass (Light):** Deals 1d8 damage +1/level to any creatures.
- 6 Harm:** Deals 10 points/level damage to target.
- 7 Disintegrate:** Makes one creature or object vanish.
- 8 Earthquake:** Intense tremor shakes 80-ft.-radius.
- 9 Implosion:** Kills one creature/round.

#### Earth Domain

**Granted Power:** Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times

per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Earth Domain Spells:

- 1 Grip of Iron:** Your iron grip gives +4 bonus on grapple checks.
- 2 Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
- 3 Stone Shape:** Sculpts stone into any shape.
- 4 Spike Stones:** Creatures in area take 1d8 damage, may be *lowed*.
- 5 Wall of Stone:** Creates a stone wall that can be shaped.
- 6 Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
- 7 Earthquake:** Intense tremor shakes 80-ft.-radius.
- 8 Iron Body:** Your body becomes living iron.
- 9 Summon Nature's Ally IX\*:** Summons earth-based creatures and/or elementals.

\*Cast as an earth spell only.

#### Evil Domain

**Granted Power:** You cast evil spells at +1 caster level.

#### Evil Domain Spells:

- 1 Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 Desecrate<sup>M</sup>:** Fills area with negative energy, making undead stronger.
- 3 Magic Circle against Good:** As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 Unholy Blight:** Damages and sickens good creatures.
- 5 Dispel Good:** +4 bonus against attacks by good creatures.
- 6 Create Undead<sup>M</sup>:** Create ghouls, ghosts, mummies, or mohrgs.
- 7 Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 Unholy Aura<sup>F</sup>:** +4 to AC, +4 resistance, SR 25 against good spells.
- 9 Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as an evil spell only.

#### Fire Domain

**Granted Power:** Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times

per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

#### Fire Domain Spells:

**1 Burning Hands:** 1d4/level fire damage (max 5d4).

**2 Produce Flame:** 1d6 damage +1/level, touch or thrown.

**3 Resist Energy\*:** Ignores 10 (or more) points of damage/attack from specified energy type.

**4 Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**5 Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

**6 Fire Seeds:** Create fiery grenades and bombs.

**7 Fire Storm:** Deals 1d6/level fire damage.

**8 Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

**9 Summon Nature's Ally IX\*\*:** Summons fire-based creatures and/or elementals.

\*Resist cold or fire only.

\*\*Cast as a fire spell only.

#### Good Domain

**Granted Power:** You cast good spells at +1 caster level.

#### Good Domain Spells:

**1 Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**2 Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).

**3 Magic Circle against Evil:** As *protection* spells, but 10-ft. radius and 10 min./level.

**4 Holy Smite:** Damages and blinds evil creatures.

**5 Dispel Evil:** +4 bonus against attacks by evil creatures.

**6 Blade Barrier:** Wall of blades deals 1d6/level damage.

**7 Holy Word<sup>F</sup>:** Kills, paralyzes, slows, or deafens nongood subjects.

**8 Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.

**9 Summon Monster IX\*:** Calls extraplanar creature to fight for you.

\*Cast as a good spell only.

#### Hacking Domain

**Prerequisite:** Tech Level 5 or greater scenario.

**Granted Power:** You get a +2 insight bonus to Computer Use and Decipher Script checks.

#### Hacking Domain Spells:

**1 Mask Metal:** Hide metal items from metal detectors.

**2 Burglar's Buddy:** Alarms aren't activated by your passage.

**3 Dataread:** You can access data records directly.

**4 Wire Walk:** You can teleport via physical phone line.

**5 Signal Feed:** You determine the signal feed for one camera or sensor system.

**6 Instant Connectivity:** You can teleport via a computer connection.

**7 Holographic Image:** Project an illusory double.

**8 Hyperalgorithm:** You can use supercomputer intelligence to make a deduction.

**9 Virtual Reality<sup>A</sup>:** You create an immersive video-game for target to be distracted in, forever.

#### Healing Domain

**Granted Power:** You cast healing spells at +2 caster level.

#### Healing Domain Spells:

**1 Cure Wounds (Moderate):** Cures 2d8 damage +1/level (max +10).

**2 Cure Wounds (Serious):** Cures 3d8 damage +1/level (max +15).

**3 Cure Wounds (Critical):** Cures 4d8 damage +1/level (max +20).

**4 Revivify:** Bring a recently-dead being back to life.

**5 Cure Wounds, Mass (Moderate):** Cures 2d8 damage +1/level (max +30) for many creatures.

**6 Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

**7 Regenerate:** Subject's severed limbs grow back.

**8 Cure Wounds, Mass (Critical):** Cures 4d8 damage +1/level (max +40) for many creatures.

**9 Heal, Mass:** As *heal*, but with several subjects.

#### Knowledge Domain

**Granted Power:** Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

#### Knowledge Domain Spells:

**1 Detect Secret Doors:** Reveals hidden doors within 60 ft.

**2 Zone of Truth:** Creatures within the area of effect must speak the truth.

**3 Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**4 Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.

**5 True Seeing** <sup>M</sup>: Lets you see things as they really are.

**6 Find the Path**: Shows most direct way to a location.

**7 Legend Lore** <sup>M F</sup>: Lets you learn tales about a person, place, or thing.

**8 Discern Location**: Reveals exact location of creature or object.

**9 Foresight**: "Sixth sense" warns of impending danger.

## Law Domain

**Granted Power**: You cast law spells at +1 caster level.

### Law Domain Spells:

**1 Protection from Chaos**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**2 Calm Emotions**: Calms creatures, negating emotion effects.

**3 Magic Circle against Chaos**: As *Protection* spells, but 10-ft. radius and 10 min./level.

**4 Order's Wrath**: Damages and dazes chaotic creatures.

**5 Dispel Chaos**: +4 bonus against attacks by chaotic creatures.

**6 Hold Monster**: As *Hold Person*, but any creature.

**7 Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.

**8 Shield of Law** <sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

**9 Summon Monster IX**<sup>\*</sup>: Calls extraplanar creature to fight for you.

<sup>\*</sup>Cast as a law spell only.

## Luck Domain

**Granted Power**: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

### Luck Domain Spells:

**1 Entropic Shield**: Ranged attacks against you have 20% miss chance.

**2 Aid**: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).

**3 Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.

**4 Freedom of Movement**: Subject moves normally despite impediments.

**5 Synchronicity**: You have a tendency of being in the right place at the right time.

**6 Mislead**: Turns you invisible and creates illusory double.

**7 Spell Turning**: Reflect 1d4+6 spell levels back at caster.

**8 Moment of Prescience**: You gain insight bonus on single attack roll, check, or save.

**9 Miracle** <sup>X</sup>: Requests a deity's intercession.

## Magic Domain

**Granted Power**: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

### Magic Domain Spells:

**1 Magic Aura**: Alters object's magic aura.

**2 Identify**: Determines properties of magic item.

**3 Dispel Magic & Psionics**: Cancels magical spells, psionic powers, and associated effects.

**4 Arcane Sight**: Magical auras become visible to you.

**5 Spell Resistance**: Subject gains SR 12 + level.

**6 Null Power Field**: Negates magic and psionics within 10 ft.

**7 Spell Turning**: Reflect 1d4+6 spell levels back at caster.

**8 Protection from Spells and Powers** <sup>M F</sup>: Confers +8 resistance bonus.

**9 Mage's Disjunction**: Dispel magic, disenchant magic items.

## Mind Domain

**Granted Power**: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

### Mind Domain Spells:

**1 Comprehend Languages**: You understand all spoken and written languages.

**2 Detect Thoughts**: Allows "listening" to surface thoughts.

**3 Telepathic Bond**: Link with subject within 30 ft. for 10 min./level.

**4 Discern Lies**: Reveals deliberate falsehoods.

**5 Mental Pinnacle**: Temporarily activate psionic potential.

- 6 Probe Thoughts:** Read subject's memories, one question/ round.
- 7 Brain Spider:** Eavesdrop on thoughts of up to eight other creatures.
- 8 Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 Weird:** Fearful illusion affects all within 30 ft., either killing or dealing 3d6 damage.

## Plant Domain

**Granted Powers:** Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add Knowledge (nature) to your list of cleric class skills.

### Plant Domain Spells:

- 1 Entangle:** Plants entangle everyone in 40-ft.-radius.
- 2 Barkskin:** Grants +2 (or higher) enhancement to natural armor.
- 3 Plant Growth:** Grows vegetation, improves crops.
- 4 Command Plants:** Sway the actions of one or more plant creatures.
- 5 Wall of Thorns:** Thorns damage anyone who tries to pass.
- 6 Repel Wood:** Pushes away wooden objects.
- 7 Animate Plants:** One or more trees animate and fight for you.
- 8 Control Plants:** Control actions of one or more plant creatures.
- 9 Oak Body:** Your body changes into solid oak.

## Protection Domain

**Granted Power:** You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on their next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

### Protection Domain Spells:

- 1 Sanctuary:** Opponents can't attack you, and you can't attack.
- 2 Shield Other<sup>F</sup>:** You take half of subject's damage.
- 3 Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- 4 Spell / Power Immunity:** Subject is immune to one spell or psionic power per four levels.
- 5 Spell Resistance:** Subject gains SR 12 + level.
- 6 Null Power Field:** Negates magic within 10 ft.

- 7 Repulsion Field:** Creatures can't approach you.
- 8 Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 Prismatic Sphere:** As *Prismatic Wall*, but it surrounds on all sides.

## Strength Domain

**Granted Power:** You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

### Strength Domain Spells:

- 1 Enlarge Person:** Humanoid creature doubles size.
- 2 Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 3 Strength of the Enemy:** Siphon away your enemy's strength and grow stronger.
- 4 Spell / Power Immunity:** Subject is immune to one spell or psionic power per four levels.
- 5 Righteous / Riotous Might:** Your size increases, and you gain combat bonuses.
- 6 Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.
- 7 Grasping Hand of Force:** Large hand provides cover, pushes, or grapples.
- 8 Clenched Fist of Force:** Large hand provides cover, pushes, or attacks your foes.
- 9 Crushing Hand of Force:** Large hand provides cover, pushes, or crushes your foes.

## Sun Domain

**Granted Power:** Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

### Sun Domain Spells

- 1 Endure Elements:** Exist comfortably in hot or cold environments.
- 2 Heat Metal:** Make metal so hot it damages those who touch it.
- 3 Searing Light:** Ray deals 1d8/two levels, more against undead.
- 4 Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 Flame Strike:** Smite foes with divine fire (1d6/level damage).
- 6 Fire Seeds:** Create fiery grenades and bombs.
- 7 Sunbeam:** Beam blinds and deals 4d6 damage.

**8 Sunburst:** Blinds all within 10 ft., deals 6d6 damage.

**9 Prismatic Sphere:** As *Prismatic Wall*, but it surrounds on all sides.

## Technology Domain

**Prerequisite:** Tech Level 5 or greater scenario.

**Granted Power:** You get a +2 insight bonus to Disable Device, and Repair checks.

### Technology Domain Spells:

**1 Power Device:** You can provide power to a device.

**2 Make Repairs:** You repair 3d8+1/level damage to an object.

**3 Dataread:** You can access data records directly.

**4 Shutdown:** You can deactivate all devices in a small area.

**5 Recharge:** You can use an electrical power source to alleviate negative conditions.

**6 Instant Connectivity:** You can teleport via a computer connection.

**7 Build Database:** Use online resources to find the answers you seek.

**8 Dimensional Lock:** You use an interdimensional jamming signal to prevent planar passage.

**9 Hyperalgorithm:** You can use supercomputer intelligence to make a deduction.

## Travel Domain

**Granted Powers:** For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *Freedom of Movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability. Also, add Survival to your list of cleric class skills.

### Travel Domain Spells:

**1 Longstrider:** Increases your speed.

**2 Locate Object:** Senses direction toward object (specific or type).

**3 Fly:** Subject flies at speed of 60 ft.

**4 Dimension Door:** Teleports you short distance.

**5 Teleport:** Instantly transports you as far as 100 miles/level.

**6 Find the Path:** Shows most direct way to a location.

**7 Teleport, Greater:** As *Teleport*, but no range limit and no off-target arrival.

**8 Phase Step:** Pass through wood or stone.

**9 Astral Projection<sup>M</sup>:** Projects you and companions onto Astral Plane.

## Trickery Domain

**Granted Power:** Add Bluff, Disguise, and Hide to your list of cleric class skills.

### Trickery Domain Spells:

**1 Disguise Self:** Disguise own appearance.

**2 Invisibility:** Subject invisible 1 min./level or until it attacks.

**3 Nondetection<sup>M</sup>:** Hides subject from divination, scrying.

**4 Confusion:** Subjects behave oddly for 1 round/level.

**5 Seeming:** Changes appearance of one person per two levels.

**6 Mislead:** Turns you invisible and creates illusory double.

**7 Screen:** Illusion hides area from vision, scrying.

**8 Polymorph Any Object:** Changes any subject into anything else.

**9 Time Stop:** You act freely for 1d4+1 rounds.

## War Domain

**Granted Power:** Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

### War Domain Spells:

**1 Magic Weapon:** Weapon gains +1 bonus.

**2 Spiritual Weapon:** Magical weapon attacks on its own.

**3 Whitefire:** You create a blast of primordial energy doing 5d4 untyped energy damage.

**4 Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.

**5 Flame Strike:** Smite foes with divine fire (1d6/level damage).

**6 Blade Barrier:** Wall of blades deals 1d6/level damage.

**7 Power Word: Blind:** Blinds creature with 200 hp or less.

**8 Power Word: Stun:** Stuns creature with 150 hp or less.

**9 Power Word: Kill:** Kills creature with 100 hp or less.



## Water Domain

**Granted Power:** Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

### Water Domain Spells:

- 1 Obscuring Mist:** Fog surrounds you.
- 2 Fog Cloud:** Fog obscures vision.
- 3 Water Breathing:** Subjects can breathe underwater.
- 4 Control Water:** Raises or lowers bodies of water.
- 5 Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 Cone of Cold:** 1d6/level cold damage.
- 7 Acid Fog:** Fog deals acid damage.
- 8 Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 Summon Nature's Ally IX\***: Summons water-based creatures and/or elementals.

\*Cast as a water spell only.

## Weather Domain

**Granted Power:** Survival is a class skill.

### Weather Domain Spells

- 1 Obscuring Mist:** You create a mist to block vision.
- 2 Fog Cloud:** You create a dense cloud of fog impossible to see through and slow to clear.
- 3 Call Lightning:** You can summon down a bolt of lightning, 3d6 damage (3d10 in a storm), 1/rd.
- 4 Sleet Storm:** Summon freezing rain to cover area in a thin sheet of ice.
- 5 Call Lightning Storm:** Summon down a bolt of lightning, 5d6 damage (5d10 in a storm), 1/rd.
- 6 Ice Storm:** Summon a vicious hailstorm that inflicts cold and bludgeoning damage.
- 7 Control Weather:** Change local weather as desired.
- 8 Sunbeam:** Beam blinds and deals 4d6 damage.
- 9 Tornado Blast:** Conjure a miniature tornado directed by you.





## Druid Spells by Level

### 0-level Druid Spells:

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Wounds (Minor):** Cures 1 point of damage.

**Detect Magic and Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

**Haywire:** Make a device behave erratically. Tech Level 5 or higher scenario only.

**Light:** Object shines like a torch.

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

### 1<sup>st</sup>-level Druid Spells:

**Bite of the Wolf<sup>A</sup>:** Gain bite attack for 1d8 damage.

**Calm Animals:** Calms (2d4 + level) HD of animals.

**Charm Animal:** Makes one animal your friend.

**Claws of the Beast<sup>A</sup>:** Your hands become deadly claws.

**Cure Wounds (Light):** Cures 1d8 damage +1/level (max +5).

**Detect Animals or Plants:** Detects kinds of animals or plants.

**Detect Snares and Pits:** Reveals natural or primitive traps.

**Endure Elements:** Exist comfortably in hot or cold environments.

**Entangle:** Plants entangle everyone in 40-ft.-radius.

**Faerie Fire:** Outlines subjects with light, canceling *Blur*, concealment, and the like.

**Goodberry:** Sustain yourself on a single berry per day.

**Hide from Animals:** Animals can't perceive one subject/level.

**Jump:** Subject gets bonus on Jump checks.

**Know Direction and Location:** You know where you are in which direction you're facing.

**Longstrider:** Your speed increases by 10 ft.

**Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.

**Obscuring Mist:** Fog surrounds you.

**Pass without Trace:** One subject/level leaves no tracks.

**Produce Flame:** 1d6 damage +1/level, touch or thrown.

**Speak with Animals:** You can communicate with animals.

**Summon Nature's Ally I:** Calls creature to fight.

### 2<sup>nd</sup>-level Druid Spells:

**Animal Affinity<sup>A</sup>:** Invoke one (or more) animal avatar(s) to augment your attribute(s).

**Animal Messenger:** Sends a Tiny animal to a specific place.

**Animal Trance:** Fascinates 2d6 HD of animals.

**Barkskin:** Grants +2 (or higher) enhancement to natural armor.

**Chill Metal:** Cold metal damages those who touch it.

**Cure Wounds (Moderate):** Cures 2d8 damage +1/level (max +10).

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Flame Blade:** Touch attack deals 1d8 +1/two levels damage.

**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Fog Cloud:** Fog obscures vision.

**Gust of Wind:** Blows away or knocks down smaller creatures.

**Heat Metal:** Make metal so hot it damages those who touch it.

**Hold Animal:** Paralyzes one animal for 1 round/level.

**Machine Invisibility:** Become invisible to machine sensors. Only available in Tech Level 5 scenario.

**Reduce Animal:** Shrinks one willing animal.

**Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.

**Spider Climb:** Grants ability to walk on walls and ceilings.

**Summon Nature's Ally II:** Calls creature to fight.

**Summon Swarm:** Summons swarm of bats, rats, or spiders.

**Tree Shape:** You look exactly like a tree for 1 hour/level.

**Warp Wood:** Bends wood (shaft, handle, door, plank).

**Wood Shape:** Rearranges wooden objects to suit you.

### 3<sup>rd</sup>-level Druid Spells:

**Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.

**Contagion:** Infects subject with chosen disease.

**Cure Wounds (Serious):** Cures 3d8 damage +1/level (max +15).

**Daylight:** 60-ft. radius of bright light.

**Diminish Plants:** Reduces size or blights growth of normal plants.

**Dominate Animal:** Subject animal obeys silent mental commands.

**Magic Fang, Greater:** One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

**Meld into Stone:** You and your gear merge with stone.

**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

**Plant Growth:** Grows vegetation, improves crops.

**Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Quench:** Extinguishes nonmagical fires or one magic item.

**Remove Disease:** Cures all diseases affecting subject.

**Shutdown:** Cause all electronic devices within a small radius to shut down. Only available in Tech Level 5 or higher scenario.

**Sleet Storm:** Hampers vision and movement.

**Speak with Plants:** You can talk to normal plants and plant creatures.

**Spike Growth:** Creatures in area take 1d4 damage, may be *slowed*.

**Stone Shape:** Sculpts stone into any shape.

**Summon Nature's Ally III:** Calls creature to fight.

**Water Breathing:** Subjects can breathe underwater.

**Water Walk:** You can walk on water as if it were solid.

**Wildshape:** You can change into any Animal of the same HD or less.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

#### 4<sup>th</sup>-level Druid Spells:

**Blight:** Withers one plant or deals 1d6/level damage to plant creature.

**Command Plants:** Sway the actions of one or more plant creatures.

**Control Water:** Raises or lowers bodies of water.

**Cure Wounds (Critical):** Cures 4d8 damage +1/level (max +20).

**Dispel Magic & Psionics:** Cancels spells, powers, and associated effects.

**Electromagnetic Pulse:** Send out an electrical shockwave that fries electronics. Only available in Tech Level 5 or higher scenario.

**Flame Strike:** Smite foes with divine fire (1d6/level damage).

**Freedom of Movement:** Subject moves normally despite impediments.

**Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Revivify<sup>X</sup>:** You can revive a recently-dead being, for a cost.

**Rusting Grasp:** Your touch corrodes iron and alloys.

**Scrying<sup>F</sup>:** Spies on subject from a distance.

**Spike Stones:** Creatures in area take 1d8 damage, may be *slowed*.

**Summon Nature's Ally IV:** Calls creature to fight.

#### 5<sup>th</sup>-level Druid Spells:

**Animal Growth:** One animal/two levels doubles in size.

**Atonement:** Removes burden of misdeeds from subject.

**Baleful Polymorph:** Transforms subject into harmless animal.

**Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.

**Commune with Nature:** Learn about terrain for 1 mile/level.

**Control Winds:** Change wind direction and speed.

**Cure Wounds, Mass (Light):** Cures 1d8+1/level (max. +25) damage for many creatures.

**Death Ward:** Grants immunity to all death spells and negative energy effects.

**Hallow<sup>M</sup>:** Designates location as holy.

**Insect Plague:** Locust swarms attack creatures.

**Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.

**Summon Nature's Ally V:** Calls creature to fight.

**Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.

**Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.

**Tree Stride:** Step from one tree to another far away.

**Unhallow<sup>M</sup>:** Designates location as unholy.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**Wall of Thorns:** Thorns damage anyone who tries to pass.

### 6<sup>th</sup>-level Druid Spells:

**Antilife Shell**: 10-ft. radius field hedges out living creatures.

**Bear's Endurance, Mass**: As *Bear's Endurance*, but can affect multiple targets.

**Bull's Strength, Mass**: As *Bull's Strength*, but can affect multiple targets.

**Cure Wounds, Mass (Moderate)**: Cures 2d8 +1/level (max +30) damage to many creatures.

**Find the Path**: Shows most direct way to a location.

**Fire Seeds**: Turns acorns or berries into grenades.

**Hibernate**: You can put yourself in a slow-aging torpor.

**Move Earth**: Digs trenches and builds hills.

**Nature's Avenger**: Turn into a fearsome earthen creature with stone fists and flailing vines.

**Owl's Wisdom, Mass**: As *Owl's Wisdom*, but can affect multiple targets.

**Repel Wood**: Pushes away wooden objects.

**Stone Tell**: Talk to natural or worked stone.

**Summon Nature's Ally VI**: Calls creature to fight.

**Transport via Plants**: Move instantly from one plant to another of the same kind.

**Wall of Stone**: Creates a stone wall that can be shaped.

### 7<sup>th</sup>-level Druid Spells:

**Animate Plants**: One or more plants animate and fight for you.

**Changestaff**: Your staff becomes a treant on command.

**Control Weather**: Changes weather in local area.

**Creeping Doom**: Swarms of centipedes attack at your command.

**Cure Wounds, Mass (Serious)**: Cures 3d8 damage +1/level for many creatures.

**Fire Storm**: Deals 1d6/level fire damage.

**Heal**: Cures 10 points/level of damage, all diseases and mental conditions.

**Oak Body**: Transform into living oak, gain immunities and resistances.

**Scrying, Greater**: As *Scrying*, but faster and longer.

**Summon Nature's Ally VII**: Calls creature to fight.

**Sunbeam**: Beam blinds and deals 4d6 damage.

**True Seeing**<sup>M</sup>: Lets you see all things as they really are.

**Wind Walk**: You and your allies turn vaporous and travel fast.

### 8<sup>th</sup>-level Druid Spells:

**Control Plants**: Control action of one or more plant creatures.

**Cure Wounds, Mass (Critical)**: Cures 4d8+1/level (+40 max) damage for many creatures.

**Earthquake**: Intense tremor shakes 80-ft.-radius.

**Finger of Death**: Kills one subject.

**Repel Metal or Stone**: Pushes away metal and stone.

**Reverse Gravity**: Objects and creatures fall upward.

**Summon Nature's Ally VIII**: Calls creature to fight.

**Sunburst**: Blinds all within 10 ft., deals 6d6 damage.

**Whirlwind**: Cyclone deals damage and can pick up creatures.

**Word of Recall**: Teleports you back to designated place.

### 9<sup>th</sup>-level Druid Spells:

**Bend Reality**<sup>X</sup>: Bend the rules of reality, at a cost.

**Foresight**: "Sixth sense" warns of impending danger.

**Regenerate**: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Shapechange**: You can change into almost anything.

**Storm of Vengeance**: Storm rains acid, lightning, and hail.

**Summon Nature's Ally IX**: Call a creature to fight.



## Sorcerer / Wizard Spells by Level

### 0-Level Sorcerer / Wizard Spells (Cantrips)

#### Abjuration:

**Resistance:** Subject gains +1 on saving throws.

#### Conjuration:

**Acid Splash:** Orb deals 1d3 acid damage, ranged touch attack up to 30 feet away.

#### Divination:

**Detect Magic and Psionics:** Detects spells, psionics, and magic/psionic items within 60 ft.

#### Enchantment:

**Daze:** Humanoid creature of 4 HD or less loses next action, dazed for 1 round, Fortitude save negates.

#### Evocation:

**Light:** Object shines like a torch.

#### Illusion:

**Ghost Sound:** Figment sounds.

#### Necromancy:

**Touch of Fatigue:** Touch attack fatigues target.

#### Transmutation:

**Haywire:** Make a device behave erratically. Tech Level 5 or higher scenario only.

**Mage Hand:** 5-pound telekinesis.

**Message:** Whispered conversation at distance.

#### Universal:

**Arcane Mark:** Inscribe a personal rune (visible or invisible).

**Prestidigitation:** Performs minor tricks.

**Read Magic:** Read scrolls and spellbooks.

### 1<sup>st</sup>-level Sorcerer / Wizard Spells

#### Abjuration:

**Alarm:** Wards an area for 2 hours/level.

**Endure Elements:** Exist comfortably in hot or cold environments.

**Hold Portal:** Holds door shut.

**Protection from [Alignment]:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Shield:** Invisible disc gives +4 to AC, blocks *Magic Missiles*.

#### Conjuration:

**Grease:** Makes a 2-polyhex space or one object slippery.

**Mage Armor:** Gives subject +4 armor bonus.

**Mount:** Summons riding horse for 2 hours/level.

**Obscuring Mist:** Fog surrounds you.

**Summon Monster I:** Calls extraplanar creature to fight for you.

**Unseen Servant:** Invisible force obeys your commands.

#### Divination:

**Comprehend Languages:** You understand all spoken and written languages.

**Detect Secret Doors:** Reveals hidden doors to 60 ft.

**Detect Undead:** Reveals undead within 60 ft.

**Identify**<sup>M</sup>: Determines properties of magic or psionic item.

**True Strike:** +20 on your next attack roll.

#### Enchantment:

**Charm Person:** Makes one person your friend.

**Hypnotism:** Fascinates 2d4 HD of creatures.

**Sleep:** Puts 4 HD of creatures into magical slumber.

#### Evocation:

**Burning Hands:** 1d4/level fire damage (max 5d4).

**Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

**Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

#### Illusion:

**Color Spray:** Knocks unconscious, blinds, and/or stuns weak creatures.

**Disguise Self:** Changes your appearance.

**Magic Aura:** Alters object's magic aura.

**Mask Metal:** Hide metal objects from metal detectors. Tech Level 5 or higher scenario only.

**Silent Image:** Creates minor illusion of your design.

**Ventriloquism:** Throws voice for 1 min./level.

#### Necromancy:

**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.

**Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.

**Ray of Enfeeblement:** Ray deals 1d6 +1 per two levels Str damage.

#### Transmutation:

**Animate Rope:** Makes a rope move at your command.

**Clean:** Cleans one object or room fully completely.

**Degauss:** Remove ionic damage from an electronic object. Only available in Tech Level 5 or higher scenarios.

**Enlarge Person:** Humanoid creature doubles in size.

**Erase:** Mundane or magical writing vanishes.

**Expeditious Route:** Your speed increases by 30 ft.

**Feather Fall:** Objects or creatures fall slowly.

**Jump:** Subject gets bonus on Jump checks.

**Magic Weapon:** Weapon gains +1 bonus.

**Power Device:** You can provide power to one device. Only available for Tech Level 5 and higher scenarios.

**Reduce Person:** Humanoid creature halves in size.  
**Trace Purge:** Erase all evidence of your passing.

## 2<sup>nd</sup>-level Sorcerer / Wizard Spells

### Abjuration:

**Arcane Lock**<sup>M</sup>: Magically locks a portal or chest.  
**Obscure Object:** Masks object against scrying; as *Escape Detection* but for one touched object.  
**Protection from Arrows / Bullets:** Subject immune to most ranged attacks.  
**Resist Energy:** Ignores first 10 (or more) points of damage/attack from specified energy type.

### Conjuration:

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.  
**Fog Cloud:** Fog obscures vision.  
**Glitterdust:** Blinds creatures, outlines invisible creatures.  
**Summon Monster II:** Calls extraplanar creature to fight for you.  
**Summon Swarm:** Summons swarm of bats, rats, or spiders.  
**Web:** Fills 20-ft.-radius spread with sticky spiderwebs.

### Divination:

**Dataread:** You can access electronic storage devices directly. Only available in Tech Level 5 or higher scenarios.  
**Detect Thoughts:** Allows “listening” to surface thoughts.  
**Locate Object:** Senses direction toward object (specific or type).  
**See Invisibility:** Reveals invisible creatures or objects.

### Enchantment:

**Daze Monster:** Living creature of 6 HD or less loses next action.  
**Hideous Laughter:** Subject loses actions for 1 round/level.  
**Touch of Idiocy:** Subject takes 1d6 points of Int, Wis, and Cha damage.

### Evocation:

**Darkness:** 20-ft. radius of supernatural shadow.  
**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.  
**Gust of Wind:** Blows away or knocks down smaller creatures.  
**Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).  
**Shatter:** Sonic vibration damages objects or crystalline creatures.

### Illusion:

**Blur:** Attacks miss subject 20% of the time.

**Burglar's Buddy:** Alarms aren't activated by your passage. Only available in Tech Level 5 or higher scenarios.

**Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.

**Invisibility:** Subject is invisible for 1 min./level or until it attacks.

**Machine Invisibility:** Subject is invisible to machines for 1 min./level or until it attacks.

**Magic Mouth**<sup>M</sup>: Speaks once when triggered.

**Minor Image:** As *Silent Image*, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

**Phantom Trap**<sup>M</sup>: Makes item seem trapped.

### Necromancy:

**Blindness/Deafness:** Makes subject blinded or deafened.

**Command Undead:** Undead creature obeys your commands.

**Ghoul Touch:** Paralyzes one subject, which exudes stench that makes those nearby sickened.

**Scare:** Panics creatures of less than 6 HD.

**Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.

### Transmutation:

**Alter Self:** Assume form of a similar creature.

**Bear's Endurance:** Subject gains +4 to Con for 1 min./level.

**Bull's Strength:** Subject gains +4 to Str for 1 min./level.

**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.

**Darkvision:** See 120 ft. in total darkness.

**Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.

**Fox's Cunning:** Subject gains +4 Int for 1 min./level.

**Knock:** Opens locked or magically sealed door.

**Levitate:** Subject moves up and down at your direction.

**Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

**Relay Text:** Send a text message directly to someone's device. Only available in Tech Level 5 scenarios.

**Rope Trick:** As many as eight creatures hide in extradimensional space.

**Spider Climb:** Grants ability to walk on walls and ceilings.



**Whispering Wind:** Sends a short message 1 mile/level.

### 3<sup>rd</sup>-level Sorcerer / Wizard Spells

#### Abjuration:

**Dispel Magic & Psionics:** Cancels magical spells, psionic powers, and associated effects.

**Explosive Runes:** Deals 6d6 damage when read.

**Magic Circle against [Alignment]:** As *Protection* spells, but 10-ft. radius and 10 min./level.

**Nondetection**<sup>M</sup>: Hides subject from divination, scrying.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

#### Conjuration:

**Phantom Chopper:** Magic motorcycle appears for 1 hour/level, minimum Tech Level 4 required.

**Phantom Steed:** Magic mount appears for 1 hour/level.

**Sepia Snake Sigil**<sup>M</sup>: Creates text symbol that immobilizes reader.

**Sleet Storm:** Hampers vision and movement.

**Stinking Cloud:** Nauseating vapors, 1 round/level.

**Summon Monster III:** Calls extraplanar creature to fight for you.

#### Divination:

**Arcane Sight:** Magical auras become visible to you.

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Tongues:** Speak any language.

#### Enchantment:

**Deep Slumber:** Puts 10 HD of creatures to sleep.

**Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

**Suggestion:** Compels subject to follow stated course of action.

#### Evocation:

**Daylight:** 60-ft. radius of bright light.

**Electromagnetic Pulse:** Send out a pulse of energy that fries electronics. Only available in Tech Level 5 scenarios.

**Fireball:** 1d6 damage per level, 20-ft. radius.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Tiny Hut:** Creates shelter for ten creatures.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

#### Illusion:

**Displacement:** Attacks miss subject 50%.

**Illusory Script**<sup>M</sup>: Only intended reader can decipher.

**Invisibility Sphere:** Makes everyone within 10 ft. invisible.

**Major Image:** As *Silent Image*, plus sound, smell and thermal effects.

#### Necromancy:

**Gentle Repose:** Preserves one corpse.

**Halt Undead:** Immobilizes undead for 1 round/level.

**Ray of Exhaustion:** Ray makes subject exhausted.

**Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

#### Transmutation:

**Blink:** You randomly vanish and reappear for 1 round/level.

**Flame Arrow / Bullet:** Projectiles deal +1d6 fire damage.

**Fly:** Subject flies at speed of 60 ft.

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Keen Edge:** Doubles normal weapon's threat range.

**Magic Weapon, Greater:** +1/four levels (max +5).

**Secret Page:** Changes one page to hide its real content.

**Shrink Item:** Object shrinks to one-sixteenth size.

**Shutdown:** Cause electronic devices to shut down. Only available in Tech Level 5 or higher scenario.

**Slow:** One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

**Water Breathing:** Subjects can breathe underwater.

### 4<sup>th</sup>-level Sorcerer / Wizard Spells

#### Abjuration:

**Dimensional Anchor:** Bars extradimensional movement.

**Fire Trap**<sup>M</sup>: Opened object deals 1d4 damage +1/level.

**Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.

**Remove Curse:** Frees object or person from curse.

**Stoneskin**<sup>M</sup>: Ignore 10 points of damage per attack.

#### Conjuration:

**Black Tentacles:** Tentacles grapple all within 20 ft. spread.

**Creation, Minor:** Creates one cloth or wood object.

**Dimension Door:** Teleports you short distance.

**Secure Shelter:** Creates sturdy cottage.

**Solid Fog:** Blocks vision and slows movement.

**Summon Monster IV:** Calls extraplanar creature to fight for you.

**Wire Walk:** You can teleport through a phone line. Only available in Tech Level 4 or higher scenario.

#### Divination:

**Arcane Eye:** Invisible floating eye moves 30 ft./round.

**Detect Scrying:** Alerts you of magical eavesdropping.

**Locate Creature:** Indicates direction to familiar creature.

**Scrying**<sup>F</sup>: Spies on subject from a distance.

#### Enchantment:

**Charm Monster:** Makes monster believe it is your ally.

**Confusion:** Subjects behave oddly for 1 round/level.

**Crushing Despair:** Subjects take –2 on attack rolls, damage rolls, saves, and checks.

**Geas, Lesser:** Commands subject of 7 HD or less.

#### Evocation:

**Fire / Chill Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Resilient Sphere:** Force globe protects but traps one subject.

**Shout:** Deafens all within cone and deals 5d6 sonic damage.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

**Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

#### Illusion:

**Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

**Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.

**Invisibility, Greater:** As *Invisibility*, but subject can attack and stay invisible.

**Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.

**Rainbow Pattern:** Lights fascinate 24 HD of creatures.

**Shadow Conjunction:** Mimics conjuration below 4th level, but only 20% real.

#### Necromancy:

**Animate Dead**<sup>M</sup>: Creates undead skeletons and zombies.

**Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Contagion:** Infects subject with chosen disease.

**Enervation:** Subject gains 1d4 negative levels.

**Fear:** Subjects within cone flee for 1 round/level.

**Via Negativa:** You channel negative energy into a touch attack.

#### Transmutation:

**Polymorph:** Gives one willing subject a new form.

**Stone Shape:** Sculpts stone into any shape.

### 5<sup>th</sup>-level Sorcerer / Wizard Spells

#### Abjuration:

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Dismissal:** Forces a creature to return to native plane.

**Synchronicity:** You have a tendency of being in the right place at the right time.

#### Conjuration:

**Cloudkill:** Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

**Creation, Major:** As *Minor Creation*, plus stone and metal.

**Mage's Faithful Hound:** Phantom dog can guard, attack.

**Planar Binding (Lesser):** Traps extraplanar creature of 6 HD or less until it performs a task.

**Secret Chest**<sup>F</sup>: Hides expensive chest on Ethereal Plane; you retrieve it at will.

**Summon Monster V:** Calls extraplanar creature to fight for you.

**Teleport:** Instantly transports you as far as 100 miles/level.

**Wall of Stone:** Creates a stone wall that can be shaped.

#### Divination:

**Contact Other Plane:** Lets you ask question of extraplanar entity.

**Prying Eyes:** 1d4 +1/level floating eyes scout for you.

**Telepathic Bond:** Link lets allies communicate.

#### Enchantment:

**Dominate Person:** Controls humanoid telepathically.

**Feeblemind:** Subject's Int and Cha drop to 1.

**Hold Monster:** As *Hold Person*, but any creature.

**Mind Fog:** Subjects in fog get –10 to Wis and Will checks.

#### Evocation:

**Cone of Cold:** 1d6/level cold damage.

**Interposing Hand of Force:** Hand provides cover against one opponent.

**Sending:** Delivers short message anywhere instantly.

**Wall of Force:** Wall is immune to damage.

#### Illusion:

**Dream:** Sends message to anyone sleeping.

**False Vision**<sup>M</sup>: Fools scrying with an illusion.



**Mirage Arcana:** As *Hallucinatory Terrain*, plus structures.

**Nightmare:** Sends vision dealing 1d10 damage, fatigue.

**Persistent Image:** As *Major Image*, but no concentration required.

**Seeming:** Changes appearance of one person per two levels.

**Shadow Evocation:** Mimics evocation below 5th level, but only 20% real.

**Signal Feed:** You send an illusory feed to one camera or sensory device. Only available in Tech Level 5 or higher scenarios.

#### Necromancy:

**Blight:** Withers one plant or deals 1d6/level damage to plant creature.

**Magic Jar** <sup>F</sup>: Enables possession of another creature.

**Waves of Fatigue:** Several targets become fatigued.

#### Transmutation:

**Animal Growth:** One animal/two levels doubles in size.

**Baleful Polymorph:** Transforms subject into harmless animal.

**Fabricate:** Transforms raw materials into finished items.

**Instant Connectivity:** You teleport over a computer connection. Only available in Tech Level 5 or higher scenarios.

**Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.

**Telekinesis:** Moves object, attacks creature, or hurls object or creature.

**Transmute Mud to Rock:** Transforms two 10-ft. cubes per level.

**Transmute Rock to Mud:** Transforms two 10-ft. cubes per level.

#### Universal:

**Permanency** <sup>X</sup>: Makes certain spells permanent.

### 6<sup>th</sup>-level Sorcerer / Wizard Spells

#### Abjuration:

**Globe of Invulnerability:** As *Globe of Invulnerability (Lesser)*, plus 4th-level spell effects.

**Guards and Wards:** Array of magic effects protect area.

**Null Power Field:** Negates magic and psionics within 10 ft.

**Repulsion Field:** Creatures can't approach you.

#### Conjuration:

**Acid Fog:** Fog deals acid damage.

**Planar Binding:** As *Planar Binding (Lesser)*, but up to 12 HD.

**Summon Monster VI:** Calls extraplanar creature to fight for you.

**Wall of Iron** <sup>M</sup>: 30 hp/four levels; can topple onto foes.

#### Divination:

**Analyze Dweomer** <sup>F</sup>: Reveals magical aspects of subject.

**Legend Lore** <sup>M F</sup>: Lets you learn tales about a person, place, or thing.

**Probe Thoughts:** Mentally question target, 1 question/rd.

**True Seeing** <sup>M</sup>: Lets you see all things as they really are.

#### Enchantment:

**Geas/Quest:** As *Geas (Lesser)*, plus it affects any creature.

**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

**Suggestion, Mass:** As *Suggestion*, plus one subject/level.

#### Evocation:

**Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.

**Contingency** <sup>F</sup>: Sets trigger condition for another spell.

**Forceful Hand of Force:** "Hand" pushes creatures away.

**Freezing Sphere:** Freezes water or deals cold damage.

#### Illusion:

**Mislead:** Turns you invisible and creates illusory double.

**Permanent Image:** Includes sight, sound, and smell.

**Programmed Image** <sup>M</sup>: As *Major Image*, plus triggered by event.

**Shadow Walk:** Step into shadow to travel rapidly.

**Veil:** Changes appearance of group of creatures.

#### Necromancy:

**Circle of Death** <sup>M</sup>: Kills 1d4/level HD of creatures.

**Create Undead** <sup>M</sup>: Creates ghouls, ghosts, mummies, or mohrgs.

**Eyebite:** Target becomes panicked, sickened, and comatose.

**Undeath to Death** <sup>M</sup>: Destroys 1d4/level HD of undead (max 20d4).

#### Transmutation:

**Bear's Endurance, Mass:** As *Bear's Endurance*, affects one subject/level.

**Bull's Strength, Mass:** As *Bull's Strength*, affects one subject/level.

**Cat's Grace, Mass:** As *Cat's Grace*, affects one subject/level.

**Control Water:** Raises or lowers bodies of water.

**Disintegrate:** Makes one creature or object vanish.  
**Eagle's Splendor, Mass:** As *Eagle's Splendor*, affects one subject/level.

**Flesh to Stone:** Turns subject creature into statue.

**Fox's Cunning, Mass:** As *Fox's Cunning*, affects one subject/level.

**Move Earth:** Digs trenches and build hills.

**Owl's Wisdom, Mass:** As *Owl's Wisdom*, affects one subject/level.

**Stone to Flesh:** Restores petrified creature.

**Transformation**<sup>M</sup>: You gain combat bonuses.

### 7<sup>th</sup>-level Sorcerer / Wizard Spells

**Abjuration:**

**Banishment:** Banishes 2 HD/level of extraplanar creatures.

**Sequester:** Subject is invisible to sight and scrying; renders creature comatose.

**Spell Turning:** Reflect 1d4+6 spell levels back at caster.

**Conjuration:**

**Instant Summons:** Nearby object appears in your hand.

**Mage's Magnificent Mansion**<sup>F</sup>: Door leads to extradimensional mansion.

**Phase Step:** Pass through wood or stone.

**Plane Shift**<sup>F</sup>: As many as eight subjects travel to another plane.

**Summon Monster VII:** Calls extraplanar creature to fight for you.

**Teleport, Greater:** As *Teleport*, but no range limit and no off-target arrival.

**Teleport Object:** As *Greater Teleport*, but it affects a touched object.

**Divination:**

**Arcane Sight, Greater:** As *Arcane Sight*, but also reveals magic effects on creatures and objects.

**Scrying, Greater:** As *Scrying*, but faster and longer.

**Vision**<sup>M X</sup>: As *Legend Lore*, but quicker and strenuous.

**Enchantment:**

**Hold Person, Mass:** As *Hold Person*, but all within 30 ft.

**Insanity:** Subject suffers continuous *confusion*.

**Power Word: Blind:** Blinds creature with 200 hp or less.

**Evocation:**

**Delayed Blast Fireball:** 1d6/level fire damage (max 25d6); you can postpone blast for 5 rounds.

**Forcecage**<sup>M</sup>: Cube or cage of force imprisons all inside.

**Grasping Hand of Force:** Hand provides cover, pushes, or grapples.

**Prismatic Spray:** Rays hit subjects with variety of effects.

**Illusion:**

**Invisibility, Mass:** As *Invisibility*, but affects all in range.

**Project Image:** Illusory double can talk and cast spells.

**Shadow Conjuration, Greater:** As *Shadow Conjuration*, but up to 6th level and 60% real.

**Simulacrum**<sup>M X</sup>: Creates partially real double of a creature.

**Necromancy:**

**Control Undead:** Undead don't attack you while under your command.

**Finger of Death:** Kills one subject.

**Waves of Exhaustion:** Several targets become exhausted.

**Transmutation:**

**Control Weather:** Changes weather in local area.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Reverse Gravity:** Objects and creatures fall upward.

**Universal:**

**Limited Wish**<sup>X</sup>: Alters reality—within spell limits.

### 8<sup>th</sup>-level Sorcerer / Wizard Spells

**Abjuration:**

**Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.

**Mind Blank:** Subject is immune to mental/emotional magic and scrying.

**Prismatic Wall:** Wall's colors have array of effects.

**Protection from Spells and Powers**<sup>M F</sup>: Confers +8 resistance bonus.

**Conjuration:**

**Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

**Maze:** Traps subject in extradimensional maze.

**Planar Binding (Greater):** As *Planar Binding (Lesser)*, but up to 18 HD.

**Summon Monster VIII:** Calls extraplanar creature to fight for you.

**Trap the Soul**<sup>M F</sup>: Imprisons subject within gem.

**Divination:**

**Discern Location:** Reveals exact location of creature or object.

**Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.

**Prying Eyes, Greater:** As *Prying Eyes*, but eyes have *True Seeing*.

Enchantment:

**Binding**<sup>M</sup>: Utilizes an array of techniques to imprison a creature.

**Charm Monster, Mass**: As *Charm Monster*, but all within 30 ft.

**Demand**: As *Sending*, plus you can send *Suggestion*.

**Power Word: Stun**: Stuns creature with 150 hp or less.

Evocation:

**Clenched Fist of Force**: Large hand provides cover, pushes, or attacks your foes.

**Polar Ray**: Ranged touch attack deals 1d6/level cold damage.

**Shout, Greater**: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

**Sunburst**: Blinds all within 10 ft., deals 6d6 damage.

Illusion:

**Scintillating Pattern**: Twisting colors *confuse*, stun, or render unconscious.

**Screen**: Illusion hides area from vision, scrying.

**Shadow Evocation, Greater**: As *Shadow Evocation*, but up to 7th level and 60% real.

**Telekinetic Sphere**: As *Resilient Sphere*, but you move sphere telekinetically.

Necromancy:

**Clone**<sup>M F</sup>: Duplicate of you awakens when original dies.

**Create Greater Undead**<sup>M</sup>: Create shadows, wraiths, spectres, or devourers.

**Horrid Wilting**: Deals 1d6/level damage within 30 ft.

Transmutation:

**Hardening**: Reinforce an object's hardness permanently.

**Iron Body**: Your body becomes living iron.

**Polymorph Any Object**: Changes any subject into anything else.

**Temporal Stasis**<sup>M</sup>: Puts subject into suspended animation.

**Teleportation Circle**<sup>M</sup>: Circle teleports any creature inside to designated spot.

Divination:

**Foresight**: "Sixth sense" warns of impending danger.

Enchantment:

**Dominate Monster**: As *Dominate Person*, but any creature.

**Hold Monster, Mass**: As *Hold Monster*, but all within 30 ft.

**Power Word: Kill**: Kills one creature with 100 hp or less.

Evocation:

**Crushing Hand of Force**: Large "hand" provides cover, pushes, or crushes your foes.

**Meteor Swarm**: Four exploding spheres each deal 6d6 fire damage.

Illusion:

**Shades**: As *Shadow Conjuration*, but up to 8th level and 80% real.

**Weird**: As *Phantasmal Killer*, affects all within 30 ft.

Necromancy:

**Astral Projection**<sup>M</sup>: Projects you and companions onto Astral Plane.

**Energy Drain**: Subject gains 2d4 negative levels.

**Soul Bind**<sup>F</sup>: Traps newly dead soul to prevent *Resurrection*.

**Wail of the Banshee**: Kills one creature/level.

Transmutation:

**Etherealness**: Travel to Ethereal Plane with companions.

**Shapechange**<sup>F</sup>: Transforms you into any creature, and change forms once per round.

**Time Stop**: You act freely for 1d4+1 rounds.

Universal:

**Wish**<sup>X</sup>: As *Limited Wish*, but with fewer limits.

## 9<sup>th</sup>-level Sorcerer / Wizard Spells

Abjuration:

**Freedom**: Releases creature from *Imprisonment*.

**Imprisonment**: Entombs subject beneath the earth.

**Prismatic Sphere**: As *Prismatic Wall*, but it surrounds on all sides.

Conjuration:

**Gate**<sup>X</sup>: Connects two planes for travel or summoning.

**Refuge**<sup>M</sup>: Alters item to transport its possessor to you.

**Summon Monster IX**: Calls extraplanar creature to fight for you.



## Spell and Power Descriptions

As mentioned earlier, owing to space constraints and a priority to give the conversion for magic spells and psionic powers into super-powers, the descriptions below are not exhaustive; some of the spells and powers are listed but not described herein. If you wish to use a spell or power listed above but not given below, you can look up the spell's or power's description at [www.diceandcapitaldice.com](http://www.diceandcapitaldice.com).

As DxD20 is intended to be fully backwards-compatible with all 3.5 OGL material, if you are interested in using a spell or power not listed above but designed for the 3.5 system, you can present it to your GM for approval, and if it's not gamebreaking, it is likely compatible for use.

## List of Spells / Powers as Super-Powers

### Spells & Powers: A-B

#### Acid Arrow

Conjuration (Creation) [Acid]  
Level (MP Cost): Sor/Wiz 2 (4 MP)  
Components: V, S, M, F  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Effect: One arrow of acid  
Duration: 1 round + 1 round per three levels  
Saving Throw: None  
Spell Resistance: No  
Power Points: 3

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 6 rounds at 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component:  
Powdered rhubarb leaf and an adder's stomach.

Focus:  
A dart.

#### Acid Fog

Conjuration (Creation) [Acid]  
Level (MP Cost): Sor/Wiz 6, Water 7 (12 MP)  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Fog spreads in 20-ft. radius, 20 ft. high  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No  
Power Points: 11 (13 for Water)

Acid Fog creates a billowing mass of misty vapors similar to that produced by a Solid Fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component:

A pinch of dried, powdered peas combined with powdered animal hoof.

#### Adapt Body

Psychometabolism  
Level (MP Cost): Psi/Wld 5, War 5 (10 MP; Buff)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level (D)  
Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

#### Affinity Field

Psychometabolism  
Level (MP Cost): Psi/Wld 9 (18 MP; includes Forced Share Pain)  
Display: Material and visual  
Manifesting Time: 1 standard action  
Range: 20 ft.  
Area: 20-ft.-radius emanation, centered on you  
Duration: 1 round/level (D)  
Saving Throw: Fortitude negates (potentially harmless)  
Power Resistance: Yes  
Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new power transferred through the Affinity Field as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

## Aid

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Clr 2, Good 2, Luck 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Power Points: 3

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

## Align Weapon

Transmutation [see text]

Level (MP Cost): Clr 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched (Weapon Wielded with Super-Power)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Power Points: 3

Align Weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, align weapon is a good, evil, lawful, or chaotic spell, respectively.

## Alter Self

Transmutation

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial 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 you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

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 kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are 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.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects

previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms 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 true form.

## Anchored Navigation

Clairsentience

Level (MP Cost): Seer 4 (8 MP; includes Know Direction & Location and Mindlink)

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free teleport beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The "anchored" starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored Navigation grants you a Mindlink with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of Anchored Navigation is confined to the plane of existence where you manifest it.

Augment:

If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

## Animal Affinity

Psychometabolism / Transmutation

Arcane / Divine Variants: Bear's Endurance, Bull's Strength, Cat's Grace, Eagle's Splendour, Fox's Cunning, Owl's Wisdom

Level (MP Cost): Drd 2, Egoist 2, War 2 (4 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form

of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment:

For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability.

## Animal Growth

Transmutation

Level (MP Cost): Drd 5, Sor/Wiz 5 (10 MP; includes Reduce Animal)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 9

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

## Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 2, Drd 2 (2 MP)

Components: V, S, M

Casting Time: 1 standard action



Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None; see text

Spell Resistance: Yes

Power Points 3

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language they don't know, for example).

Material Component:

A morsel of food the animal likes.

## Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level (MP Cost): Brd 2, Drd 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 3

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

## Animate Dead

Necromancy [Evil]

Level (MP Cost): Clr 3, Death 3, Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 5 (7 for Sor/Wiz)

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this limit)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons:

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies:

A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component:

You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

## Animate Objects

Transmutation

Level (MP Cost): Brd 6, Chaos 6, Clr 6 (12 MP; includes Control Object)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Small object per caster level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Power Points: 11

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate Objects can be made permanent with a Permanency spell.

## Animate Plants

Transmutation

Level (MP Cost): Drd 7, Plant 7 (14 MP; includes Entangle)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

Power Points: 13

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate Plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle:

Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

## Animate Rope

See "Control Object".

## Antilife Shell

Abjuration

Level (MP Cost): Animal 6, Clr 6, Drd 6 (12 MP)

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 11

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

## Antimagic Field

See "Null Power Field".

## Apopsi (aka "Power Purge")

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 9 (18 MP)

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with psionic or super-powers

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17, XP

By using this power, you delete 1d4 powers permanently from the subject's mind. You specify the level of each power, and the game master randomly determines which of the subject's powers is actually deleted. Psychic Surgery or Reality Revision can be used to restore the lost powers, but it must be performed within 1 week of losing the powers.

XP Cost:

50 XP per level of the deleted powers.

## Arcane Sight

Divination

Level (MP Cost): Magic 4, Sor/Wiz 3 (6 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5 (7 for Magic)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or manifesting abilities, whether these are arcane, divine, or psionic (spell-like abilities register as arcane, psi-like abilities as psionic), and the strength of the most powerful spell, power, spell-like or psi-like ability the creature currently has available for use.

Arcane Sight can be made permanent with a Permanency spell.

## Assimilate

Psychometabolism

Level (MP Cost): Psi/Wld 9 (18 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour. You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

## Astral Construct

Metacreativity (Creation)

Level (MP Cost): Shaper 1 (10 MP for Astral Construct I-V, otherwise 20 MP)

Display: Visual; see text

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level Astral Construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The Astral Construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral Constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment:

For every 2 additional power points you spend, the level of the Astral Construct increases by one.

## Astral Projection

Necromancy

Level (MP Cost): Clr 9, Sor/Wiz 9, Travel 9 (18 MP; includes Ectoplasmic Form)

Components: V, S, M

Casting Time: 30 minutes (1 minute for Super-Power)

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Power Points: 17

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly

attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

**Material Component:**

A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

## Atonement

**Abjuration**

**Level:** Clr 5, Drd 5

**Components:** V, S, M, F, DF, XP

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Power Points:** 9

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see Geas/Quest) or similar penance to determine whether the creature is truly contrite before casting the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

**Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points.

**Restore Class:** A character who has lost their class features due to committing a prohibited act may have their status restored to them by this spell.

**Restore Cleric or Saint Spell Powers:** A Cleric or Saint who has lost the ability to cast spells by incurring the anger of their deity may regain that ability by seeking atonement from another Cleric or Saint of the same deity. If the transgression was intentional, the casting Cleric loses 500 XP for their intercession. If the transgression was unintentional, he does not lose XP.

**Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on Outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

**Note:**

Normally, changing alignment is up to the player. This use of Atonement simply offers a believable way for a character to change their alignment drastically, suddenly, and definitively.

**Material Component:**

Burning incense.

**Focus:**

In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

**XP Cost:**

When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

## Attraction

**Telepathy (Charm)** [Mind-Affecting]

**Level (MP Cost):** Psi/Wld 1 (2 MP)

**Display:** Auditory

**Manifesting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Power Resistance:** Yes

**Power Points:** 1

You plant a compelling attraction in the mind of the subject. The Attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

## Aura Alteration

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 6 (12 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: 10 min./level or instantaneous; see text

Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

*Disguise:* If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

*Remove Compulsion:* If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a geas/quest effect. It can also negate any charm and compulsion powers of 6th level or lower, such as crisis of breath or death urge. When aura alteration is manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment:

You can augment this power in one or both of the following ways.

- For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.
- If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite.

## Aura Sight

Clairsentience

Level (MP Cost): Psi/Wld 4 (8 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The

color of each aura reveals information to the psionic character.

The amount of information revealed depends on how long you study a particular area.

*1st Round:* Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

*2nd Round:* Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

*3rd Round:* The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment:

For every 2 additional power points you spend, this power's range increases by 5 feet.

## Aversion

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Telepath 2 (4 MP)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

## Baleful Polymorph

Transmutation

Level (MP Cost): Drd 5, Sor/Wiz 5 (10 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

Power Points: 9

You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the sleep spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the subject remains in the new form for 24 consecutive hours, it must attempt a Will save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to Baleful Polymorph, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

## Baleful Teleport

Psychoportation (Teleportation)

Level (MP Cost): Nomad 5 (10 MP); includes Dissipating Touch

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 9

You psychoportively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of Baleful Teleport by Dimensional Anchor.

Augment:

For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

## Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level (MP Cost): Clr 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels Bless.

## Banishment

Abjuration / Psychoportation

Level (MP Cost): Clr 6, Nomad 6, Sor/Wiz 7 (14 MP); includes Dismissal

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 11 (13 for Sor/Wiz)

A Banishment spell is a more powerful version of the Dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus:

Any item that is distasteful to the subject (optional, see above).



Augment:

For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

## Barkskin

Transmutation

Level (MP Cost): Drd 2, Plant 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch (You for Super-Power)

Target: Living creature touched (Personal for Super-Power)

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Power Points: 3

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by Barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

## Bear's Endurance

Level: Clr 2, Sor/Wiz 2

As "Animal Affinity", but it only affects Constitution.

## Bear's Endurance, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Power Points: 11

As "Animal Affinity", except it only affects Constitution, and with the specifications given above.

## Bend Reality

Clairsentience/Transmutation

Level (MP Cost): Drd 9, Psi/Wld 8 (20 MP)

Components / Display: V, S, DF / Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Power Resistance: Yes

Power Points: 15 (17 for Drd)

Bend Reality lets you create nearly any type of effect.

For example, Bend Reality can do any of the following;

- Duplicate any spell or power of up to 7th level or lower, provided the spell or power is on your spell / power list.
- Duplicate any other spell or power of 6th level or lower, provided it's of the same type as the Bend Reality (ie. a spell if you're a Druid, a power if you're a Psion / Wilder).
- Duplicate any spell or power of 5th level or lower.
- Undo the harmful effects of many spells and powers, such as Dominate, Geas/Quest, or Insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC and power penetration are for an 8th-level power if a Psion / Wilder, a 9th-level spell if a Druid).

When Bend Reality duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is more. When Bend Reality duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5.

XP Cost:

50 XP per level of the spell or power being duplicated, up to a maximum of 300 XP (or more, see above).

Special:

Note that the Super-Power does not incur the XP cost for any duplicated spell or power of 1st level or lower, although the augments of any duplicated power must be paid based on the initial 15 PP cost of Bend Reality.

## Bestow Curse

Necromancy

Level (MP Cost): Clr 3, Sor/Wiz 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 5 (7 for Sor/Wiz)

You place a curse on the subject. Choose one of the following three effects.

1. -6 decrease to an ability score (minimum 1).
2. -4 penalty on attack rolls, saves, ability checks, and skill checks.
3. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a Break Enchantment, Limited Wish, Miracle, Remove Curse, or Wish spell.



Bestow Curse counters Remove Curse.

## Bestow Power

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: 20 ft.

Target: One power-point wielding creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

You link your mind with another power-point wielding creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifest levels.

Because of the intimate nature of this power, it cannot be fabricated into an item—only power points generated by a creature in the moment can be shared using Bestow Power.

Augment:

For every 3 additional power points you spend, the subject gains 2 additional power points.

## Biofeedback

Psychometabolism

Level (MP Cost): Psi/Wld 2, War 1 (4 MP; Buff)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 3 (1 for War)

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/-.

Augment:

For every 3 additional power points you spend, your damage reduction increases by 1.

## Bite of the Wolf

Psychometabolism

Level (MP Cost): Drd 1, War 1 (2 MP)

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8

points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard -4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Augment:

Your bite increases in ferocity as noted here: for every 5 power points spent on manifesting this power, your bite damage increases. At 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

## Black Tentacles

Conjuration (Creation)

Level (MP Cost): Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 7

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Component:

A piece of tentacle from a giant octopus or a giant squid.

## Blade Barrier

Evocation [Force]

Level (MP Cost): Clr 6, Good 6, War 6 (12 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

Power Points: 11

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (minimum 11d6, maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A Blade Barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## Blasphemy

Evocation [Evil, Sonic]

Level (MP Cost): Clr 7, Evil 7 (14 MP)

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Power Points: 13

Any nonevil creature within the area of a Blasphemy spell suffers the following ill effects.

| HD:                  | Effect:                            |
|----------------------|------------------------------------|
| Equal to caster lvl  | Dazed                              |
| Up to caster lvl -1  | Weakened, dazed                    |
| Up to caster lvl -5  | Paralyzed, weakened, dazed         |
| Up to caster lvl -10 | Killed, paralyzed, weakened, dazed |

The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

**Dazed:** The creature can take no actions for 1 round, though it defends itself normally.

**Weakened:** The creature's Strength score decreases by 2d6 points for 2d4 rounds.

**Paralyzed:** The creature is paralyzed and helpless for 1d10 minutes.

**Killed:** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by Blasphemy.

## Bless

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Clr 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Power Points: 1

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels Bane.

## Bless Weapon

Transmutation (Good)

Level (MP Cost): Clr 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched (Weapon Wielded with Super-Power)

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 1

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

## Blight

Necromancy

Level (MP Cost): Drd 4, Sor/Wiz 5 (8 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Power Points: 9 (7 for Drd)

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

## Blindness/Deafness

Necromancy

Level (MP Cost): Brd 2,Clr 3, Sor/Wiz 2 (4 MP)

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points 3 (5 for Clr)

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

## Blink

Transmutation

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 5

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

## Blur

Illusion (Glamer)

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 3

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A See Invisibility spell does not counteract the Blur effect, but a True Seeing spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

## Body Adjustment

Psychometabolism (Healing)

Level (MP Cost): Psi/Wld 3, War 2 (6 MP)

Display: Auditory and material

Manifesting Time: 1 round (1 standard action for Super-Power)

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3 (5 for Psi/Wld)

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment:

For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

## Body Equilibrium

Psychometabolism

Level (MP Cost): Psi/Wld 2, War 2 (4 MP)

Display: Material and visual

Manifesting Time: 1 standard action (1 immediate action as Super-Power)

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

## Body Purification

Psychometabolism (Healing)

Level (MP Cost): Psi/Wld 3, War 2 (6 MP)

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 5 (3 for War)

You restore up to 2 points of damage to a single ability score. You cannot use Body Purification to heal ability drain.

Augment:

For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

## Bolt

Metacreativity (Creation)

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: An ectoplasmic bolt, arrow, dart, or sling bullet

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, darts, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired/thrown. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment:

For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

## Brain Lock

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Telepath 2 (4 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject's higher mind is locked away. He is dazed and cannot take psionic actions for the duration of the power. A brain locked subject is not stunned, so attackers get no special advantage against him.

Augment:

You can augment this power in one or both of the following ways;

- If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
- If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

## Brain Spider

Divination / Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Mind 7, Telepath 7 (14 MP; includes Suggestion and Mindlink)

Components / Display: V, S, M, DF /

Casting / Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)  
Targets: Up to eight living creatures  
Duration: 1 min./level  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 13

This spell/power allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings. The spell cannot reach those who make a successful Will save.

*Material Component:* A spider of any size or kind. It can be dead, but must still have all eight legs.

## Break Enchantment

Abjuration  
Level (MP Cost): Brd 4, Clr 5, Sor/Wiz 5 (10 MP)  
Components: V, S  
Casting Time: 1 minute  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: Up to one creature per level, all within 30 ft. of each other  
Duration: Instantaneous  
Saving Throw: See text  
Spell Resistance: No  
Power Points: 9 (7 for Brd)

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, minimum +7, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by Dispel Magic & Psionics, Break Enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, Break Enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

## Breath of the Black Dragon

Psychometabolism [Acid]  
Level (MP Cost): Psi/Wld 6, War 6 (12 MP; includes Exhalation of the Black Dragon)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: Cone-shaped burst centered on you  
Duration: Instantaneous  
Saving Throw: Reflex half  
Power Resistance: Yes  
Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment:

For every additional power point you spend, this power's damage increases by 1d6 points.

## Bull's Strength

Level: Clr 2, Sor/Wiz 2, Strength 2  
As "Animal Affinity", except it only applies to Strength.

## Bull's Strength, Mass

Transmutation  
Level: Clr 6, Drd 6, Sor/Wiz 6  
Range: Close (25 ft. + 5 ft./level)  
Target: One creature/level, no two of which may be more than 30 ft. apart  
Power Points: 11

As "Animal Affinity", except it only affects Strength, and with the specifications given above.

## Burglar's Buddy

Illusion (Glamer)  
Prerequisite: Tech Level 5 or higher scenario  
Level (MP Cost): Brd 2, Hacking 2, Sor/Wiz 2 (4 MP)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 15-ft.-radius emanation centered on a creature, object, or point in space  
Duration: 1 minute/level  
Saving Throw: None and Will negates (object)  
Spell Resistance: Yes and no (object)  
Power Points: 3

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to

function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Material Component:  
A camera lens cover.

## Burning Hands

Evocation [Fire]  
Level (MP Cost): Fire 1, Sor/Wiz 1 (2 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: 15 ft.  
Area: Cone-shaped burst  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
Power Points: 1

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

## Burst

Psychoportation  
Level (MP Cost): Nomad 1, War 1 (2 MP; Buff)  
Display: Auditory  
Manifesting Time: 1 swift action  
Range: Personal  
Target: You  
Duration: 1 round  
Power Points: 1

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.)

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move. Manifesting this power is a swift action. You cannot manifest this power when it isn't your turn.

## Spells & Powers: C

### Call Lightning

Evocation [Electricity]  
Level (MP Cost): Drd 3, Weather 3 (6 MP)  
Components: V, S  
Casting Time: 1 round  
Range: Medium (100 ft. + 10 ft./level)  
Effect: One or more 30-ft.-long vertical lines of lightning  
Duration: 1 min./level  
Saving Throw: Reflex half  
Spell Resistance: Yes  
Power Points: 5

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical

bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target hex or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

### Call Lightning Storm

Evocation [Electricity]  
Level (MP Cost): Drd 5, Weather 5 (10 MP; includes Call Lightning)  
Range: Long (400 ft. + 40 ft./level)  
Power Points: 9

This spell functions like Call Lightning, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

### Call to Mind

Telepathy [Mind-Affecting]  
Level (MP Cost): Psi/Wld 1 (2 MP)  
Display: Mental  
Manifesting Time: 1 minute  
Range: Personal  
Target: You  
Duration: Instantaneous  
Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

### Call Weaponry

Psychoportation (Teleportation)  
Level (MP Cost): War 1 (2 MP)  
Display: Material  
Manifesting Time: 1 round  
Range: 0 ft.  
Effect: One weapon; see text  
Duration: 1 min./level; see text (D)  
Saving Throw: None  
Power Resistance: No  
Power Points: 1



You call a weapon “from thin air” into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don’t have to see or know of a weapon to call it—in fact, you can’t call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by Call Weaponry are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment:

For every 4 additional power points you spend, this power improves the weapon’s enhancement bonus on attack rolls and damage rolls by 1.

## Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Animal 1, Drd 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 1

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

## Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 2, Clr 2, Law 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 3

This spell calms agitated creatures. You have no control over the affected creatures, but Calm Emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend

themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as Bless, Good Hope, and Rage, as well as negating a Bard’s ability to inspire courage or a Berserker’s rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the Calm Emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

## Cat’s Grace

Level: Brd 2, Sor/Wiz 2

As “Animal Affinity”, except it only applies to Dexterity.

## Cat’s Grace, Mass

Transmutation

Level: Brd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Power Points: 11

As “Animal Affinity”, except it only affects Dexterity, and with the specifications given above.

## Catapsi (aka Power Suppression)

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 5, War 5 (10 MP)

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other power-point users to manifest their powers or spells (you are not affected by your own Catapsi manifestation). All power-point expenditures within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power or spell. Using a psi-like or spell-like ability becomes a full-round action, instead of a standard action, in a Catapsi field. If two or more fields of Catapsi overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed their available power points or their spending limits, the manifestation fails automatically, but no power points are expended.

Augment:



For every 4 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

## Catfall

Psychoportation

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Until landing or 1 round/ level

Power Points: 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. Manifesting the power is an immediate action. You can manifest this power even when it isn't your turn.

Augment:

For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

## Cause Fear

Necromancy [Fear, Mind-Affecting]

Level (MP Cost): Brd 1, Clr 1, Death 1, Sor/Wiz 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

Power Points: 1

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause Fear counters and dispels Remove Fear.

## Chain Lightning

Evocation [Electricity]

Level (MP Cost): Air 6, Sor/Wiz 6 (12 MP; includes Lightning Bolt)

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Power Points: 11

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike Lightning Bolt,

Chain Lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (minimum 11d6, maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Arcane Focus:

A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

## Chameleon

Psychometabolism

Level (MP Cost): Egoist 2, War 1 (2 MP)

Display: Olfactory

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3 (1 for War)

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

## Chaos Hammer

Evocation [Chaos]

Level (MP Cost): Chaos 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Power Points: 7

You draw down chaotic power to smite your enemies. Only lawful and neutral creatures are harmed by Chaos Hammer; chaotic creatures are unaffected.

Chaos Hammer deals 1d8 points of damage per two caster levels (minimum 3d8, maximum 5d8) to each lawful creature in the area (or 1d6 points of damage per caster level, minimum 7d6, maximum 10d6, to a lawful outsider) and causes it to become slowed for 1d6 rounds. A successful Will saving throw reduces damage to half and negates the slowed effect.

The spell deals only half damage to creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can

reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

## Charm Animal

See “Charm Being”.

## Charm Being

Arcane Variants: Charm Animal, Charm Person, Charm Monster  
Telepathy / Enchantment (Charm) [Mind-Affecting]

Level (MP Cost): Brd 1, Drd 1, Sor/Wiz 1, Telepath 1 (2 MP for Charm Animal or Charm Person); Brd 3, Sor/Wiz 4 (8 MP for Charm Monster / Being); Brd 6, Sor/Wiz 8

Display / Components: Mental / V, S

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid (One animal for Charm Animal)

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1 (7 for Charm Monster, 11 for Brd Mass Charm Monster, 15 for Sor/Wiz Mass Charm Monster)

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person’s language to communicate your commands, or else be good at pantomiming.

Augment (1, 2 not available to Charm Person or Charm Animal):

You can augment this power in one or more of the following ways;

- 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid (this is included with Charm Monster and Mass Charm Monster).
- 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above (this is included with Charm Monster and Mass Charm Monster).
- 3. If you spend 4 additional power points, this power’s duration increases to one day per level.
- 4. If you spend 4 additional power points, this power can now target one or more creatures, no two of which can be more than 30 ft. apart (this is included with Mass Charm Monster).

In addition, for every 2 additional power points you spend to achieve any of these effects, this power’s save DC increases by 1.

## Charm Person

See “Charm Being”.

## Charm Monster

See “Charm Being”.

## Chill Metal

Transmutation [Cold]

Level (MP Cost): Drd 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 3

Chill Metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature’s possession uses the creature’s saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it’s not wearing metal armor and the metal that it’s carrying weighs less than one-fifth of its weight.

| Round | Metal Temperature | Damage     |
|-------|-------------------|------------|
| 1     | Cold              | None       |
| 2     | Icy               | 1d4 points |
| 3-5   | Freezing          | 2d4 points |
| 6     | Icy               | 1d4 points |
| 7     | Cold              | None       |

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell’s duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill Metal counters and dispels Heat Metal.

## Chill Touch

Necromancy

Level (MP Cost): Sor/Wiz 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text  
Spell Resistance: Yes  
Power Points: 1

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

## Clairtangent Hand

Clairsentience (Scrying)  
Level (MP Cost): Seer 5 (10 MP; includes Clairvoyant Sense and Far Hand)  
Display: Auditory, mental, and visual  
Manifesting Time: 1 standard action  
Range: See text  
Area: See text  
Duration: Up to 1 min./level; see text (D)  
Saving Throw: None  
Power Resistance: No  
Power Points: 9

You can emulate a Far Hand effect at any distance while simultaneously emulating Clairvoyant Sense to target your Far Hand; see the appropriate power descriptions. Clairtangent Hand's duration is up to 1 minute per level when used with a Far Hand effect.

### Augment:

If you spend 8 additional power points, you can emulate Clairvoyant Sense in conjunction with either Telekinetic Force, Telekinetic Maneuver, or Telekinetic Thrust, but this power's duration expires as soon as any of the noted telekinetic powers deals damage (A Super-Power manifester can only manifest known Telekinetic powers through the Clairtangent Hand).

## Clairvoyant Sense

Arcane Variant: Clairaudience/Clairvoyance  
Clairsentience / Divination (Scrying)  
Level (MP Cost): Brd 3, Knowledge 3, Sor/Wiz 3, Seer 2 (6 MP)  
Components: V, S, F/DF  
Casting Time: 10 minutes (1 round for Seer and Super-Power)  
Range: Long (400 ft. + 40 ft./level)  
Effect: Metaphysical sensor  
Duration: 1 min./level (D)  
Saving Throw: None  
Spell Resistance: No  
Power Points: 5 (3 for Seer)

Clairvoyant Sense creates an invisible metaphysical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor

doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairvoyant Sense functions only on the plane of existence you are currently occupying.

### Arcane Focus:

A small horn (for hearing) or a glass eye (for seeing).

## Claw of Energy

Psychokinesis [see text]  
Level (MP Cost): War 4 (8 MP)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 round/level  
Power Points: 7

Despite its name, this power can be used with any natural weapon, or from an effect such as Claws of the Beast, to energize that weapon. The attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the attack's critical multiplier is ×3, add 2d10 points of energy damage instead; if the multiplier is ×4, add 3d10 points of energy damage.

This power can be manifested on a natural attack that already deals energy damage, but if the attack already deals the same type of damage as the power, the effects stack. If this power is manifested on an attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

## Claws of the Beast

Psychometabolism  
Level (MP Cost): Drd 1, War 1 (2 MP)  
Display: Visual  
Manifesting Time: 1 swift action  
Range: Personal  
Target: You  
Duration: 1 hour/level  
Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically (or supernaturally) transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural. You can

choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +5 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action. You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment:

If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table.

| Power Points | Manifested Claw Size |        |       |
|--------------|----------------------|--------|-------|
|              | Small                | Medium | Large |
| 1            | 1d3                  | 1d4    | 1d6   |
| 3            | 1d4                  | 1d6    | 1d8   |
| 5            | 1d6                  | 1d8    | 2d6   |
| 7            | 1d8                  | 2d6    | 3d6   |
| 11           | 2d6                  | 3d6    | 4d6   |
| 15           | 3d6                  | 4d6    | 5d6   |
| 19           | 4d6                  | 5d6    | 6d6   |

## Claws of the Vampire

Psychometabolism

Level (MP Cost): War 3 (6 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as Claws of the Beast), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your claws of the vampire, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of Biofeedback. Using Fission on yourself and then attacking your duplicate also fails to grant any healing.

## Clean

Transmutation

Level (MP Cost): Clr 1, Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 1

The Clean spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the Clean spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away, rendering most evidence collection impossible.

If cast on a creature, the clean spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone (Clean does not foil Scent of the Quarry, however).

Material Component: Bar of soap.

## Clenched Fist of Force

Evocation [Force]

Level (MP Cost): Sor/Wiz 8, Strength 8 (16 MP)

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 15

A Hand of Force is 10 feet long and about that wide with its "fingers outstretched". It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter an Null Power

Field, but it suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster.

Disintegrate (or, in the case of spells and psionics, a successful Dispel Magic & Psionics) destroys it.

This spell functions like Interposing Hand of Force, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric/super-power, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

When interposing, this floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. When defending, nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise.

The Clenched Fist can also bull rush an opponent as the Forceful Hand of Force does; treat this attack as a bull rush with a +17 bonus on the Strength check (+11 for Strength 33, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it, but the hand enjoys a +17 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

Arcane Focus:  
A leather glove.

## Cloak of Chaos

Abjuration [Chaotic]

Level (MP Cost): Chaos 8, Clr 8 (16 MP); includes Protection from Law as Buff)

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Power Points: 15

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike Protection from Law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as Protection from Law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the Confusion spell, but against the save DC of Cloak of Chaos).

Focus:

A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

## Cloudkill

Conjuration (Creation)

Level (MP Cost): Sor/Wiz 5 (10 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Power Points: 9

This spell generates a bank of fog, similar to a Fog Cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a Fog Cloud, the Cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

## Cloud Mind

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: None

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

## Cloud Mind, Mass

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 6 (12 MP; includes Cloud Mind)

Target: One creature/level

Power Points: 11

As Cloud Mind, except as noted above. Each creature is affected individually.

## Color Spray

Illusion (Pattern) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

*2 HD or less:* The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

*3 or 4 HD:* The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

*5 or more HD:* The creature is stunned for 1 round.

Sightless creatures are not affected by Color Spray.

Material Component:

A pinch each of powder or sand that is colored red, yellow, and blue.

## Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level (MP Cost): Clr 1 (2 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

**Approach:** On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

**Fall:** On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

**Flee:** On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Halt:** The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.



## Command, Greater

Telepathy / Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level (MP Cost): Clr 5 (10 MP; includes Command)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Power Points: 9

This spell functions like Command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

## Command Plants

Transmutation

Level (MP Cost): Drd 4, Plant 4 (6 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 7

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

## Command Undead

Necromancy

Level (MP Cost): Sor/Wiz 2 (4 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One undead creature

Duration: One day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 3

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma

check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Material Component:

A shred of raw meat and a splinter of bone.

## Commune

Divination

Level (MP Cost): Clr 5 (10 MP)

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 9

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component:

Holy (or unholy) water and incense.

XP Cost:

100 XP.

## Commune with Nature

Divination

Level (MP Cost): Animal 5, Drd 5 (10 MP)

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous



Power Points: 9

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

## Comprehend Languages

Divination

Level (MP Cost): Brd 1, Clr 1, Mind 1, Sor/Wiz 1 (2 MP; Buff)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Arcane Material Component:

A pinch of soot and a few grains of salt.

## Compression

Psychometabolism / Transmutation

Arcane Variants: Reduce Animal, Reduce Person

Level (MP Cost): War 1, Drd 2, Sor/Wiz 1 (4 MP), Sor/Wiz 4 for Mass Reduce Person

Display / Components: Olfactory / V, S, M

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal (1 animal for Reduce Animal, 1 humanoid for Reduce Person)

Target: You (1 humanoid/level, no two of which can be more than 30 ft. apart, for Mass Reduce Person)

Duration: 1 round/level (1 minute/level for Super-Power) (D)

Power Points: 1 (3 for Drd, 7 for Mass Reduce Person)

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 ½ feet and a natural reach of 0 feet (meaning that you must enter an opponent's hex to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment (only available for Compression):

You can augment this power in one or more of the following ways;

- If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.
- If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action (only available for psionic and super-power versions).
- If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level (10 minutes per level rather than 1 minute per level for the Super-Power).

Material Component:

A pinch of powdered iron.

## Conceal Thoughts

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1, War 1 (2 MP; Buff)

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as Read Thoughts or Mind Probe).

## Concealing Amorpha

Metacreativity (Creation)

Level (MP Cost): Psi/Wld 2, War 2 (4 MP)

Display: Material; see text

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Quasi-real amorphous film centered on you

Duration: 1 min./level (D)

Power Points: 3

Using Concealing Amorpha, you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance. Note that True Seeing does not nullify a Concealing Amorpha's effect, as there is actually a curtain of semi-solid ectoplasm hindering vision.

## Concealing Amorpha, Greater

Metacreativity (Creation)

Level (MP Cost): Shaper 3, War 3 (6 MP; includes Concealing Amorpha)

Duration: 1 round/level (D)

Power Points: 5

As Concealing Amorpha, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

## Concussion Blast

Psychokinesis [Force]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead. Concussion Blast always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment:

You can augment this power in one or both of the following ways;

- For every 2 additional power points you spend, this power's damage increases by 1d6 points.
- For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Cone of Cold

Evocation [Cold]

Level (MP Cost): Sor/Wiz 5, Water 6 (10 MP; includes Energy Cone: Cold)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Power Points: 9 (11 for Water)

Cone of Cold creates an area of extreme cold, originating from your hand or mouth and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (minimum 9d6, maximum 15d6).

Arcane Material Component:

A very small crystal or glass cone.

## Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 3, Sor/Wiz 4, Trickery 4 (8 MP; includes Lesser Confusion)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 7 (5 for Brd)

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

| d%     | Behavior                                                                                     |
|--------|----------------------------------------------------------------------------------------------|
| 01-10  | Attack caster with melee or ranged weapons (or close with caster if attack is not possible). |
| 11-20  | Act normally.                                                                                |
| 21-50  | Do nothing but babble incoherently.                                                          |
| 51-70  | Flee away from caster at top possible speed.                                                 |
| 71-100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self). |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks

of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component:  
A set of three nut shells.

## Confusion, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 1 (2 MP)

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become confused for 1 round. See the Confusion spell, above, to determine the exact effect on the subject.

## Contact Other Plane

Divination

Level (MP Cost): Sor/Wiz 5 (10 MP)

Components: V

Casting Time: 10 minutes (1 round for Super-Power)

Range: Personal

Target: You

Duration: Concentration

Power Points: 9

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster/manifestor levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

d% is rolled for the result shown on the table:

| Plane /   | Avoid Int&Cha <sup>1</sup> | True Ans. <sup>2</sup> | Don't Know <sup>3</sup> | Lie <sup>4</sup> | Random Ans. <sup>5</sup> |
|-----------|----------------------------|------------------------|-------------------------|------------------|--------------------------|
| Elemental | DC 7/1 week                | 01-34                  | 35-62                   | 63-83            | 84-100                   |

| (approp. <sup>6</sup> ) | (DC 7/1 week) | (01-68) | (69-75) | (76-98) | (99-100) |
|-------------------------|---------------|---------|---------|---------|----------|
| Pos./Neg. <sup>7</sup>  | DC 8/1 week   | 01-39   | 40-65   | 66-86   | 87-100   |
| Astral                  | DC 9/1 week   | 01-44   | 45-67   | 68-88   | 89-100   |
| Demigod                 | DC 10/2 weeks | 01-49   | 50-70   | 71-91   | 92-100   |
| Lesser god              | DC 12/3 weeks | 01-60   | 61-75   | 76-95   | 96-100   |
| Inter. god <sup>7</sup> | DC 14/4 weeks | 01-73   | 74-81   | 82-98   | 99-100   |
| Great. god <sup>7</sup> | DC 16/5 weeks | 01-88   | 89-90   | 91-99   | 100      |

<sup>1</sup>You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions appropriate to the Elemental Plane.)

<sup>2</sup>You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

<sup>3</sup>The entity tells you that it doesn't know.

<sup>4</sup>The entity intentionally lies to you.

<sup>5</sup>The entity tries to lie but doesn't know the answer, so it makes one up.

<sup>6</sup>Questions appropriate to the elemental plane have a better chance of being answered. <sup>7</sup>“Pos./Neg.” stands for the Positive Energy Plane or the Negative Energy Plane, “Inter. god” stands for an intermediate god of the Outer Planes, and “Great. god” stands for a greater god of the Outer Planes.

## Contagion

Necromancy [Evil]

Level (MP Cost): Clr 3, Destruction 3, Drd 3, Sor/Wiz 4 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 5 (7 for Sor/Wiz)

The subject contracts a disease selected from the table, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

| Disease           | DC | Damage               |
|-------------------|----|----------------------|
| Blinding sickness | 16 | 1d4 Str <sup>1</sup> |
| Cackle fever      | 16 | 1d6 Wis              |
| Filth fever       | 12 | 1d3 Dex and 1d3 Con  |
| Mindfire          | 12 | 1d4 Int              |
| Red ache          | 15 | 1d6 Str              |
| Shakes            | 13 | 1d8 Dex              |
| Slimy doom        | 14 | 1d4 Con              |

<sup>1</sup>Each time a victim takes 2 or more points of Strength damage from blinding sickness, they must make another Fortitude save (using the disease's save DC) or be permanently blinded.

## Contingency

Clairsentience / Evocation

Level (MP Cost): Psi/Wld 6, Sor/Wiz 6 (12 MP)

Display / Components: Olfactory / V, S, M, F

Manifesting Time: 10 minutes or longer; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Power Points: 11, XP

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting psionic contingency. Contingency and the companion spell / power are manifested at the same time. The 10-minute casting / manifesting time is the minimum total for both the Contingency and the companion spell / power; if the companion has a casting / manifesting time longer than 10 minutes, use that instead. The spell or power to be brought into effect by the Contingency must be one that affects your person and be of a level no higher than one-third your caster / manifester level (rounded down, maximum 6th level).

The conditions needed to bring the companion spell / power into effect must be clear, although they can be general. In all cases, the Contingency immediately brings into effect the companion power, the latter being “manifested” instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the combination (Contingency and the companion power) may fail when called on.

You can use only one Contingency at a time; if a second is manifested, the first one (if still active) is dismissed.

#### Material Component:

That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

#### Focus:

A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the contingency to work.

#### XP Cost:

15 XP.

### Control Air

#### Psychokinesis

Level (MP Cost): Kineticist 2 (4 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 50-ft.-radius spread

Duration: Concentration, up to 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown away, knocked down, or checked.

#### Augment:

See above.

### Control Body (aka “Puppeteer”)

#### Psychokinesis

Level (MP Cost): Kineticist 4 (8 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature with humanoid physiology

Duration: Concentration, up to 1 min./level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. Control body doesn’t require mental contact with the subject, since you are actually forcing limb movements independent of the target’s mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject’s body is under your control, the subject’s mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so.

#### Augment:

For every 2 additional power points you spend, this power can affect a target one size category larger.

### Control Electricity

#### Psychokinesis [Electricity]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One nonmagical electrical source; see text

Duration: Concentration, up to 1 min./level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You electrokinetically control the intensity or movements of one electricity source. A nonmagical electricity source can be controlled if it is equal to or smaller than the maximum intensity of electricity you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between electricity sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping an electrical source flowing, animating an electricity source, or altering its intensity) can be made to one electricity source in a round. When your control over an electricity source lapses, that source immediately returns to its original state (or goes dormant if it no longer has a nonmagical source or has been moved away from its original location). With this power, you can artificially keep an electricity source active that would normally be dormant for lack of power; even cutting the line to a controlled source of electricity does not cut it off (though completely snuffing the controlled electrical spark would). Normally, a creature being electrocuted can mitigate its fate by making a DC 15 Fortitude saving throw, with success indicating that the electricity only did half damage to the creature. If the electricity is one that is been kept active by Control Electricity, then the DC of the Fortitude save needed to resist the electrical damage increases to 25.

This power also enables you to make electricity move as if it were a living creature. You can animate only a naturally-active electricity source; if you attempt to animate one that has been increased or decreased in intensity by your augmentation of this power, the electricity immediately returns to its original intensity. An animated source of electricity moves at a speed of 30 feet. An animated electrical source that moves away from its source or its original location dissipates harmlessly as soon as your control over it lapses.

An animated source of electricity can enter any hex, even if a creature already occupies it. If an animated electrical source enters a hex occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the electricity does + your Int modifier if you are a Psion, your Cha modifier if you are a Wilder, or your Wis modifier if a Super-Power). A successful Reflex save moves the creature to the nearest unoccupied hex. The electricity deals the indicated damage to any creature that is surrounded by the electricity (in the same space); see the accompanying table.

At the start of your turn, the animated electricity deals damage to any creature in its space, and the creature is electrocuted unless it makes a Reflex save to vacate the electricity's hex (DC as noted above). A victim being electrocuted must make a Fortitude save DC 15 to avoid becoming Stunned for 1 round. It is possible to declare that your controlled electricity is inflicting Ionic damage (if using Ionic damage rules).

| Mani. Lvl                          | Voltage Source        | Damage | Fort DC | Space    |
|------------------------------------|-----------------------|--------|---------|----------|
| 1 <sup>st</sup> -5 <sup>th</sup>   | Jolt; Car Battery     | 1-3    | 10      | 1 ft sq. |
| 6 <sup>th</sup> -10 <sup>th</sup>  | Low Voltage; Socket   | 2d6    | 15      | 2 ft sq. |
| 11 <sup>th</sup> -15 <sup>th</sup> | Med.; Transformer     | 4d6    | 15      | 3 ft sq. |
| 16 <sup>th</sup> +                 | High; Line, Lightning | 6d6    | 20      | 5 ft sq. |

Augment:

You can augment this power in one or both of the following ways;

- For every 4 additional power points you spend, you can increase the intensity of an electricity source you want to control by one step, up to the maximum amount of voltage you can control according to your manifester level.
- For every 4 additional power points you spend, you can decrease the intensity of an electricity source you want to control by one step. You can reduce a Jolt or smaller source to nothing, preventing its flow.

## Control Flames

Psychokinesis [Fire]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One nonmagical fire source; see text

Duration: Concentration, up to 1 min./level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC 15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of control flames, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any hex, even if a creature already occupies it. If an animated fire enters a hex occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a Psion, your Cha modifier if you are a Wilder, or your Wis modifier of a Super-Power). A successful Reflex save moves the creature to the nearest unoccupied hex. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

See the chart below for power manifestations based on the manifestor level:

| Man. Lvl                           | Fire Size | Example        | Dmg | Space    |
|------------------------------------|-----------|----------------|-----|----------|
| 1 <sup>st</sup> -2 <sup>nd</sup>   | Fine      | Tindertwig     | 1   | 1 ft sq. |
| 3 <sup>rd</sup> -4 <sup>th</sup>   | Dimin.    | Torch          | 1d3 | 1 ft sq. |
| 5 <sup>th</sup> -6 <sup>th</sup>   | Tiny      | Small campfire | 1d6 | 1 ft sq. |
| 7 <sup>th</sup> -8 <sup>th</sup>   | Small     | Large campfire | 2d6 | 1 ft sq. |
| 9 <sup>th</sup> -10 <sup>th</sup>  | Medium    | Forge          | 3d6 | 1 ft sq. |
| 11 <sup>th</sup> -12 <sup>th</sup> | Large     | Bonfire        | 4d6 | 2 ft sq. |
| 13 <sup>th</sup> -14 <sup>th</sup> | Huge      | Burning shack  | 5d6 | 3 ft sq. |
| 15 <sup>th</sup> -16 <sup>th</sup> | Gargant.  | Burning tavern | 6d6 | 4 ft sq. |
| 17 <sup>th</sup> +                 | Colossal  | Burning inn    | 7d6 | 5 ft sq. |

#### Augment:

You can augment this power in one or both of the following ways;

- For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifestor level.
- For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

## Control Light

Psychokinesis [Light]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nine 10-ft. cubes + three 10-ft. cubes/level

Duration: Concentration, up to 1 min./level, or 1 round; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

#### Decrease:

You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with low-light

vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

#### Increase:

You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly.

You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

## Control Object

Psychokinesis

Arcane Variant: Animate Rope

Level (MP Cost): Artifice 1, Brd 1, Kineticist 1, Sor/Wiz 1 (2 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One unattended object weighing up to 100 lb. (One ropelike object, length 50 ft. plus 5 ft./lvl for Animate Rope)

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

#### Arcane Variant: Animate Rope

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give



one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

## Control Plants

Transmutation

Level (MP Cost): Drd 8, Plant 8 (16 MP, includes Command Plants)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

Power Points: 15

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

## Control Sound

Psychokinesis [Sonic]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 min./level; see text

Saving Throw: None

Power Resistance: No

Power Points: 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be

controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area. Properly timed with a sonic attack, the instant usage of Control Sound can cause +1 damage per die of the coordinated sonic attack.

## Control Undead

Necromancy

Level (MP Cost): Sor/Wiz 7 (14 MP, includes Halt Undead)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 13

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component:

A small piece of bone and a small piece of raw meat.

## Control Water

Transmutation [Water]

Level (MP Cost): Clr 4, Drd 4, Sor/Wiz 6, Water 4 (8 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level; Concentration for Animate Water (D)

Saving Throw: None; see text

Spell Resistance: No

Power Points: 7 (11 for Sor/Wiz)

Depending on the version you choose, the control water spell raises water, lowers water, or animates water.



**Lower Water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

**Raise Water:** This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

**Animate Water:** This causes a source of water to animate, equivalent to a Water Elemental of HD equal to the manifester's level. The Water Elemental requires concentration to carry out its creator's commands, otherwise it returns to ordinary water.

With either version of Lower Water or Raise Water, you may reduce one horizontal dimension by half and double the other horizontal dimension.

**Arcane Material Component:**

A drop of water (for raise water) or a pinch of dust (for lower water).

## Control Weather

Transmutation

Level (MP Cost): Air 7, Clr 7, Drd 7, Sor/Wiz 7, Weather 7 (14 MP; includes Call Lightning Storm)

Components: V, S

Casting Time: 10 minutes; see text (1 round for Super-Power, with 10 rounds for effects to manifest)

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

Power Points: 13

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

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 a standard action to designate a new kind of weather (which fully

manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

| Season      | Possible Weather                                     |
|-------------|------------------------------------------------------|
| Spring      | Tornado, thunderstorm, sleet storm, hot              |
| 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) |

Control Weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A Druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

## Control Winds

Transmutation [Air]

Level (MP Cost): Air 5, Drd 5 (10 MP; includes Feather Fall and Gust of Wind)

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

Power Points: 9

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

**Wind Direction:**

You may choose one of four basic wind patterns to function over the spell's area;

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

**Wind Strength:**

For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area;

- Strong winds (21+ mph) make sailing difficult.
- A severe wind (31+ mph) causes minor ship and building damage.

- A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.
- A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

## Correspond

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 4 (8 MP)

Display: Mental

Manifesting Time: 10 minutes (1 round with Super-Power)

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

## Create Sound

Metacreativity (Creation) [Sonic]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to

exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create Sound can be used to bring sounds into existence that you later manipulate by manifesting Control Sound.

## Create Undead

Necromancy [Evil]

Level (MP Cost): Clr 6, Death 6, Evil 6, Sor/Wiz 6 (12 MP); includes Animate Dead

Components: V, S, M

Casting Time: 1 hour (1 minute for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 11

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

| Caster Level   | Undead Created |
|----------------|----------------|
| 11th or lower  | Ghoul          |
| 12th-14th      | Ghost          |
| 15th-17th      | Mummy          |
| 18th or higher | Mohrg          |

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night (this limitation does not apply to the Super-Power).

Material Component:

A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

## Create Water

Conjuration (Creation) [Water]

Level (MP Cost): Clr 0, Drd 0 (1 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 1

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Creation, Major

Metacreativity / Conjunction (Creation)

Level (MP Cost): Artifice 6, Shaper 5, Sor/Wiz 5 (10 MP; includes Minor Creation)

Display / Components: Material / V, S, M

Casting Time: 10 minutes (1 round for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant or mineral matter, up to 1 cu. ft./level

Duration: See below (D)

Saving Throw: None

Spell Resistance: No

Power Points: 9 (11 for Artifice)

You create a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter or mineral nature: wood, stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

| Hardness and Rarity Examples | Duration      |
|------------------------------|---------------|
| Vegetable matter             | 2 hr./level   |
| Stone, crystal, base metals  | 1 hr./level   |
| Precious metals              | 20 min./level |
| Gems                         | 10 min./level |
| Rare metal <sup>1</sup>      | 1 round/level |

<sup>1</sup>Includes adamantite, alchemical silver, and mithral. You can't use Major Creation to create a cold iron item.

The volume of the item created cannot exceed the cubic volume permitted by the caster's / manifester's level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component:

A tiny piece of matter of the same sort of item you plan to create with Major Creation.

Augment:

For each additional power point, you create 1 additional cubic foot of the same material.

## Creation, Minor

Metacreativity (Creation)

Level (MP Cost): Artificer 4, Shaper 1, Sor/Wiz 4 (6 MP)

Display / Components: Material / V, S, M

Manifesting Time: 1 minute (1 round for Super-Power)

Range: 0 ft.

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7 (1 for Shaper)

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed the cubic volume permitted by the caster's / manifester's level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component:

A tiny piece of matter of the same sort of item you plan to create with Minor Creation.

Augment:

For each additional power point, you create 1 additional cubic foot of the same material.

## Creation, True

Metacreativity (Creation)

Level (MP Cost): Artifice 8, Shaper 9 (20 MP; includes Major Creation)

Display / Components: Material / V, S, M

Casting Time: 10 minutes (1 round for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant or mineral matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 17 (15 for Artifice)

You create a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter or mineral nature: wood, stone, crystal, metal, or the like. The created item is permanent, and cannot be negated by dispelling magic spells or psionic powers. For all intents and purposes, these items are completely real. As such, objects created by True Creation can be used for any purpose wherein certain material components are needed, including spells and rituals.

Possibly-created objects can be made of vegetable matter, stone, crystal, or base metals, precious metals, gems, or even rare metals, including adamantite, alchemical silver, and mithral. You can use True Creation to create a cold iron item. However, True Creation requires an XP cost, based on the value of the item (detailed below).

The volume of the item created cannot exceed the cubic volume permitted by the caster's / manifester's level. You must succeed on an appropriate skill check to make a complex item.

Material Component:

A tiny piece of matter of the same sort of item you plan to create with minor creation.

XP Cost:

1/5 of the item's gold piece value, or a minimum of 1 XP.

## Creeping Doom

Conjuration (Summoning)

Level (MP Cost): Animal 7, Drd 7 (14 MP; includes Summon Swarm)

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 13

When you utter the spell of Creeping Doom, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the Creeping Doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

## Crisis of Breath

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Telepath 3 (6 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when Crisis of Breath is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the

subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment:

You can augment this power in one or more of the following ways;

- If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
- If you spend 4 additional power points, this power can also affect an aberration, dragon, or outsider in addition to the creature types mentioned above.
- If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

## Crisis of Life

Telepathy [Mind-Affecting, Death]

Level (MP Cost): Telepath 7 (14 MP; includes Crisis of Breath)

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment:

For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.

## Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 3, Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 7 (5 for Brd)

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing Despair counters and dispels Good Hope.

Material Component:  
A vial of tears.

## Crushing Hand of Force

Evocation [Force]  
Level (MP Cost): Sor/Wiz 9, Strength 9 (18 MP)  
Components: V, S, F/DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: 10-ft. hand  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 17

A Hand of Force is 10 feet long and about that wide with its "fingers outstretched". It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter a Null Power Field, but it suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster.

Disintegrate (or, in the case of spells and psionics, a successful Dispel Magic & Psionics) destroys it.

This spell functions like Interposing Hand of Force, except that the hand can interpose itself, push, grapple, or crush one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to attack invisible or concealed creatures is no better than yours. Directing the spell to a new target, whether to attack or interpose, is a move action.

The Crushing Hand can grapple an opponent like Grasping Hand of Force does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric / super-power, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

When interposing, this floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. When defending, nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise.

The Crushing Hand can also bull rush an opponent as Forceful Hand of Force does; treat this attack as a bull rush with a +18 bonus on the Strength check (+12 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it. but at a +18 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

Arcane Material Component:  
The shell of an egg.

Arcane Focus:  
A glove of snakeskin.

## Crystal Shard

Metacreativity (Creation)  
Level (MP Cost): Psi/Wld 1 (2 MP)  
Display: Auditory and material  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: Instantaneous  
Saving Throw: None  
Power Resistance: No  
Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

Augment:  
For every additional power point you spend, this power's damage increases by 1d6 points.

## Crystallize

Metacreativity  
Level (MP Cost): Shaper 6 (12 MP)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One living creature  
Duration: Permanent  
Saving Throw: Fortitude negates  
Power Resistance: Yes  
Power Points: 11

You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifester of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by crystallize.

## Cure Wounds

Conjuration (Healing)

Level (MP Cost): Brd 1-6, Clr 0-8, Drd 0-8, Healing 1-8 (8 MP for Cure Wounds up to Critical, 16 MP for Mass Cure Wounds; includes all Cure Wounds options below purchased tier)

Components: V, S

Casting Time: 1 standard action

Range: Touch; Close (25 ft. + 5 ft./2 levels) for Cure Wounds, Mass

Target: Creature touched; one creature / level, no two of which can be more than 30 ft. apart for Cure Wounds, Mass

Duration: Instantaneous

Saving Throw: Will half (harmless), or Will half for Cure Wounds, Mass; see text

Spell Resistance: Yes (harmless); see text

Power Points: 1 for Cure Minor and Light, 3 for Moderate (1 for Healing), 5 for Serious (3 for Healing), 7 for Critical (5 for Healing), 9 for Mass Cure Light, 11 for Mass Cure Moderate, 13 for Mass Cure Serious, and 15 for Mass Cure Critical

When laying your hand upon a living creature, you channel positive energy that cures a certain amount of damage, depending on how potent a healer you are.

| Lvl; Cure (MP)        | Brd    | Clr / Drd |   |
|-----------------------|--------|-----------|---|
| 0; Minor              | ---    | 1 pt.     | - |
| 1; Light              | 1d8+5  | 1d8+5     | - |
| 2; Moderate           | 2d8+10 | 2d8+10    | - |
| 3; Serious            | 3d8+15 | 3d8+15    | - |
| 4; Critical (8)       | 4d8+20 | 4d8+20    | - |
| 5; Mass Light         | 1d8+25 | 1d8+25    | - |
| 6; Mass Moderate      | 2d8+30 | 2d8+30    | - |
| 7; Mass Serious       | ---    | 3d8+35    | - |
| 8; Mass Critical (16) | ---    | 4d8+40    | - |

Numbers represent the maximum healed by the Cure spell, with the modifier based on the manifester's effective level. Numbers in parentheses represent the Mutation Points required to take that tier of Cure Wounds as a Super-Power, which includes access to all the Cure Wounds options below it.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature (or any creature that might care to resist, for that matter) can apply spell resistance, and can attempt a Will save to take half damage.

## Spells & Powers: D

### Danger Sense

Clairensience

Level (MP Cost): Psi/Wld 3, War 3 (6 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps; this includes ambushes and surprise attacks, as well as mechanical traps.

Augment:

If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

### Darkness

Evocation [Darkness]

Level (MP Cost): Brd 2, Clr 2 (Clr 3 for Deeper Darkness), Sor/Wiz 2 (4 MP, 6 MP for Deeper Darkness, which includes Darkness)

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (One day/level for Deeper Darkness) (D)

Saving Throw: None

Spell Resistance: No

Power Points: 3 (5 for Deeper Darkness)

This spell causes an object to radiate shadowy illumination out to a 20-foot radius (60-foot radius for Deeper Darkness). All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by Darkness.

If Darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level (Deeper Darkness affects Daylight and Light). A darkness spell and a light spell of equal level with overlapping effects cancel each other, leaving the prevailing conditions to apply.

Arcane Material Component:

A bit of bat fur and either a drop of pitch or a piece of coal.

### Darkvision

Clairensience / Transmutation

Level (MP Cost): Psi/Wld 3, War 2, Sor/Wiz 2 (5 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal (Touch for Divine / Arcane Variants)

Target: You (Creature Touched for Divine / Arcane Variants)



Duration: 1 hour/level  
Power Points: 5 (3 for War and Sor/Wiz)

The subject gains the ability to see 120 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a Permanency spell or Incarnate power.

Material Component:  
Either a pinch of dried carrot or an agate.

Special: The super-power version of Darkvision is an extraordinary ability, and it operates normally even in areas where magic and psionics are suppressed, such as a Null Power Field. As an extraordinary ability, Darkvision does not require Supernatural Mutation, it only requires 5 MP.

## Dataread

Clairsentience / Divination  
Prerequisite: Tech Level 5 or greater scenario  
Level: Brd 2, Hacking 3, Psi/Wld 2, Sor/Wiz 2, Technology 3 (4 MP)  
Display / Components: Olfactory / V, S, F/DF  
Manifesting Time: 1 standard action  
Range: Touch  
Effect: Read machine-readable data  
Duration: 1 minute/level  
Saving Throw: None  
Spell Resistance: No  
Power Points: 3 (5 for Technology)

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, a solid-state drive, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

## Daylight

Evocation [Light]  
Level (MP Cost): Brd 3, Clr 3, Drd 3, Sor/Wiz 3 (6 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Object touched  
Duration: 10 min./level (D)  
Saving Throw: None

Spell Resistance: No  
Power Points: 5

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If Daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as Darkness.

## Daze Creature

Telepathy / Enchantment (Compulsion) [Mind-Affecting]  
Level (MP Cost): Brd 2, Psi/Wld 1, Sor/Wiz 2 (4 MP; includes Distract)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One living creature of 6 HD or less  
Duration: 1 round  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 3 (1 for Psi/Wld)

This manifestation clouds the mind of a living creature with 6 or fewer Hit Dice so that it takes no actions. Creatures of 7 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Augment:  
For every additional power point you spend, this power can affect a target that has Hit Dice equal to 6 + the additional points.

Material Component:  
A pinch of wool or similar substance.

## Death Knell

Necromancy [Death, Evil]  
Level (MP Cost): Clr 2, Death 2 (4 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Living creature touched  
Duration: Instantaneous/10 minutes per HD of subject; see text  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 3

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living



creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective manifester level goes up by +1, improving effects dependent on manifester level. (This increase in effective level does not grant you access to more spells or powers.) These effects last for 10 minutes per HD of the subject creature.

## Death Urge

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Psi/Wld 4 (8 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment:

For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round.

## Death Ward

Necromancy

Level (MP Cost): Clr 4, Death 4, Drd 5 (10 MP; Buff)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 7 (9 for Drd)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death Ward does not protect against other sorts of attacks even if those attacks might be lethal.

## Deathwatch

Necromancy [Evil]

Level (MP Cost): Clr 1 (2 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 1

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

## Deceleration

Psychoportation

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of deceleration on the subject does not further decrease its speed.

Augment:

For every 2 additional power points you spend, this power can affect a target one size category larger.

## Decerebrate

Psychoportation [Teleportation]

Level (MP Cost): Psi/Wld 7 (14 MP; includes Dissipating Touch)

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 13

With Decerebrate, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as Greater Restoration or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

## Deep Slumber

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP, includes Sleep)

Range: Close (25 ft. + 5 ft./level)

Saving Throw: None (Will partial for Super-Power; see text)

Power Points: 5

This spell functions like Sleep, except that it affects up to 10 HD of creatures.

Special: For the super-power, Deep Slumber offers a Will save to any target with spell / power resistance; success means the target is Dazed for 1 round instead.

## Degauss

Prerequisite: Tech Level 5 or higher scenario

Psychokinesis (Electricity) / Transmutation

Level (MP Cost): Clr 1, Psi/Wld 1, Sor/Wiz 1, Technology 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Ionic damage is reversed, or stored data is erased; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 1

By touching a single device that has ionic (electrical non-lethal) damage, you can reverse 1d6 points of ionic damage. If you touch a device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, and it has no ionic damage, then you erase all files on that device. The device is rendered empty of data.

## Demand

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 8 (16 MP; includes Sending and Suggestion)

Saving Throw: Will partial

Spell Resistance: Yes

Power Points: 15

This spell functions like Sending, but the message can also contain a Suggestion (see the Suggestion spell), which the subject does its best to carry out. A successful Will save negates the Suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the Suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the Suggestion. The creature can also give a short reply immediately.

Material Component:

A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

## Demoralize

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Mental and olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment:

For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

## Destiny Dissonance

Clairsentience

Level (MP Cost): Seer 1 (2 MP)

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

## Destruction

Necromancy [Death]

Level (MP Cost): Clr 7, Death 7 (14 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) (Touch for Super-Power)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Power Points: 13

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

#### Focus:

A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

## Detect [Alignment]

#### Divination

Level (MP Cost): Clr 1 (2 MP for one, 4 MP for all; Buff)

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1

You can sense the presence of a certain alignment (a super-powered character with Detect Alignment must choose which alignment they are detecting for when using this power). The amount of information revealed depends on how long you study a particular area or subject.

*1<sup>st</sup> Round;* presence or absence of the alignment.

*2<sup>nd</sup> Round;* number of auras (creatures, objects, or spells) in the area with that alignment and the power of the most potent aura present. If you are of the diametrically-opposed alignment to the alignment being detected, and the strongest aura's power of that alignment is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

*3<sup>rd</sup> Round;* the power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

#### Aura Power:

An alignment aura's power depends on the type of creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

| Creature/Object                    | Aura Power (HD or lvl) |          |        |              |
|------------------------------------|------------------------|----------|--------|--------------|
|                                    | Faint                  | Moderate | Strong | Overwhelming |
| Aligned creature <sup>1</sup>      | 0-10                   | 11-25    | 26-50  | 51+          |
| Undead (HD)                        | 0-2                    | 3-8      | 9-20   | 21+          |
| Aligned outsider                   | 0-1                    | 2-4      | 5-10   | 11+          |
| Cleric/Saint <sup>2</sup> (levels) | 1                      | 2-4      | 5-10   | 11+          |
| Aligned item / spell               | 0-2                    | 3-8      | 9-20   | 21+          |

<sup>1</sup>Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup>Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

#### Lingering Aura:

An alignment aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If the spell is cast and directed at such a location, it indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

| Original Strength | Duration of Lingering Aura |
|-------------------|----------------------------|
| Faint             | 1d6 rounds                 |
| Moderate          | 1d6 minutes                |
| Strong            | 1d6×10 minutes             |
| Overwhelming      | 1d6 days                   |

Animals are typically neutral, and traps, poisons, and other potential perils don't have an alignment, despite their possible intent, and as such this spell does not detect them.

Each round, you can turn to detect in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Animals or Plants

#### Divination

Level (MP Cost): Drd 1 (2 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

*1<sup>st</sup> Round;* Presence or absence of that kind of animal or plant in the area.

*2<sup>nd</sup> Round;* Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

*3<sup>rd</sup> Round;* The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

*Normal;* has at least 90% of full normal hit points, free of disease.

*Fair;* 30% to 90% of full normal hit points remaining.

*Poor;* Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

*Weak;* 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Hostile Intent

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2, War 2 (4 MP)

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flat-footed by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

## Detect Magic & Psionics

Clairsentience / Divination

Level (MP Cost): Psi/Wld 1, War 1, Brd 0, Clr 0, Drd 0, Sor/Wiz 0 (1 MP)

Display / Components: Auditory and visual / V, S

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone -shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect psionic and magic auras. An aura is given off by any active or permanent power or spell, or during the manifestation of any psionic power or magic spell. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

*1<sup>st</sup> Round*; presence or absence of magic and/or psionic auras.

*2<sup>nd</sup> Round*; number of different magic/psionic auras and the strength of the most potent aura.

*3<sup>rd</sup> Round*; the strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make the appropriate check (Psicraft or Spellcraft) to determine the type of energy involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of an item.)

Aura Strength:

| Power or Item      | Aura Strength (Lvl) |                                   |                                    |                    |
|--------------------|---------------------|-----------------------------------|------------------------------------|--------------------|
|                    | Faint               | Moderate                          | Strong                             | Overwhelming       |
| Functioning power  | 0-3 <sup>rd</sup>   | 4 <sup>th</sup> -6 <sup>th</sup>  | 7 <sup>th</sup> -9 <sup>th</sup>   | 10 <sup>th</sup> + |
| Magic/psionic item | 0-5 <sup>th</sup>   | 6 <sup>th</sup> -11 <sup>th</sup> | 12 <sup>th</sup> -20 <sup>th</sup> | 21 <sup>st</sup> + |

Aura Strength:

An aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, Detect Magic & Psionics indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Lingering Aura:

A magic or psionic aura lingers after its original source dissipates (in the case of a spell/power) or is destroyed (in the case of a magic/psionic item). If Detect Magic & Psionics is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

| Original Strength | Duration of Lingering Aura |
|-------------------|----------------------------|
| Faint             | 1d6 minutes                |
| Moderate          | 1d6 × 10 minutes           |
| Strong            | 1d6 hours                  |
| Overwhelming      | 1d6 days                   |

Each round, you can turn to detect magic and/or psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Remote Viewing

Clairsentience / Divination

Level (MP Cost): Brd 4, Psi/Wld 4, Sor/Wiz 4 (8 MP; Buff)

Display / Components: Mental and visual / V, S, M

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

You immediately become aware of any attempt to observe you by means of a clairsentience (scrying) power or divination (scrying) spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

## Detect Scrying

See “Detect Remote Viewing”.

## Detect Secret Doors

Divination

Level (MP Cost): Brd 1, Knowledge 1, Sor/Wiz 1 (2 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

*1<sup>st</sup> Round*; presence or absence of secret doors.

*2<sup>nd</sup> Round*; number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Each Additional Round*; the mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Snares and Pits

Divination

Level (MP Cost): Drd 1 (2 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect Snares and Pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

*1<sup>st</sup> Round*; presence or absence of hazards.

*2<sup>nd</sup> Round*; number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

*Each Additional Round*; the general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Teleportation

Clairsentience

Level (MP Cost): Nomad 1 (2 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No

Power Resistance: No

Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment:

If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

## Detect Thoughts

Psionic Variant: Read Thoughts

Telepathy / Divination [Mind-Affecting]

Level (MP Cost): Brd 2, Mind 2, Telepath 2, Sor/Wiz 2 (4 MP)

Display / Components: Mental / V, S, F/DF

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus:  
A copper piece.

## Detect Undead

Divination  
Level (MP Cost): Clr 1, Sor/Wiz 1 (2 MP; Buff)  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Cone-shaped emanation  
Duration: Concentration, up to 1 minute/ level (D)  
Saving Throw: None  
Spell Resistance: No  
Power Points: 1

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area;

*1<sup>st</sup> Round*; presence or absence of undead auras.

*2<sup>nd</sup> Round*; number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

*3<sup>rd</sup> Round*; the strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength:

The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

| HD           | Strength     |
|--------------|--------------|
| 1 or lower   | Faint        |
| 2-4          | Moderate     |
| 5-10         | Strong       |
| 11 or higher | Overwhelming |

Lingering Aura:

An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

| Original Strength | Duration of Lingering Aura |
|-------------------|----------------------------|
| Faint             | 1d6 rounds                 |
| Moderate          | 1d6 minutes                |
| Strong            | 1d6×10 minutes             |
| Overwhelming      | 1d6 days                   |

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of

common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component:  
A bit of earth from a grave.

## Dictum

Evocation [Lawful, Sonic]  
Level (MP Cost): Clr 7, Law 7 (14 MP)  
Components: V  
Casting Time: 1 standard action  
Range: 40 ft.  
Area: Nonlawful creatures in a 40-ft.-radius spread centered on you  
Duration: Instantaneous  
Saving Throw: None or Will negates; see text  
Spell Resistance: Yes  
Power Points: 13

Any nonlawful creature within the area of a Dictum spell suffers the following ill effects.

| HD                   | Effect                              |
|----------------------|-------------------------------------|
| Equal to caster lvl  | Deafened                            |
| Up to caster lvl -1  | Slowed, deafened                    |
| Up to caster lvl -5  | Paralyzed, slowed, deafened         |
| Up to caster lvl -10 | Killed, paralyzed, slowed, deafened |

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened; the creature is deafened for 1d4 rounds.

Slowed; the creature is slowed, as by the Slow spell, for 2d4 rounds.

Paralyzed; the creature is paralyzed and helpless for 1d10 minutes.

Killed; living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the Dictum. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by Dictum.

## Dimension Door

Psychoportation / Conjuraton (Teleportation)  
Level (MP Cost): Brd 4, Psi/Wld 4, War 4, Sor/Wiz 4, Travel 4 (8 MP)  
Display / Components: Visual / V  
Manifesting Time: 1 standard action (1 move action for Super-Power)  
Range: Long (400 ft. + 40 ft./level)  
Target or Targets: You and touched objects (for Super-Power) or other touched willing creatures  
Duration: Instantaneous  
Saving Throw: None and Will negates (object)  
Power Resistance: No and Yes (object)  
Power Points: 7



You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. 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.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Augment:

If you spend 6 additional power points, you can manifest this power as a move action.

## Dimension Slide

Psychoportation (Teleportation)

Level (MP Cost): War 3 (6 MP)

Display: Visual

Manifesting Time: 1 standard action (1 move action as Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Target: You; see text

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of Dimension Slide does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

Augment:

If you spend 4 additional power points, you can manifest this power as a move action.

## Dimension Swap

Psychoportation (Teleportation)

Level (MP Cost): Nomad 2, War 2 (4 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You and one ally in range (for Super-Power), or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special:

A War can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment:

For every 2 additional power points you spend, this power can affect a target one size category larger.

## Dimensional Anchor

Psychoportation

Level (MP Cost): Clr 4, Nomad 4, Sor/Wiz 4 (8 MP)

Display / Components: Auditory / V, S

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

## Dimensional Lock

Abjuration

Level (MP Cost): Clr 8, Sor/Wiz 8, Technology 8 (16 MP; includes Dimensional Anchor)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None



Spell Resistance: Yes  
Power Points: 15

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

## Disable

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped emanation centered on you

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled. Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment:

For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

## Discern Lies

Divination

Level (MP Cost): Clr 4, Mind 4 (8 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Power Points: 7

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

## Discern Location

Divination

Level (MP Cost): Clr 8, Knowledge 8, Sor/Wiz 8 (16 MP); includes Know Direction and Location

Components: V, S, DF

Casting Time: 10 minutes (1 round for Super-Power)

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 15

A Discern Location spell is among the most powerful means of locating creatures or objects. Nothing short of a Mind Blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern Location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target 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 it at least once.

## Disguise Self

Illusion (Glamour)

Level (MP Cost): Brd 1, Sor/Wiz 1, Trickery 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

## Disintegrate

Psychoportation / Transmutation

Level (MP Cost): Destruction 7, Psi/Wld 6, Sor/Wiz 6 (14 MP)

Display / Components: Auditory, material, and visual / V, S, M

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Power Resistance: Yes

Power Points: 11 (13 for Destruction)

A thin green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per manifester level (minimum 2d6), to a maximum of 40d6 damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a null psionics field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Arcane Material Component:

A lodestone and a pinch of dust.

## Dismissal

Psychoportation / Abjuration

Level (MP Cost): Clr 4, Nomad 4, Sor/Wiz 5 (10 MP)

Display / Components: Auditory / V, S, DF

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7 (9 for Sor/Wiz)

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC - creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

## Dismiss Ectoplasm

Metacreativity

Level (MP Cost): Psi/Wld 3 (6 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the Ectoplasmic Cocoon power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the Ectoplasmic Form power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as Ectoplasmic Cocoon, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, minimum +5, maximum +10) against a DC of 11 + the power's manifester level.

## Dispel [Alignment]

Abjuration [Alignment-Specific]

Level (MP Cost): Chaos 5 (Dispel Law only), Clr 5, Evil 5 (Dispel Good only), Good 5 (Dispel Evil only), Law 5 (Dispel Chaos only), (10 MP for any one)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched creature of targeted alignment from another plane; or you and an aligned enchantment or spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Power Points: 9

Shimmering energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by creatures of the targeted alignment.

Second, on making a successful melee touch attack against a creature of the targeted alignment from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a creature or any one spell of the targeted alignment. Exception: Spells that can't be dispelled by Dispel Magic & Psionics also can't be dispelled by Dispel Chaos / Evil / Good / Law. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

## Dispel Magic & Psionics

Psychokinesis / Abjuration

Level (MP Cost): Brd 3, Clr 3, Drd 4, Magic 3, Psi/Wld 3, Sor/Wiz 3 (10 MP)

Display / Components: Visual / V, S

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One manifester, creature, or object; or 20-ft.-radius burst (see text)

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

Power Resistance: No

Power Points: 5 (7 for Drd)

You can use Dispel Magic & Psionics to end ongoing powers or spells that have been manifested on a creature or object, to temporarily suppress the magic or psionic abilities of an item, or to end ongoing spells or powers (or at least their effects) within an area, or to counter another spellcaster's spell (psionics cannot be countered). A dispelled spell or power ends as if its duration had expired. Some spell and powers, as detailed in their descriptions, can't be defeated by Dispel Magic & Psionics, or can be ended only if you manifest Dispel Magic & Psionics at a high enough level. Dispel Magic & Psionics can end spell-like and psi-like effects just as it does spells and powers.

The effect of a spell or power with an instantaneous duration can't be dispelled, because the effect is already over before the dispel can take effect.

You choose to use Dispel Magic & Psionics in one of two ways (three ways for spellcasters): a targeted dispel, or an area dispel, (or a counterspell).

### Targeted Dispel:

One object, creature, or power is the target of the dispel. You make a dispel check (1d20 + your manifester level, minimum +5, maximum +20) against the spell or power or against each ongoing spell or power currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's or power's manifester level (minimum +5 for Super-Power). If you succeed on a

particular check, that spell or power is dispelled; if you fail, that spell or power remains in effect.

If you target an object or creature that is the effect of an ongoing spell or power or is under the effect of an ongoing spell or power, you make a dispel check to end the spell or power or its effect. If the object that you target is an item, you make a dispel check against the item's manifester level. If you succeed, all the item's magic and psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes normal for the duration of the effect. An interdimensional interface is temporarily closed. An item's physical properties are unchanged: A suppressed magic or psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself.

### Area Dispel:

When Dispel Magic & Psionics is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells or powers, you make a dispel check against the spell or power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker spells and powers until you dispel one spell or power (which discharges the dispel so far as that target is concerned) or until you fail all your checks. The creature's items are not affected.

For each object within the area that is the target of one or more spells or powers, you make dispel checks as with creatures. Items are not affected by an area dispel.

For each ongoing area or effect spell or power whose point of origin is within the area of the dispel, you can make a dispel check to dispel the spell or power.

For each ongoing spell or power whose area overlaps that of the dispel, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell or power is in the area, you can make a dispel check to end the spell or power that created that object or construct in addition to attempting to dispel spells and powers targeting the creature or object. You can choose to automatically succeed on dispel checks against any spell or power that you have manifested.

### Counterspell (Arcane / Divine option only):

When Dispel Magic & Psionics is used in this way, the spell (and only the spell version) targets a spellcaster's attempted spell (and only a spell) and is cast as a counterspell. Unlike a true counterspell, however, Dispel Magic & Psionics may not work; you must make a dispel check to counter the other spellcaster's spell.

## Dispelling Buffer

Psychokinesis

Level (MP Cost): Kineticist 6, War 6 (12 MP; Buff)

Display: Material and olfactory

Manifesting Time: 1 standard action  
 Range: Personal or close (25 ft. + 5 ft./2 levels); see text  
 Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text  
 Duration: 1 hour/level (D)  
 Saving Throw: None  
 Power Resistance: Yes (harmless, object)  
 Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any spells or powers affecting the subject will resist a Dispel Magic & Psionics dispel attempt, or a negation effect that targets a specific power (such as Shatter Mind Blank). When Dispelling Buffer is manifested on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel Magic & Psionics can negate Dispelling Buffer, but against a targeted dispel, Dispelling Buffer is always checked last (with the same +5 bonus). Against an area dispel, Dispelling Buffer is checked in the order according to its level (with the same +5 bonus).

Special:

- When a Warmind manifests this power, the range is personal and the target is the manifester.
- When purchased as a super-power, Dispelling Buffer cannot be dispelled, and it makes its possessor immune to Null Power Field regarding their super-powers. This mutant's super-powers are no longer suppressed in the presence of a Null Power Field. However, the Null Power Field affects the mutant in all other ways (ie. magic and psionic manifestations and items are suppressed, etc.).

## Displacement

Illusion (Glamer)  
 Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP; includes Blur)  
 Components: V, M  
 Casting Time: 1 standard action  
 Range: Touch  
 Target: Creature touched  
 Duration: 1 round/level (D)  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)  
 Power Points: 5

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, Displacement does not prevent enemies from targeting the creature normally. True Seeing reveals its true location.

Material Component:

A small strip of leather twisted into a loop.

## Disrupting Weapon

Transmutation  
 Level (MP Cost): Clr 5 (10 MP)  
 Components: V, S

Casting Time: 1 standard action  
 Range: Touch  
 Targets: One melee weapon  
 Duration: 1 round/level  
 Saving Throw: Will negates (harmless, object); see text  
 Spell Resistance: Yes (harmless, object)  
 Power Points: 9

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

## Dissipating Touch

Psychoportation (Teleportation)  
 Level (MP Cost): Psi/Wld 1, War 1 (2 MP)  
 Display: Auditory and visual  
 Manifesting Time: 1 standard action  
 Range: Touch  
 Target: Creature or object touched  
 Duration: Instantaneous  
 Saving Throw: None  
 Power Resistance: Yes (object)  
 Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage. Note that this power cannot affect creatures under the effect of a Dimensional Anchor or Dimensional Lock.

Augment:

For every additional power point you spend, this power's damage increases by 1d6 points.

## Dissolving Touch

Psychometabolism [Acid]  
 Level (MP Cost): War 2 (4 MP)  
 Display: Visual  
 Manifesting Time: 1 standard action  
 Range: Touch  
 Target: Creature or object touched  
 Duration: Instantaneous  
 Saving Throw: None  
 Power Resistance: No  
 Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment:

For every 2 additional power points you spend, this power's damage increases by 1d6 points.

## Dissolving Weapon

Psychometabolism [Acid]

Level (MP Cost): War 2 (4 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As Dissolving Touch, except your weapon is charged with acid until you make a successful attack.

## Distract

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of Distract make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

## Divert Teleport

Psychoportation (Teleportation)

Level (MP Cost): Psi/Wld 7 (14 MP; includes Detect Teleportation)

Display: Visual

Manifesting Time: 1 immediate action; see text

Range: Medium (100 ft. + 10 ft./level)

Area: A circle, centered on you, with a radius of 50 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

Similar to Detect Teleportation, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. This is an immediate action, like manifesting a quickened power, and counts toward the limit of one quickened power per round. You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, "divert" means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

## Divination

Clairsentience / Divination

Level (MP Cost): Clr 4, Knowledge 4, Psi/Wld 4 (8 MP; includes Destiny Dissonance)

Display / Components: Mental and visual / V, S, M

Manifesting Time: 10 minutes (1 round for Super-Power)

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

A Divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first Divination spell and yield the same answer each time.

Material Component:

Incense and a sacrificial offering appropriate to your method of divination, together worth at least 25 gp.

## Divine Favor

Super-Power Variant: Karmic Favor

Evocation

Level: Clr 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Power Points: 1

Whether it's calling upon the strength and wisdom of a deity or simply bending the laws of probability in your favor, you gain a +1 luck bonus on attack and weapon damage rolls. The bonus doesn't apply to spell damage.

Augment:

For every 3 additional power points spent, you gain an additional +1 luck bonus on attack and damage rolls (so +2 with 4 PP, +3 with 7 PP, +4 with 10 PP, +5 with 13 PP, maximum +6 with 16 PP).

## Divine Power

Evocation

**Level:** Clr 4, War 4 (8 MP)

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Power Points:** 7

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

## Dominate Animal

See "[Dominate Being](#)".

## Dominate Being

Arcane Variants: Dominate Animal, Dominate Person, Dominate Monster

Telepathy / Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Animal 3, Drd 3 (6 MP) for Dominate Animal; Brd 4, Sor/Wiz 5, Telepath 4 (10 MP) for Dominate Person; Sor/Wiz 9 (20 MP; includes Dominate Animal and Dominate Person) for Dominate Being

Display / Components: Mental / V, S

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal for Dominate Animal, one humanoid for Dominate Person, one living being for Dominate Being

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5 for Dominate Animal, 9 (7 for Brd and Telepath) for Dominate Person, 17 for Dominate Monster / Being

You can control the actions of a creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from Evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Augment (the first three augments are not available to Dominate Animal and Dominate Person):

You can augment this power in one or more of the following ways;

- 1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
- 2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
- 3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.
- 4. If you spend 2 additional power points, this power's duration is 1 day rather than 1 hour/level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

## Dominate Person

See "[Dominate Being](#)".

## Dominate Monster

See "[Dominate Being](#)".

## Doom

Necromancy [Fear, Mind-Affecting]

Level (MP Cost): Clr 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1



This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

## Dream

Illusion (Phantasm) [Mind-Affecting]

Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP)

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched (You for Super-Power)

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Power Points: 9

You (or a messenger touched by you for the spell) send a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

## Dream Travel

Psychoportation

Level (MP Cost): Nomad 7 (14 MP, includes Dream)

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: You and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of

dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream Travel can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition. Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when Dream Travel is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles (d%×10) from their starting point. If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the Dream Travel power itself or someone who manifests the power seeks out the lost creature.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Duodimensional Claw

Psychometabolism

Level (MP Cost): War 3 (6 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as claws of the beast), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razor sharp. The weapon is now psionically keen, increasing its threat range from 20 to 19-20. This benefit does not stack with other effects that improve a weapon's threat range. The weapon also ignores the target's hardness.

## Spells & Powers: E

### Eagle's Splendor

Level: Brd 2, Clr 2, Sor/Wiz 2

As "Animal Affinity", except it only affects Charisma.



## Eagle's Splendor, Mass

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Power Points: 11

As "Animal Affinity", except it only affects Charisma, and with the specifications given above.

## Earthquake

Evocation [Earth]

Level (MP Cost): Clr 8, Destruction 8, Drd 8, Earth 7 (16 MP; includes Move Earth)

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

Power Points: 15 (13 for Earth)

When you cast Earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell they try to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an Earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel:

The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An Earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs:

Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground:

Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure:

Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage

dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh:

Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble:

Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned 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.

## Ecto Protection

Metacreativity

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Visual; see text

Manifesting Time: 1 standard action; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: An astral construct you manifest

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power reinforces an astral construct created by the Astral Construct power, giving you a +1 bonus on any manifest level checks you make to protect it against dispelling or a similar effect, and a +1 bonus on its saving throw to resist Dismiss Ectoplasm. This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifest level.

Augment:

For every 2 additional power points you spend, your bonus on manifest level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist Dismiss Ectoplasm increases by 1.

## Ectoplasmic Cocoon

Metacreativity

Level (MP Cost): Shaper 3 (6 MP)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An ectoplasmic cocoon can't be affected by Dispel Magic & Psionics, but it can be dismissed with Dismiss Ectoplasm, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

#### Augment:

You can augment this power in one or both of the following ways;

- For every 2 additional power points you spend, this power's save DC increases by 1.
- For every 2 additional power points you spend, this power can affect a target one size category larger.

### Ectoplasmic Cocoon, Mass

Metacreativity

Level (MP Cost): Shaper 7 (14 MP); includes Ectoplasmic Cocoon

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 13

As Ectoplasmic Cocoon, except you can cocoon several creatures (or a single big creature that fits in a 20-foot radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

#### Augment:

For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

### Ectoplasmic Form

Psychometabolism

Level (MP Cost): Egoist 3, War 3 (6 MP)

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by inertial armor) still apply to your Armor Class.

You can manifest powers while in Ectoplasmic Form, but you must make a Concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose any supernatural abilities (except Ectoplasmic Form itself, if a Super-Power), and you can't speak while in Ectoplasmic Form. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

### Ego Whip

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text

Power Resistance: Yes

Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

#### Augment:

For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

### Electromagnetic Pulse

Evocation / Psychokinesis [Electricity]

Prerequisite: Tech Level 5 or greater scenario

Level (MP Cost): Drd 4, Psi/Wld 3, Sor/Wiz 3 (8 MP), includes Haywire

Display / Components: Olfactory / V, S

Manifesting Time: 1 standard action

Range: Short (25 ft. + 5 ft./2 levels)

Area: 20-ft. burst

Duration: Instantaneous  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)  
Power Points: 5 (7 for Drd)

When you cast Electromagnetic Pulse, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The Electromagnetic Pulse affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an electromagnetic pulse because they have electronic ignition systems.

Devices affected by an electromagnetic pulse can be fixed according to the following table.

| Task    | Skill        | Purchase DC | Repair DC | Time    |
|---------|--------------|-------------|-----------|---------|
| Simple  | Repair       | 7           | 15        | 10 min. |
| Complex | Repair       | 10          | 20        | 1 hr.   |
| Data    | Computer Use | 4           | 25        | 2 hr.   |

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details. Some military gear is immune to energy effects such as Electromagnetic Pulse thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

## Electronic Fog

Psychokinesis (Electricity)  
Prerequisite: Tech Level 5 or greater scenario  
Level (MP Cost): Psi/Wld 2 (4 MP); includes White Noise  
Display: None  
Manifesting Time: 1 standard action  
Range: Personal  
Area: 5-ft.-radius/level  
Duration: 1 minute/level  
Saving Throw: None  
Power Resistance: No  
Power Points: 3

An intensified version of White Noise, this bubble of low-level electromagnetic radiation is still below the detection level of most humans but will jam electronic communication devices, including those that rely upon cables or other hard-wired transmissions, including televisions, video cameras, and monitors. It will also cause photographic film to fog and magnetic tape to blur. It does not cause electronic devices to malfunction, only to report scrambled signals and white noise.

## Elfsight

Psychometabolism  
Level (MP Cost): Psi/Wld 2, War 1 (2 MP); Buff  
Display: Visual

Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level  
Power Points: Psi/Wld 3 (War 1)

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on Search and Spot checks.

In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If Elfsight is used in conjunction with My Light, the cone of light extends out to 40 feet instead of 20 feet.

Special: For purposes of Mutation Points, Elfsight is an extraordinary ability, like an Advantage; a character does not need Supernatural Mutation feat to take Elfsight for 2 MP.

## Empathic Feedback

Telepathy [Mind-Affecting]  
Level (MP Cost): Psi/Wld 4, War 3 (8 MP)  
Display: Auditory and material  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 10 min./level  
Power Points: Psi/Wld 7 (War 5)

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from Empathic Feedback has no type, so even if you took fire damage from a creature that has immunity to fire, Empathic Feedback will damage your attacker.

Augment:  
For every additional power point you spend, this power's damage potential increases by 1 point.

## Empathic Transfer

Psychometabolism  
Level (MP Cost): Egoist 2, War 2 (4 MP)  
Display: Auditory and material  
Manifesting Time: 1 standard action  
Range: Touch  
Target: Willing creature touched  
Duration: Instantaneous  
Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as 2d10 points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have, such as damage

reduction and regeneration, do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifester level from the target to yourself.

Augment:

For every additional power point you spend, you can heal an additional 2d10 points of damage (to a maximum of 10d10 points per manifestation).

## Empathic Transfer, Hostile

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 3, War 3 (6 MP; includes Empathic Transfer)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage.

The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment:

You can augment this power in one or both of the following ways;

- For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
- If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

## Empathy

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1 (2 MP; Buff)

Display: Mental

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power (The Super-Power always gives this bonus).

Augment:

You can augment this power in one or both of the following ways.

- For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.
- If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level.

## Empty Mind

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action. You can use this power even when it is not your turn.

Augment:

For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

## Endure Elements

Abjuration

Level (MP Cost): Clr 1, Drd 1, Sor/Wiz 1, Sun 1 (2 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 1

A creature protected by Endure Elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature's equipment is likewise protected.

Endure Elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

## Energy Adaptation

Super-Power Variant: Universal Energy Resistance  
Psychometabolism [see text]  
Level (MP Cost): Psi/Wld 4, War 4 (20 MP; Buff)  
Display: Visual; see text  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 10 min./level  
Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 9th manifester level and to a maximum of 30 points at 13th level. The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

This power's subtype is the same as the type of damage it protects against.

Augment:  
If you spend 4 additional power points, you can manifest this power as an immediate action.

## Energy Adaptation, Specified

See "Resist Energy".

## Energy Blast

Psychokinesis [see text]  
Level (MP Cost): Kineticist 4 (8 MP; specify an energy type)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 20-ft.-radius spread  
Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text  
Power Resistance: Yes  
Power Points: 7

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:  
For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

## Energy Bolt

Psychokinesis [see text]  
Level (MP Cost): Psi/Wld 3 (6 MP; specify an energy type)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: 120 ft.  
Area: 120-ft. line  
Duration: Instantaneous  
Saving Throw: Reflex half or Fortitude half; see text  
Power Resistance: Yes  
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:

For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

## Energy Cone (aka Dragon's Breath)

Psychokinesis [see text]

Level (MP Cost): Kineticist 3 (6 MP); specify an energy type)

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

**Cold:** A cone of this energy type deals +1 point of damage per die.

The saving throw to reduce damage from a cold cone is a

Fortitude save instead of a Reflex save.

**Electricity:** Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

**Fire:** A cone of this energy type deals +1 point of damage per die.

**Sonic:** A cone of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

**Augment:**

For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

## Energy Conversion

Psychometabolism [see text]

Level (MP Cost): Psi/Wld 7 (14 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Effect: Ray; see text

Duration: 10 min./level

Saving Throw: None

Power Resistance: Yes

Power Points: 13

As Energy Adaptation, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target

takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

## Energy Current (aka Energy Conduit)

Psychokinesis [see text]

Level (MP Cost): Kineticist 5 (10 MP); specify an energy type)

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two creatures no more than 15 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the energy current's arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain energy current is a full-round action. If you take damage while maintaining energy current, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

**Cold:** A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold ball is a Fortitude save instead of a Reflex save.

**Electricity:** Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

**Fire:** A current of this energy type deals +1 point of damage per die.

**Sonic:** A current of this energy type deals -1 point of damage per die and ignores an object's hardness.

**Augment:**

You can augment this power in one or both of the following ways;



- For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.
- For every 4 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from another target of the power.

## Energy Drain

Necromancy

Level (MP Cost): Clr 9, Sor/Wiz 9 (18 MP); includes Enervation

Saving Throw: Fortitude partial; see text for Enervation

Power Points: 17

This spell functions like Enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = Energy Drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

## Energy Missile

Psychokinesis [see text]

Level (MP Cost): Kineticist 2 (4 MP); specify an energy type

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to five creatures or objects; no two targets can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold missile is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals -1 point of damage per die and ignores an object's hardness.

Augment:

For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

## Energy Push (aka Energy Charge)

Psychokinetic [see text]

Level (MP Cost): Psi/Wld 2 (4 MP); specify an energy type

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by Energy Push does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die.

Electricity: Manifesting a blast of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die.

Sonic: A blast of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:

For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

## Energy Ray

Psychokinesis [see text]

Level (MP Cost): Psi/Wld 1 (2 MP); specify an energy type

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots



forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.  
Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.  
Fire: A ray of this energy type deals +1 point of damage per die.  
Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:  
For every additional power point you spend, this power's damage increases by one die (d6).

### Energy Retort (aka Energy Backlash)

Psychokinesis [see text]  
Level (MP Cost): Psi/Wld 3 (6 MP; specify an energy type)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Personal and close (25 ft. + 5 ft./2 levels); see text  
Target: You and creature or object attacking you; see text  
Duration: 1 min./level  
Saving Throw: Reflex half or Fortitude half; see text  
Power Resistance: Yes  
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold retort is a Fortitude save instead of a Reflex save.  
Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.  
Fire: A field of this energy type deals +1 point of damage per die.  
Sonic: A field of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:  
For every additional power point you spend, this power's duration increases by 1 minute.

### Energy Stun (aka Energy Overload)

Psychokinesis [see text]  
Level (MP Cost): Psi/Wld 2 (4 MP; specify an energy type)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 5-ft.-radius burst  
Duration: Instantaneous  
Saving Throw: Reflex half or Fortitude half; see text  
Power Resistance: Yes  
Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold stun is a Fortitude save instead of a Reflex save.  
Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.  
Fire: A stroke of this energy type deals +1 point of damage per die.  
Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment:  
For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

### Energy Wall

Metacreativity (Creation) [see text]  
Level (MP Cost): Psi/Wld 3 (6 MP; specify an energy type)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels  
Duration: Concentration + 1 round/level  
Saving Throw: Reflex half or Fortitude half; see text  
Power Resistance: No  
Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition,

anyone passing through the energy wall takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

**Cold:** A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold wall is a Fortitude save instead of a Reflex save.

**Electricity:** Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

**Fire:** A sheet of this energy type deals +1 point of damage per die.

**Sonic:** A sheet of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

## Energy Wave (aka Wyrms' Breath)

Psychokinesis [see text]

Level (MP Cost): Psi/Wld 7 (14 MP); specify an energy type, includes Energy Cone

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

**Cold:** A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold wave is a Fortitude save instead of a Reflex save.

**Electricity:** Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

**Fire:** A wave of this energy type deals +1 point of damage per die.

**Sonic:** A wave of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

**Augment:**

For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

## Enervation

Necromancy

Level (MP Cost): Sor/Wiz 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Power Points: 7

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from their highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from Enervation don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

## Enlarge Person

See "Expansion".

## Entangle

Transmutation

Level (MP Cost): Drd 1, Plant 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

Power Points: 1

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to

entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

## Entangling Ectoplasm

Metacreativity (Creation)

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller creature

Duration: 5 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration.

Augment:

For every 2 additional power points you spend, this power can affect a target one size category larger.

## Enthrall

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level (MP Cost): Brd 2, Clr 2 (4 MP)

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 3

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled.

The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

## Entropic Shield

Abjuration

Level (MP Cost): Clr 1, Luck 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Point: 1

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

## Eradicate Invisibility

Psychokinesis

Level (MP Cost): Psi/Wld 3 (6 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: 50 ft.

Target: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of Cloud Mind). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment:

For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

## Escape Detection

Arcane Variant: Obscure Object  
Clairsentience / Abjuration

Level (MP Cost): Brd 1, Clr 3, War 3, Seer 3, Sor/Wiz 2 (6 MP)

Display / Components: None / V, S

Manifesting Time: 1 standard action

Range: Personal (Touch for Obscure Object)

Target: You (1 object weighing up to 100 lbs./level)

Duration: 1 hour/level

Power Points: 5 (1 for Brd, 3 for Sor/Wiz)

You (plus all your gear and any objects you carry, or one object touched for Obscure Object) become difficult to detect by clairsentience powers and divination spells, such as Clairvoyant Sense, Remote Viewing, and True Seeing. If a clairsentience power or similar effect is attempted against you (or the targeted object for Obscure Object), the caster / manifester of the spell or power must succeed on a caster / manifester level check (1d20 + caster / manifester level) against a DC of 13 + your caster / manifester level (maximum +20).

## Ethereal Jaunt

Psychoportation / Transmutation

Level (MP Cost): Clr 7, Nomad 7, Sor/Wiz 7 (14 MP)

Display / Components: Visual / V, S

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest

open space and take 1d6 points of damage per 5 feet that you so travel.

## Etherealness

Psychoportation / Transmutation

Level (MP Cost): Clr 9, Psi/Wld 9, Sor/Wiz 9 (18 MP; includes Ethereal Jaunt)

Manifesting Time: 1 standard action

Range: Touch; see text

Target: You and one other touched willing creature/three levels; all targets must be linked by contact

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 17

This spell functions like Ethereal Jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

## Evade Burst

Super-Power Variant: Evasion

Psychometabolism

Level (MP Cost): Psi/Wld 7, War 3 (10 MP; Buff)

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13 (War 5)

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action. You can even manifest this power when it isn't your turn.

Augment:

If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Special:

For the super-power, Evade Burst is considered, for all intents and purposes, as equivalent to Evasion. It is an extraordinary ability, and it is not suppressed by effects such as *Null Power Field*.

## Exhalation of the Black Dragon

Psychometabolism [Acid]

Level (MP Cost): War 3 (6 MP)

Display: Visual  
 Manifesting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Effect: Ray  
 Duration: Instantaneous  
 Saving Throw: None  
 Power Resistance: Yes  
 Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment:  
 For every 2 additional power points you spend, this power's damage increases by 1d6 points.

## Expansion

Psychometabolism  
 Arcane Variant: Enlarge Person  
 Level (MP Cost): War 1, Sor/Wiz 1, Strength 1 (10 MP)  
 Display / Components: Olfactory / V, S, M  
 Manifesting Time: 1 standard action (1 swift action for Super-Power)  
 Range: Personal (1 humanoid for Enlarge Person)  
 Target: You  
 Duration: 1 round/level (1 minute/level for Super-Power) (D)  
 Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment (only available to Expansion):  
 You can augment this power in one or more of the following ways;

- If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.
- If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
- If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

## Expeditious Route

Transmutation  
 Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Personal  
 Target: You  
 Duration: 1 min./level (D)  
 Power Points: 1

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

## Eyebite

Necromancy [Evil]  
 Level (MP Cost): Brd 6, Sor/Wiz 6 (12 MP)  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One living creature  
 Duration: 1 round per three levels; see text  
 Saving Throw: Fortitude negates  
 Spell Resistance: Yes  
 Power Points: 11

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

| HD         | Effect                       |
|------------|------------------------------|
| 10 or more | Sickened                     |
| 5-9        | Panicked, sickened           |
| 4 or less  | Comatose, panicked, sickened |

The effects are cumulative and concurrent.

### Sickened:

Sudden pain and fever sweeps over the subject's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a Remove Disease or Heal spell, but a Remove Curse is effective.

### Panicked:

The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

#### Comatose:

The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

## Spells & Powers: F-G

### Fabricate

Metacreativity / Transmutation (Creation)

Level (MP Cost): Artifice 5, Shaper 4, Sor/Wiz 5 (10 MP)

Display / Components: Material / V, S, M

Manifesting Time: See spell text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see spell text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 9 (7 for Shaper)

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the Fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. In a similar manner, Fabricate can be used exactly the same as the spell/power Make Repairs with the appropriate Craft check.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

#### Material Component:

The original material, which costs the same amount as the raw materials required to craft the item to be created.

#### Augment:

If you spend 4 additional power points, you can affect ten times as much material.

### Faerie Fire

Evocation [Light]

Level (MP Cost): Drd 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 1

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by Darkness (though a 2nd-level or higher magical darkness effect functions normally), Blur, Displacement, Invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The Faerie Fire can be blue, green, or violet, according to your choice at the time of casting. The Faerie Fire does not cause any harm to the objects or creatures thus outlined.

### False Sensory Input

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 3 (6 MP)

Display: Mental

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what their senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use their powers, the enemy must make a Concentration check as if grappling or pinned.

Because you override a victim's senses, you can fool a victim who is using true seeing or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

#### Augment:

For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

### Far Hand

Arcane Variant: Mage Hand

Psychokinesis

Level (MP Cost): Brd 0, Psi/Wld 1, Sor/Wiz 0 (2 MP)



Display: Visual  
 Manifesting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: Nonmagical, unattended object weighing up to 5 lb.  
 Duration: Concentration, up to 1 min.  
 Saving Throw: None  
 Power Resistance: No  
 Power Points: 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment (not available to Mage Hand):

You can augment this power in one or both of the following ways;

- For every 2 additional power points you spend, this power's range increases by 5 feet.
- For every additional power point you spend, the weight limit of the target increases by 2 pounds.

## Fate Link

Clairsentience  
 Level (MP Cost): Seer 3 (6 MP)  
 Display: Olfactory  
 Manifesting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: Any two living creatures that are initially no more than 30 ft. apart.  
 Duration: 10 min./level  
 Saving Throw: Will negates  
 Power Resistance: Yes  
 Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the Fate Link.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Fate of One

Clairsentience  
 Level (MP Cost): Seer 7 (14 MP)  
 Display: Mental and visual  
 Manifesting Time: 1 immediate action  
 Range: Personal  
 Target: You  
 Duration: Instantaneous  
 Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting this power is an immediate action. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

## Fear

Necromancy [Fear, Mind-Affecting]

Level (MP Cost): Brd 3, Sor/Wiz 4 (8 MP; includes Cause Fear)

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

Power Points: 7 (5 for Brd)

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Material Component:

Either the heart of a hen or a white feather.

## Feat Leech

Clairsentience  
 Level (MP Cost): Psi/Wld 2, War 2 (4 MP)  
 Display: Mental and visual  
 Manifesting Time: 1 standard action  
 Range: Touch  
 Target: Creature touched  
 Duration: 1 min./level  
 Saving Throw: Will negates; see text  
 Power Resistance: Yes  
 Power Points: 3

You can use another's Power feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's Power feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of Feat Leech is extended by the use of a Power feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.





You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

**Augment:**

For every 2 additional power points you spend, this power's save DC increases by 1.

## Feather Fall

Transmutation

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels) (Personal for Super-Power)

Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart (Self for Super-Power)

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

Power Points: 1

The affected creatures or objects fall slowly. Feather Fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is an immediate action, allowing you to cast this spell even when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather Fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

## Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 5 (10 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 9

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a Heal, Limited Wish, Miracle, Wish or the like is used to cancel the effect of the Feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component:

A handful of clay, crystal, glass, or mineral spheres.

## Fiery Discorporation

Psychokinesis [Fire]

Level (MP Cost): Kineticist 5 (10 MP)

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and up to one day; see text

Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to discorporate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you discorporated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While discorporated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

**Augment:**

For every additional power point you spend, you gain a +1 bonus on your Will save to determine whether you discorporate.

## Find the Path

Divination

Level (MP Cost): Brd 6,Clr 6,Drd 6,Knowledge 6,Travel 6 (12 MP)

Components: V, S, F

Casting Time: 3 rounds (1 round for Super-Power)

Range: Personal or touch (Personal for Super-Power)

Target: You or creature touched (You for Super-Power)

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

Power Points: 11

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations,

not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus:

A set of divination counters of the sort you favor.

## Find Traps

Divination

Level (MP Cost): Clr 2 (4 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that Find Traps grants no ability to disable the traps that you may find.

## Finger of Death

Necromancy [Death]

Level (MP Cost): Drd 8, Sor/Wiz 7 (16 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Power Points: 15 (13 for Sor/Wiz)

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

## Fire Seeds

Conjuration (Creation) [Fire]

Level (MP Cost): Drd 6, Fire 6, Sun 6 (12 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch (Personal for Super-Power)

Targets: Up to four "fire seeds" per casting / manifestation

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Power Points: 11

You create handheld globes of fire (using acorns or holly berries, if a Druid) that are splash weapons that you or another character can throw.

As many as four fire seeds are created, special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the fire seeds are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up amongst the fire seeds as you wish.

Each fire seed explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Material Component:

Acorns or holly berries.

## Fire / Chill Shield

Evocation [Fire or Cold]

Level (MP Cost): Fire 5, Sor/Wiz 4, Sun 4 (10 MP; choose one energy type to resist for permanent Super-Power)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7 (9 for Fire)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (minimum +7, maximum +15). This damage is either cold damage (if Chill Shield) or fire damage (if Fire Shield). If the attacker has spell resistance, it applies to this effect (this does not apply to the Super-Power; like any supernatural ability, the super-power Fire / Chill Shield would ignore spell resistance, and only energy resistance would apply). Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the

illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

#### Fire Shield:

The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

#### Chill Shield:

The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

#### Arcane Material Component:

A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

## Fire Storm

Evocation [Fire]

Level (MP Cost): Clr 8, Drd 7, Fire 7 (16 MP); includes Energy Wall: Fire

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Power Points: 15 (13 for Drd and Fire)

When a Fire Storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (minimum 13d6, maximum 20d6).

## Fireball

Evocation [Fire]

Level (MP Cost): Sor/Wiz 3 (6 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Power Points: 5

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (minimum 5d6, maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead

streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

#### Material Component:

A tiny ball of bat guano and sulfur.

## Fission

Psychometabolism

Level (MP Cost): Egoist 7 (14 MP)

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Effect: Duplicate of yourself

Duration: 1 round/level (D)

Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with two negative levels for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, those negative levels cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9.

If your duplicate dies before the duration expires, no rejoining occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative

levels immediately converts to one lost level; the other negative level can be removed by standard means.)

You can have only one fissioned duplicate in existence at one time; your duplicate cannot use this power. You cannot use Fusion or Metaconcert with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as Claws of the Vampire or Vampiric Blade to hurt your duplicate only damages your duplicate; these powers do not heal you. Empathic Transfer and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All powers affecting a fissioned creature, either the original or the duplicate, end when the Fission ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

## Flame Arrow / Bullet

Transmutation [Fire]

Level (MP Cost): Sor/Wiz 3 (6 MP)

Components: V, S, M

Casting Time: 1 standard action (1 swift action for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels) (Touch for Super-Power)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 5

You turn ammunition (such as arrows, bolts, bullets, shuriken, stones, and all other forms of ballistic damage) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. This means that, with a Double Tap, the attack will deal an extra 2d6 points of fire damage, while a Burst Fire will deal an extra 3d6-5d6 points of fire damage, depending on the weapon used for the Burst Fire (ie. fires 3-5 rounds with burst).

Material Component:

A drop of oil and a small piece of flint.

## Flame Blade

Evocation [Fire]

Level (MP Cost): Drd 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action (1 swift action as Super-Power)

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 3

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar.

Attacks with the Flame Blade are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels

(maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A Flame Blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

## Flame Strike

Evocation [Fire]

Level (MP Cost): Clr 5, Drd 4, Sun 5, War 5 (10 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Power Points: 9 (7 for Drd)

A Flame Strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (minimum 7d6, maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

## Flaming Sphere

Evocation [Fire]

Level (MP Cost): Drd 2, Sor/Wiz 2 (4 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Power Points: 3

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Arcane Material Component:

A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

## Flesh to Stone

Transmutation

Level (MP Cost): Sor/Wiz 6 (12 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature (touch attack or ranged touch attack for Super-Power)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 11

The subject, along with all its carried gear, turns into a mindless, inert statue (a touch or ranged touch attack is required for the Super-Power). If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as Deathwatch.

Only creatures made of flesh are affected by this spell.

Material Component:

Lime, water, and earth.

## Float

Psychoportation

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

## Fly

Psychoportation / Transmutation

Level (MP Cost): Nomad 4, Sor/Wiz 3, Travel 3 (8 MP; Buff)

Display / Components: Auditory / V, S, F/DF

Manifesting Time: 1 standard action

Range: Touch (Personal for Nomad and Super-Power)

Target: Creature touched (You for Nomad and Super-Power)

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5 (7 for Nomad)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good (perfect for Super-Power). Using a Fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a Fly spell can charge but not run (the Super-Power can move up to 4x / 240

feet in a round as if running), and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 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 rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the Fly spell is dispelled, but not if it is negated by an antimagic field.

Arcane Focus:

A wing feather from any bird.

## Floating Disk

Evocation [Force]

Level (MP Cost): Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Power Points: 1

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component:

A drop of mercury.

## Fog Cloud

Conjuration (Creation)

Level (MP Cost): Drd 2, Sor/Wiz 2, Water 2, Weather 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 3

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

## Force Screen / Shield

Arcane Variant: Shield

Psychokinesis / Abjuration [Force]

Level (MP Cost): Psi/Wld 1, War 1, Sor/Wiz 1 (2 MP)

Display / Components: Auditory / V, S

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the Force Screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it. It also negates Magic Missile attacks directed at you.

Augment (Force Screen only):

For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

## Forcecage

Evocation [Force]

Level (MP Cost): Sor/Wiz 7 (14 MP; includes Wall of Force)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level (D) (10 minutes/level for Super-Power)

Saving Throw: None

Spell Resistance: No

Power Points: 13

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a Wall of Force spell, a Forcecage resists Dispel Magic & Psionics, but it is vulnerable to a Disintegrate spell, and it can be destroyed by a Sphere of Annihilation or a Rod of Cancellation.

Barred Cage:

This version of the spell produces a 20-foot cube made of bands of force (similar to a Wall of Force spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature

capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell:

This version produces a 10-foot cube with no way in and no way out. Solid Walls of Force form its six sides.

Material Component:

Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

## Forceful Hand of Force

Evocation [Force]

Level (MP Cost): Sor/Wiz 6 (12 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 11

A Hand of Force is 10 feet long and about that wide with its "fingers outstretched". It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter a Null Power Field, but it suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster.

Disintegrate (or, in the case of spells and psionics, a successful Dispel Magic & Psionics) destroys it.

A Forceful Hand of Force functions like an Interposing Hand of Force, except that the Forceful Hand pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target, whether interposing or bull-rushing, is a move action.

When interposing, this floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. When defending, nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise.



A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus:

A sturdy glove made of leather or heavy cloth.

## Foresight

Divination

Level (MP Cost): Drd 9, Knowledge 9, Sor/Wiz 9 (18 MP; Buff)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch (Personal only for Super-Power)

Target: See text (You only for Super-Power)

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

Power Points: 17

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component:

A hummingbird's feather.

## Form of Doom

Divine Variant: Nature's Avenger

Psychometabolism / Transmutation

Level (MP Cost): Drd 6, War 6 (12 MP)

Components / Display: V, S, DF / Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/level (D)

Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it (in the Druid version, you turn into an avatar of nature, composed of earth, stone, and wooden vines, but the mechanics are identical). You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you

retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while terrible, your form is recognizably your own.

You gain the Frightful Presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/-, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back (or vines, or other suitable justification for 4 secondary attacks). You can make up to four additional attacks with these new appendages in addition to your regular melee attacks in each round that you take a full attack action. You can make attacks within the space you normally threaten. If you make your attacks in addition to your regular melee attacks, each appendage attacks at your highest base attack bonus with a -5 penalty. If you forgo all your other attacks, making only tentacle / appendage attacks, you make your attacks at your highest base attack bonus with no penalty. These blows deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use Claws of the Beast, and Bite of the Wolf in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment:

For every additional power point you spend, this power's duration increases by 2 rounds.

## Fox's Cunning

Level: Brd 2, Sor/Wiz 2

As "Animal Affinity", except it only applies to Intelligence.

## Fox's Cunning, Mass

Transmutation

Level: Brd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Power Points: 11

As "Animal Affinity", except it only affects Intelligence, and with the specifications given above.

## Freedom

Abjuration

Level (MP Cost): Sor/Wiz 9 (18 MP; Buff)

Components: V, S



Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels) or see text  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes  
Power Points: 17

The subject is freed from spells and effects that restrict its movement (and, in the case of the Super-Power, cannot be affected by such effects), including Binding, Entangle, grappling, Imprisonment, Maze, paralysis, petrification, pinning, sleep, Slow, stunning, Temporal Stasis, and Web.

In the case of the spell version, to free a creature from Imprisonment or Maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

## Freedom of Movement

Psychoportation / Abjuration  
Level (MP Cost): Brd 4, Clr 4, Drd 4, Luck 4, Psi/Wld 4, War 4 (8 MP)  
Display / Components: Auditory / V, S, M, DF  
Manifesting Time: 1 standard action  
Range: Touch (Personal for Psi/Wld, War, Super-Power)  
Target: Creature touched (You for Psi/Wld, War, Super-Power)  
Duration: 10 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 7

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, Solid Fog, Slow, and Web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The Freedom of Movement spell does not, however, allow water breathing.

Material Component:  
A leather thong, bound around the arm or a similar appendage.

## Freezing Sphere

Evocation [Cold]  
Level (MP Cost): Sor/Wiz 6 (12 MP; includes Energy Blast: Cold)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Target, Effect, or Area: See text  
Duration: Instantaneous or 1 round/level; see text  
Saving Throw: Reflex half; see text  
Spell Resistance: Yes

Power Points: 11

Freezing Sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (minimum 11d6, maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (minimum 11d8, maximum 15d8).

If the Freezing Sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area roughly equal to 100 square feet (a 2-polyhex space) per caster level (minimum 1,100 square feet or a 6-polyhex space, maximum 1,500 square feet or a 7-polyhex space). This ice lasts for 1 round per caster level (minimum 11 rounds for Super-Power). Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the Freezing Sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus:  
A small crystal sphere.



## Fuse Flesh

Psychometabolism  
Level (MP Cost): Psi/Wld 6 (12 MP)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 1 round/level  
Saving Throw: Fortitude negates and Fortitude partial; see text  
Power Resistance: Yes  
Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming airbreathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its

extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to Fuse Flesh, and a shapechanger can revert to its unfused form as a standard action.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Fusion

Psychometabolism

Level (MP Cost): Egoist 8 (16 MP)

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Touch

Target: You and one touched willing creature of your type and your size or smaller

Duration: 1 min./level (D)

Power Points: 15, XP

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the fusion with more hit points than you entered it with, unless you were damaged prior to the fusion and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other

creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use fission on a fused being.

XP Cost:

50 XP.

## Gaseous Form

Transmutation

Level (MP Cost): Air 3, Brd 3, Sor/Wiz 3 (6 MP)

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch (Personal for Super-Power)

Target: Willing corporeal creature touched (You for Super-Power)

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 5

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form (except Gaseous Form itself if a supernatural super-power). If it has a touch spell ready to use, that spell is discharged harmlessly when the Gaseous Form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It 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.

Arcane Material Component:

A bit of gauze and a wisp of smoke.

## Gate

Conjuration (Creation or Calling)

Level (MP Cost): Clr 9, Sor/Wiz 9 (20 MP; includes Plane Shift)

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/level); see text

Saving Throw: None

Spell Resistance: No

Power Points: 17

Casting a Gate spell has two effects (the Super-Power only offers the first option). First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the gate (the Super-Power cannot call a being, but it can open a gate directly to a being, if that being's location is known).

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A Gate has a front and a back (the Super-Power can open a two-front Gate). Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not (the Super-Power manifester can choose whether or not a Gate is open to its target location from one side or both).

Planar Travel:

As a mode of planar travel, a Gate spell functions much like a Plane Shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures (option not available to the Super-Power):

The second effect of the Gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed

twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost:

1,000 XP (only for the calling creatures function).

## Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level (MP Cost): Brd 6, Clr 6, Sor/Wiz 6 (12 MP; includes Lesser Geas)

Components: V

Casting Time: 10 minutes (1 round for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: One day/level or until discharged (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 11

This spell functions similarly to Lesser Geas, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with Lesser Geas), the subject takes 3d6 points of damage each day it does not attempt to follow the Geas/quest. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas/quest.

A Remove Curse spell ends a Geas/Quest spell only if its caster level is at least two higher than your caster level. Break Enchantment does not end a Geas/Quest, but Limited Wish, Miracle, and Wish do.

Bards, Sorcerers, and Wizards usually refer to this spell as Geas, while Clerics and Saints call the same spell Quest.

## Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level (MP Cost): Brd 3, Sor/Wiz 4 (8 MP)

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 5 (7 for Sor/Wiz)

A Lesser Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through their own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the Lesser Geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A Lesser Geas (and all ability score penalties) can be ended by Break Enchantment, Limited Wish, Remove Curse, Miracle, or Wish. Dispel Magic & Psionics does not affect a Lesser Geas.

## Ghost Shot

Metacreativity

Level (MP Cost): War 5 (10 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One quiver or magazine with up to 50 arrows / rounds

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 9

This power makes arrows or bullets intangible to nonliving material, negating cover, equipment, and shield bonuses to the target. It affects all arrows in the quiver or bullets in the magazine for the duration of the spell, or until they are expended.

## Giant Vermin

Transmutation

Level (MP Cost): Drd 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

Power Points: 7

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

| Caster Level   | Vermin Size |
|----------------|-------------|
| 9th or lower   | Medium      |
| 10th-13th      | Large       |
| 14th-17th      | Huge        |
| 18th-19th      | Gargantuan  |
| 20th or higher | Colossal    |

## Glibness

Transmutation

Level (MP Cost): Brd 3 (6 MP)

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 5

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC

of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

### Glitterdust

Conjuration (Creation)

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: No

Power Points: 3

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a -40 penalty on Hide checks.

Material Component:

Ground mica.

### Globe of Invulnerability

Abjuration

Level (MP Cost): Sor/Wiz 6 (12 MP); includes Lesser Globe of Invulnerability

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 11

An immobile, faintly shimmering magical sphere surrounds you and excludes all magical spell effects and psionic power effects of 4th level or lower. The area or effect of any such spells or powers do not include the area of the Globe of Invulnerability. Such spells and powers fail to affect any target located within the globe. Excluded effects include spell-like abilities and psi-like abilities, but not supernatural abilities, of 4<sup>th</sup> level or less. However, any type of spell or power can be cast through or out of the magical globe. Spells and powers of 5<sup>th</sup> level and higher are not affected by the globe, nor are spells or powers already in effect when the globe is cast. The globe can be brought down by a targeted Dispel Magic & Psionics spell, but not by an area dispel. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Globe of Invulnerability stops it.

Material Component:

A glass or crystal bead that shatters at the expiration of the spell.

### Globe of Invulnerability, Lesser

Abjuration

Level (MP Cost): Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 7

An immobile, faintly shimmering magical sphere surrounds you and excludes all magical spell effects and psionic power effects of 3rd level or lower. The area or effect of any such spells or powers do not include the area of the Lesser Globe of Invulnerability. Such spells and powers fail to affect any target located within the globe. Excluded effects include spell-like abilities and psi-like abilities, but not supernatural abilities, of 3<sup>rd</sup> level or less. However, any type of spell or power can be cast through or out of the magical globe. Spells and powers of 4th level and higher are not affected by the globe, nor are spells or powers already in effect when the globe is cast. The globe can be brought down by a targeted Dispel Magic & Psionics spell, but not by an area dispel. You can leave and return to the globe without penalty.

Note that spell and power effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell or power has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Lesser Globe of Invulnerability stops it.

Material Component:

A glass or crystal bead that shatters at the expiration of the spell.

### Good Hope

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good Hope counters and dispels Crushing Despair.

## Goodberry

See “Sustenance”.

## Graft Weapon

Psychometabolism

Level (MP Cost): War 3 (6 MP)

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon; this stacks with any other competence bonuses.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a Warmind under the effect of the Claws of the Beast power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a Warmind normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a -2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of regenerate or a similar effect).

When this power’s duration expires, the grafted weapon falls to the ground and your hand returns.

## Grasping Hand of Force

Evocation [Force]

Level (MP Cost): Sor/Wiz 7, Strength 7 (14 MP)

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 13

A Hand of Force is 10 feet long and about that wide with its “fingers outstretched”. It has as many hit points as you do when you’re undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don’t cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter a Null Power Field, but it suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster.

Disintegrate or, in the case of spells and psionics, a successful Dispel Magic & Psionics destroys it.

This spell functions like Interposing Hand of Force, except that the hand can interpose itself, push, or grasp one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to attack invisible or concealed creatures is no better than yours.

The hand attempts to grapple once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric/super-power, or sorcerer, respectively), +10 for the hand’s Strength score (31), -1 for being Large. With a successful hit, the hand initiates a grapple, with a grapple bonus calculated similarly, except the Large penalty of -1 to hit becomes a +4 bonus to grapple. The hand holds but does not harm creatures it grapples. Directing the spell to a new target is a move action.

When interposing, this floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. When defending, nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise.

A Grasping Hand of Force functions like an Interposing Hand of Force, except that the Grasping Hand pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +16 bonus on the Strength check (+10 for Strength 31, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target, whether interposing or bull-rushing, is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it. but at a +16 bonus on the Strength check.



Clerics who cast this spell name it for their deities.

Arcane Focus:  
A leather glove.

## Grease (aka Ectoplasmic Sheen)

Metacreativity (Creation)  
Level (MP Cost): Brd 1, Psi/Wld 1, Sor/Wiz 1 (2 MP)  
Display / Components: Visual and olfactory / V, S, M  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target or Area: One object or a 10-ft. area (2-polyhex space)  
Duration: 1 round/level (D)  
Saving Throw: See spell text  
Power Resistance: No  
Power Points: 1

A Grease spell / manifestation covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell / power can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Material Component:  
A bit of pork rind or butter.

## Grip of Iron

Psychometabolism  
Level (MP Cost): Earth 1, War 1 (2 MP; Buff)  
Display: Visual  
Manifesting Time: 1 immediate action  
Range: Personal  
Target: You  
Duration: 1 round/level  
Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round. Manifesting this power is an immediate action. You can manifest this power when it isn't your turn (if you are grappled).

Augment:

For every 4 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

## Gust of Wind

Evocation [Air]  
Level (MP Cost): Drd 2, Sor/Wiz 2 (4 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: 60 ft.  
Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range  
Duration: 1 round  
Saving Throw: Fortitude negates  
Spell Resistance: Yes  
Power Points: 3

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.

Large or larger creatures may move normally within a Gust of Wind effect.

A Gust of Wind can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a Gust of Wind.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a Gust of Wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of Wind can be made permanent with a Permanency spell.

## Spells & Powers: H-L

### Hail of Crystals

Metacreativity (Creation)  
Level (MP Cost): Shaper 5 (10 MP; includes Crystal Shard)  
Display: Auditory and visual



Manifesting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: 20-ft.-radius burst  
Duration: Instantaneous  
Saving Throw: Reflex half  
Power Resistance: No  
Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment:  
For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

## Hallucinatory Terrain

Illusion (Glamer)  
Level (MP Cost): Brd 4, Sor/Wiz 4 (8 MP)  
Components: V, S, M  
Casting Time: 10 minutes (1 round for Super-Power)  
Range: Long (400 ft. + 40 ft./level)  
Area: One 30-ft. cube/level (S)  
Duration: 2 hours/level (D)  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No  
Power Points: 7

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component:  
A stone, a twig, and a bit of green plant.

## Halt Undead

Necromancy  
Level (MP Cost): Sor/Wiz 3 (6 MP)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level  
Saving Throw: Will negates (see text)  
Spell Resistance: Yes  
Power Points: 5

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Material Component:  
A pinch of sulfur and powdered garlic.

## Hammer

Psychometabolism  
Level (MP Cost): Psi/Wld 1, War 1 (2 MP)  
Display: Auditory and material  
Manifesting Time: 1 swift action  
Range: Touch  
Target: Creature touched  
Duration: 1 round  
Saving Throw: None  
Power Resistance: Yes  
Power Points: 1

This power charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier. However, this damage can be added to the total damage dice of any natural slam attack made by the manifester during the duration of the power.

Augment:  
For every additional power point you spend, this power's duration increases by 1 round.

## Harm

Necromancy  
Level (MP Cost): Clr 6, Destruction 6 (12 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Will half; see text  
Spell Resistance: Yes  
Power Points: 11

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, Harm deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, Harm acts like Heal.

## Hardening

Transmutation  
Level: Artifice 7, Sor/Wiz 8  
Components: V, S  
Casting Time: 1 action  
Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

Power Points: 15 (13 for Artifice)

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

The *Hardening* spell does not in any way affect resistance to other forms of transformation. *Hardening* does not stack with itself; it can only ever affect an item once.

This spell affects up to 10 cubic feet per level of the spellcaster. If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

## Haste

Transmutation

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP)

Components: V, S, M

Casting Time: 1 standard action (1 immediate action for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels) (Personal for Super-Power)

Targets: One creature/level, no two of which can be more than 30 ft. apart (You for Super-Power)

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple Haste effects don't stack. Haste dispels and counters Slow.

Material Component:

A shaving of licorice root.

## Haywire

Transmutation

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): Clr 0, Drd 0, Sor/Wiz 0 (1 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 100 lb./level

Duration: 1 minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 1

The Haywire spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of Haywire on every modern device. In general, a machine subject to Haywire functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a Haywire spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component:

A small magnet.

## Heal

Conjuration (Healing)

Level (MP Cost): Clr 6, Drd 7, Healing 6 (12 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 11 (13 for Drd)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster (minimum 110 hit points), to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, Heal instead acts like Harm.

## Heal, Mass

Conjuration (Healing)

Level (MP Cost): Clr 9, Healing 9 (18 MP; includes Heal)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 17

Mass Heal enables you to channel positive energy into one or more creatures within 30 ft. of one another to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 25th level.

Mass Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, Mass Heal instead acts like Harm against any undead within range.

## Heat Metal

Transmutation [Fire]

Level (MP Cost): Drd 2, Sun 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 3

Heat Metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the

table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

| Round | Metal Temperature | Damage     |
|-------|-------------------|------------|
| 1     | Warm              | None       |
| 2     | Hot               | 1d4 points |
| 3-5   | Searing           | 2d4 points |
| 6     | Hot               | 1d4 points |
| 7     | Warm              | None       |

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, Heat Metal deals half damage and boils the surrounding water.

Heat Metal counters and dispels Chill Metal.

## Heroism

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 2, Sor/Wiz 3 (5 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5 (3 for Brd)

Heroism imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

## Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 5, Sor/Wiz 6 (12 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 11 (9 for Brd)

This spell imbues a single creature with fearless bravery and morale in battle. The target gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary (permanent for Super-Power) HP equal to your manifester level.

## Hibernate

See "[Suspend Life](#)".

## Hide from Animals

Abjuration

Level (MP Cost): [Drd 1](#) (2 MP)

Components: S, DF

Casting Time: 1 standard action (1 swift action as Super-Power)

Range: Touch (Personal for Super-Power)

Targets: One creature touched/level (You for Super-Power)

Duration: 10 min./level (D) (1 hour/level for Super-Power)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Power Points: 1

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

## Hide from Undead

Abjuration

Level (MP Cost): [Clr 1](#) (2 MP)

Components: V, S, DF

Casting Time: 1 standard action (1 swift action as Super-Power)

Range: Touch (Personal for Super-Power)

Targets: One touched creature/level (You for Super-Power)

Duration: 10 min./level (D) (1 hour/level for Super-Power)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

Power Points: 1

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

## Hold Animal

See "[Hold Being](#)".

## Hold Being

Arcane Variants: Hold Animal, Hold Person, Hold Monster  
Enchantment (Charm) [Mind-Affecting]

Level (MP Cost): [Animal 2](#), [Brd 2](#), [Clr 2](#), [Drd 2](#), [Sor/Wiz 3](#) (4 MP for Hold Animal or Hold Person) [Brd 4](#), [Law 6](#), [Sor/Wiz 5](#) (10 MP for Hold Being / Monster), [Sor/Wiz 7](#) for Mass Hold Person, [Sor/Wiz 9](#) for Mass Hold Monster

Display / Components: Mental / V, S F/DF

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid (One animal for Hold Animal, all creatures within 15' radius for Mass Hold Monster)

Duration: 1 round/level; see text

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 3 (5 for Sor/Wiz) for Hold Person or Hold Animal, 9 for Hold Monster / Being (7 for Brd, 11 for Law), 13 for Mass Hold Person, 17 for Mass Hold Monster

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Augments (not available to Hold Person or Hold Animal, first augment is already included in manifestations of Hold Monster, both augments are already included in manifestations of Mass Hold Monster):

You can augment this power in one or more of the following ways.

- If you spend 4 additional power points, this power can also affect an aberration, animal, dragon, elemental, fey, giant, magical beast, monstrous humanoid, or outsider.
- If you spend 8 additional power points, this power now targets one or more creatures, no two of which can be more than 30 ft. apart.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

## Hold Person

See "[Hold Being](#)".

## Hold Monster

See "[Hold Being](#)".

## Holy Aura

Abjuration [Good]

Level (MP Cost): [Clr 8](#), [Good 8](#) (16 MP; includes [Protection from Evil](#) as Buff)

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Power Points: 15

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike Protection from Evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as Protection from Evil does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as Blindness/Deafness, but against Holy Aura's save DC).

Focus:

A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

## Holy Smite

Evocation [Good]

Level (MP Cost): Good 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Power Points: 7

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by Holy Smite; good creatures are unaffected.

Holy Smite deals 1d8 points of damage per two caster levels (minimum 3d8, maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, minimum 7d6, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

## Holy Word

Evocation [Good, Sonic]

Level (MP Cost): Clr 7, Good 7 (14 MP)

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Power Points: 13

Any nongood creature within the area of a Holy Word spell suffers the following ill effects.

| HD                   | Effect                              |
|----------------------|-------------------------------------|
| Equal to caster lvl  | Deafened                            |
| Up to caster lvl -1  | Slowed, deafened                    |
| Up to caster lvl -5  | Paralyzed, slowed, deafened         |
| Up to caster lvl -10 | Killed, paralyzed, slowed, deafened |

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: the creature is deafened for 1d4 rounds.

Slowed: the creature is slowed, as by the Slow spell, for 2d4 rounds.

Paralyzed: the creature is paralyzed and helpless for 1d10 minutes.

Killed: living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the Holy Word. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by Holy Word.

## Horrid Wilting

Necromancy

Level (MP Cost): Sor/Wiz 8, Water 8 (16 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Power Points: 15

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Arcane Material Component:

A bit of sponge.

## Hustle

Psychometabolism

Level (MP Cost): Egoist 3, War 2 (5 MP)

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Effect: 1 extra move action

Power Points: 5 (War 3)

You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you move. Manifesting the power is a swift action. You cannot manifest this power when it isn't your turn.

## Hypercognition

Clairsentience / Divination

Divine Variant: Hyperalgorithm

Level (MP Cost): Hacking 8, Seer 8, Technology 9 (16 MP; includes Call to Mind)

Display: Mental

Manifesting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest Hypercognition as an immediate action prior to making the check and receive a +20 bonus for doing so.

## Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V (Brd only), S, M; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 3

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not

sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component:

A glowing stick of incense or a crystal rod filled with phosphorescent material.

## Hypnotism

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

## Ice Storm

Evocation [Cold]

Level (MP Cost): Drd 4, Sor/Wiz 4, Water 5, Weather 6 (8 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Power Points: 7 (9 for Water, 11 for Weather)



Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component:  
A pinch of dust and a few drops of water.

## Id Insinuation

Telepathy (Compulsion) [Mind-Affecting]  
Level (MP Cost): Psi/Wld 2 (4 MP)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Close (25 ft. +5 ft./2 levels)  
Target: One creature  
Duration: Concentration + 1 round  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 3

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is confused, making it unable to independently determine it will do. Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

| d%     | Behavior                                                                                                   |
|--------|------------------------------------------------------------------------------------------------------------|
| 01-10  | Attack manifester with melee or ranged weapons (or move toward manifester if not possible).                |
| 11-20  | Act normally.                                                                                              |
| 21-50  | Do nothing but babble incoherently.                                                                        |
| 51-70  | Flee from manifester at top possible speed.                                                                |
| 71-100 | Attack nearest creature (for this purpose, a psycrystal or familiar counts as part of the subject's self). |

Augment:  
For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Identify

Clairsentience / Divination  
Level (MP Cost): Brd 1, Magic 2, Psi/Wld 2, Sor/Wiz 1 (4 MP)  
Display / Components: Material and mental / V, S, M, DF  
Manifesting Time: One hour  
Range: Touch  
Target: One touched object  
Duration: Instantaneous  
Saving Throw: None  
Power Resistance: No  
Power Points: 3 (1 for Brd and Sor/Wiz)

The spell determines all magic and psionic properties of a single item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Arcane Material Component:  
A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

## Illusory Wall

Illusion (Figment)  
Level (MP Cost): Sor/Wiz 4 (8 MP); includes Silent Image  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Image 1 ft. by 10 ft. by 10 ft.  
Duration: Permanent  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No  
Power Points: 7

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

## Immovability

Psychometabolism  
Level (MP Cost): War 4 (8 MP)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: Concentration  
Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/-.

You cannot make physical attacks or perform any other large-scale movements (you can make small-scale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment:  
If you spend 8 additional power points, you can manifest this power as an immediate action.

## Implosion

Evocation



Level (MP Cost): Clr 9, Destruction 9 (18 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 17

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

## Imprisonment

Abjuration

Level (MP Cost): Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 17

When you cast Imprisonment and touch a creature, it is entombed in a state of suspended animation (see the Temporal Stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a Freedom spell is cast at the locale where the Imprisonment took place. Magical search by a crystal ball, a Locate Object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but a Discern Location does. A Wish or Miracle spell will not free the recipient, it but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

## Incendiary Cloud

Conjuration (Creation) [Fire]

Level (MP Cost): Fire 8, Sor/Wiz 8 (16 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

Power Points: 15

An Incendiary Cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud

deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a Cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with Fog Cloud, wind disperses the smoke, and the spell can't be cast underwater.

## Inertial Armor

Arcane Variant: Mage Armor

Psychokinesis / Conjuration (Creation) [Force]

Level (MP Cost): Psi/Wld 1, War 1, Sor/Wiz 1 (2 MP)

Display / Components: Visual; see text / V, S, F

Manifesting Time: 1 standard action

Range: Personal (Touch for Mage Armor)

Target: You (Creature touched for Mage Armor)

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because Inertial Armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your Inertial Armor can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by regular armor.

Augment (not applicable for Mage Armor):

For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

## Inertial Barrier

Psychokinesis

Level (MP Cost): Kineticist 4, War 4 (8 MP; Buff)

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. Inertial Barrier also absorbs half the damage you take from any fall.

## Inflict Pain

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a -2 penalty.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Inflict Wounds

Necromancy

Level (MP Cost): Clr 0-8, Destruction 1-5 (2 MP for level 1, +2 MP per add. Lvl [see chart below]; includes Inflict Minor Wounds and each lower instance of Inflict Wounds)

Components: V, S

Casting Time: 1 standard action

Range: Touch; Close (25 ft. + 5 ft./2 levels) for Inflict Wounds, Mass

Target: Creature touched; one creature / level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (negates for Inflict Minor Wounds)

Spell Resistance: Yes

Power Points: 1 for Inflict Minor and Light, 3 for Moderate, 5 for Serious, 7 for Critical, 9 for Mass Light, 11 for Mass Moderate, 13 for Mass Serious, and 15 for Inflict Mass Critical Wounds

When laying your hand upon a living creature, you channel negative energy that deals a certain amount of damage, depending on how potent a manifester you are.

Numbers represent the maximum dealt by the Inflict spell, with the modifier based on the manifester's effective level.

| Level; Inflict Spell (MP Cost) | Clr     | Destruction |
|--------------------------------|---------|-------------|
| 0; Inflict Minor (1)           | 1 pt.   | ---         |
| 1; Inflict Light (2)           | 1d8+5   | 1d8+5       |
| 2; Inflict Moderate (4)        | 2d8+10  | ---         |
| 3; Inflict Serious (6)         | 3d8+15  | ---         |
| 4; Inflict Critical (8)        | 4d8+20  | 4d8+20      |
| 5; Inflict Mass Light (10)     | 1d8 +25 | 1d8+25      |
| 6; Inflict Mass Mod. (12)      | 2d8+30  | ---         |
| 7; Inflict Mass Serious (14)   | 3d8+35  | ---         |
| 8; Inflict Mass Critical (16)  | 4d8+40  | ---         |

Since undead are powered by negative energy, this spell heals damage to them instead of inflicting wounds.

## Insanity

Telepathy / Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Psi/Wld 7, Sor/Wiz 7 (14 MP)

Display / Components: Mental / V, S

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

Creatures affected by this power are permanently confused and constantly behave randomly. Roll on the following table at the beginning of the subject's turn each round to see what the subject does in that round.

| d%     | Behavior                                                                                       |
|--------|------------------------------------------------------------------------------------------------|
| 01-10  | Attack manifester with melee or ranged weapons (or move toward if attack not possible).        |
| 11-20  | Act normally.                                                                                  |
| 21-50  | Do nothing but babble incoherently.                                                            |
| 51-70  | Flee from manifester at top possible speed.                                                    |
| 71-100 | Attack nearest creature (for this purpose, a psycrystal counts as part of the subject's self). |

Remove Curse does not remove 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.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Insect Plague

Conjuration (Summoning)

Level (MP Cost): Clr 5, Drd 5 (10 MP)

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 9

You summon several swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

## Instant Connectivity

Conjuration (Teleportation)

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): Hacking 6, Sor/Wiz 5, Technology 6 (10 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Touch (see text)

Target: Creature touched, or up to eight willing creatures joining hands (You plus up to 7 willing creatures for Super-Power)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 9 (11 for Hacking and Technology)

Instant Connectivity can only be cast through a computer network. With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing persons link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with an Internet connection and active instant messaging (IM) software. The targets must be sent to a specific IM address that is currently active online. Instant Connectivity causes the targets to appear in the room from which that IM address is being accessed, automatically gaining surprise on anyone else in that room.

Focus:

A computer through which the connection is being made.

## Instant Reload

Psychoportation (Teleportation)

Level (MP Cost): War 3 (6 MP; includes Call Weaponry)

Display: Audible, Material

Manifesting Time: 1 swift action

Range: Touch

Target: One ranged weapon with ammunition

Duration: 1 hour/level

Saving Throw: None

Power Resistance: No

Power Points: 5

You can reload your weapon as a swift action, calling the ammunition from another location in the same manner as Call Weaponry. The ammunition and its location must be designated at the time the spell is cast, but it may be any distance away. Any amount may be designated, but only one type of ammunition (as far as caliber is concerned) may be used per manifestation. When activated, the power automatically reloads the clip, chamber, or action of the weapon with the full number of shots that it can hold. Like Call Weaponry, the ammunition is considered magical for purposes of what it can hit.

## Interposing Hand of Force

Evocation [Force]

Level (MP Cost): Sor/Wiz 5 (10 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Power Points: 9

Interposing Hand of Force creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An Interposing Hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter a Null Power Field, but it suffers the full effect of a Prismatic Wall or Prismatic Sphere. The hand makes saving throws as its caster.

Disintegrate or a successful Dispel Magic & Psionics destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Focus:

A soft glove.

## Intellect Fortress

Psychokinesis

Level (MP Cost): Psi/Wld 4 (8 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and spells taken by subjects inside the area of the intellect fortress, including ability damage, is halved. This lessening takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Spells and powers that are not subject to power/spell resistance are not affected by an Intellect Fortress (Super-Powers notwithstanding; Super-Powers of spells and power that normally allow power/spell resistance must check against Intellect Fortress to see if the Super-Power inflicts full or half damage).

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action. You can use this power even when it's not your turn.

Augment:

For every additional power point you spend, this power's duration increases by 1 round.

## Invisibility

Illusion (Glamer)

Level (MP Cost): Brd 2, Sor/Wiz 2, Trickery 2 (4 MP)

Components: V, S, M/DF

Casting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal or touch (Personal for Super-Power)

Target: You or a creature or object weighing no more than 100 lb./level (You for Super-Power)

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or Yes (harmless, object)

Power Points: 3

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a Permanency spell.

Arcane Material Component:

An eyelash encased in a bit of gum arabic.

## Invisibility, Greater

Illusion (Glamer)

Level (MP Cost): Brd 4, Sor/Wiz 4 (8 MP; includes Invisibility)

Components: V, S

Casting Time: 1 standard action (1 swift action for Super-Power)

Target: You or creature touched (You for Super-Power)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Power Points: 7

This spell functions like Invisibility, except that it doesn't end if the subject attacks.

## Invisibility, Mass

Illusion (Glamer)

Level (MP Cost): Sor/Wiz 7 (14 MP; includes Invisibility Sphere)

Components: V, S, M

Casting Time: 1 standard action (1 swift action for Super-Power)

Range: Long (400 ft. + 40 ft./level) (90 ft. radius centered on manifester of Super-Power)

Targets: You and any number of creatures, no two of which can be more than 180 ft. apart

Power Points: 13

This spell functions like Invisibility, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Component:

An eyelash encased in a bit of gum arabic.

## Invisibility Purge

Evocation

Level (MP Cost): Clr 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

## Invisibility Sphere

Illusion (Glamer)

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP; includes Invisibility)  
Components: V, S, M  
Casting Time: 1 standard action (1 swift action for Super-Power)  
Area: 10-ft.-radius emanation around the creature or object touched  
Power Points: 5

This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the Invisibility Sphere ends.

## Ionic Bolt

Psychokinesis (Electricity)  
Level (MP Cost): War 4 (8 MP)  
Display: Visual, Olfactory  
Manifesting Time: 1 standard action  
Range: Touch  
Target: One object or creature  
Duration: Instantaneous  
Saving Throw: Fortitude half (creature), Fortitude partial (object); see text  
Power Resistance: No  
Power Points: 7

You channel a burst of electromagnetic radiation into a target object or creature. The shock delivers 3d10 points of nonlethal ionic damage (creatures receive a Fortitude save to halve the damage, objects do not).

Against Tech Level 5 and higher electronics, this power inflicts non-lethal electrical damage, threatening to disable the electronic device, ionizing motherboards, erasing electronic data, and short-circuiting sensors. Unless the object makes a successful Fortitude save, the electronic device is effectively stunned for 1d4 minutes, capable of doing nothing until its system reboots. Shielded or otherwise protected electronics may receive circumstance bonuses to this Fortitude save. Any electronic device suffering more ionic damage than it has hit points is “ionized”, and will not work properly until it is de-ionized (see Degauss and the Repair skill).

### Augment:

This power may be augmented; for every 2 additional power points spent, the Ionic Bolt’s damage increases by 1d10, and the save DC increases by 1.

## Iron Body

Metacreativity (Creation) / Transmutation  
Level (MP Cost): Earth 8, Psi/Wld 8, Sor/Wiz 8 (16 MP; Buff)  
Display / Components: Auditory / V, S, M/DF  
Manifesting Time: 1 standard action (1 swift action as Super-Power)

Range: Personal  
Target: You  
Duration: 1 min./level (at will for Super-Power) (D)  
Power Points: 15

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can’t use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

### Arcane Material Component:

A small piece of iron that was once part of either an iron golem, a hero’s armor, or a war machine.

## Jump

Transmutation  
Level (MP Cost): Drd 1, Sor/Wiz 1 (2 MP; Buff)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 1 min./level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes  
Power Points: 1

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

### Material Component:

A grasshopper’s hind leg, which you break when the spell is cast.

## Keen Edge

Metacreativity / Transmutation  
Level (MP Cost): Psi/Wld 3, War 3, Sor/Wiz 3 (6 MP)  
Display / Components: Visual / V, S  
Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the Keen Edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

## Knock

Psychoportation / Transmutation

Level (MP Cost): Psi/Wld 2, Sor/Wiz 2 (4 MP)

Display / Components: Material / V

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see spell text

Saving Throw: None

Power Resistance: No

Power Points: 3

Knock opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes (it has the same effect on electronic locks, where applicable). In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

## Know Direction and Location

Clairsentience / Divination

Level (MP Cost): Drd 1, Psi/Wld 1 (2 MP; Buff)

Components / Display: S / Mental

Casting / Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are. This power is useful to characters who end up at unfamiliar destinations after

teleporting, using a gate, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (the planes) check with Astral Caravan grants a +2 bonus on the check.

## Leech Field

Psychometabolism

Level (MP Cost): Psi/Wld 5 (10 MP)

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min.

Power Points: 9

You raise a field of potentiality that drains the vitality from spells and powers that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's spell or power on you, and that spell or power is one that Leech Field is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the spell or power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any spell or power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Augment:

For every 2 additional power points you spend, this power's duration increases by 1 minute.

## Legend Lore

Divine Variant: Build Database

Divination

Level (MP Cost): Brd 4, Knowledge 7, Sor/Wiz 6, Technology 7 (12 MP)

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Power Points: 11 (7 for Brd, 13 for Knowledge and Technology)

Legend Lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4×10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better Legend Lore result next time). If you know only



rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better Legend Lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component:  
Incense worth at least 250 gp.

Focus:  
Four strips of ivory (worth 50 gp each) formed into a rectangle.

## Levitate

Psychoportation / Transmutation  
Level (MP Cost): Nomad 2, Psi/Wld 2, War 2, Sor/Wiz 2 (4 MP)  
Display / Components: Olfactory, V, S, F  
Manifesting Time: 1 standard action  
Range: Personal or close (25 ft. + 5 ft./2 levels)  
Target: You or one willing creature or one object (total weight up to 100 lb./level)  
Duration: 10 min./level (D)  
Saving Throw: None  
Power Resistance: Yes (harmless, object)  
Power Points: 3

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus:  
Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

## Light

Evocation (Light)  
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0  
Components: V, M / DF

Casting Time: 1 standard action  
Range: Touch  
Target: Object touched  
Duration: 10 min./level (D)  
Saving Throw: None  
Spell Resistance: No  
Power Points: 1

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical or psionic darkness does not function.

A light spell (one with the Light descriptor) counters and dispels a darkness spell (one with the Darkness descriptor) of an equal or lower level.

Arcane Material Component:  
A firefly or a piece of phosphorescent moss.

## Lightning Bolt

Evocation [Electricity]  
Level (MP Cost): Sor/Wiz 3 (6 MP)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: 120 ft.  
Area: 120-ft. line  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
Power Points: 5

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (minimum 5d6, maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component:  
A bit of fur and an amber, crystal, or glass rod.

## Lion's Charge

Psychometabolism  
Level (MP Cost): War 2 (4 MP)  
Display: Mental  
Manifesting Time: 1 swift action  
Range: Personal  
Target: You  
Duration: Instantaneous  
Power Points: 3



You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge. Manifesting the power is a swift action. You cannot manifest this power when it isn't your turn.

Augment:

For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

## Limited Wish

Universal

Level (MP Cost): Sor/Wiz 7 (15 MP)

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes

Power Points: 13

A Limited Wish lets you create nearly any type of effect.

For sake of reference, a Limited Wish can do any of the following things;

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell or power of 4th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells and powers, such as Dominate, Geas/Quest, or Insanity.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a Limited Wish duplicates a spell that has an XP cost, you must pay that cost or the Limited Wish XP cost, whichever is more. When a Limited Wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost:

50 XP per level of the spell or power being duplicated, up to a maximum of 300 XP (or more; see above).

## Locate Creature

Psionic Variant: Trail of the Quarry

Clairsentience / Divination

Level (MP Cost): Brd 4, War 4, Sor/Wiz 4 (8 MP); includes player's choice of Locate Object or Scent of the Quarry

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 10 min./level

Power Points: 7

Locate Creature functions like Locate Object, except it locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

Locate Creature can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once (or been exposed to their scent at least once, if you have the Scent ability).

Running water blocks the spell. It cannot detect objects. It can be fooled by Misperception, Nondetection, and polymorph spells.

Material Component:

A bit of fur from a bloodhound.

## Locate Object

Divination

Level (MP Cost): Brd 2, Clr 3, Sor/Wiz 2, Travel 2 (4 MP)

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 3 (5 for Clr)

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph Any Object fools it.

Arcane Focus:

A forked twig.

## Lock

Arcane Variants: Hold Portal, Arcane Lock

Psychportation

Level (MP Cost): Psi/Wld 2, Sor/Wiz 1, Sor/Wiz 2 (4 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30 sq. ft./level in size  
Duration: Permanent (10 min./level for Hold Portal)  
Saving Throw: None  
Power Resistance: No  
Power Points: 3 (1 for Hold Portal)

A Lock or Hold Portal manifested upon a door, chest, or portal locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with Lock can be opened only by breaking in or by a successful Dispel Magic & Psionics effect. Add +10 to the normal DC to break open a door or portal affected by this power (+20 for Arcane Lock).

## Longstrider

Transmutation  
Level (MP Cost): Drd 1, Travel 1 (2 MP; Buff)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level (D)  
Power Points: 1

This spell increases your base land speed by 10 feet and makes you immune to fatigue. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component:  
A pinch of dirt.

## Spells & Powers: M-N

### Machine Invisibility

Illusion (Glamour)  
Prerequisite: Tech Level 5 or higher scenario  
Level (MP Cost): Drd 2, Sor/Wiz 2 (4 MP)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Touch (Personal for Super-Power)  
Target: One creature or object weighing no more than 100 lb./level (Personal for Super-Power)  
Duration: 1 minute/level (D)  
Saving Throw: Will negates (harmless) or Will negates (harmless, object)  
Spell Resistance: Yes (harmless) or Yes (harmless, object)  
Power Points: 3

The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as gear golems, digital homunculi, and mechanical homunculi. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the spell is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and doesn't appear to weigh anything. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with Machine Invisibility. Microphones don't pick up

sounds that the subject makes directly, although they will pick up sounds that subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice but would record the sound of that creature throwing a brick through a window. Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately becomes visible to machines.

While Machine Invisibility is useful for many tasks requiring stealth, it sometimes makes the subject's life more difficult. A stoplight sensor under an intersection will not pick up a motorcycle with Machine Invisibility. Automatic sliding doors at the supermarket won't open for the subject of Machine Invisibility. Talking on the telephone or radio is impossible.

Focus:  
A glass lens, which the caster fogs by breathing on it.



### Mage Armor

See "Inertial Armor".

### Mage Hand

See "Far Hand".

### Magic Aura

Illusion (Glamour)  
Level (MP Cost): Brd 1, Magic 1, Sor/Wiz 1 (2 MP)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Touch  
Target: One touched object weighing up to 5 lb./level  
Duration: One day/level (D)  
Saving Throw: None; see text  
Spell Resistance: No  
Power Points: 1

You alter an item's aura so that it registers to detect spells (and psionics with similar capabilities) as though it were nonmagical, or a magic / psionic item of a kind you specify, or the subject of a spell or power you specify.

If the object bearing magic aura has Identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus:

A small square of silk that must be passed over the object that receives the aura.

## Magic Circle Against [Alignment]

Abjuration [Chaos / Evil / Good / Law]

Level (MP Cost): Chaos 3, Clr 3, Evil 3, Good 3, Law 3, Sor/Wiz 3 (6 MP, Super-Power based on character's Alignment)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch (Personal for Super-Power)

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

Power Points: 5

All creatures within the area gain the effects of a Protection from Alignment spell of the same alignment, and no summoned creatures can enter the area either without the manifester's permission. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of Protection from Alignment, but spell resistance does not apply to the supernatural Super-Power), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it (this option is not available to the Super-Power). A Magic Circle against Alignment can be focused inward rather than outward. When focused inward, the spell binds a called creature, one that does not share the alignment of the Magic Circle against Alignment (such as those called by the Lesser Planar Binding, Planar Binding, and Greater Planar Binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal Protection from Alignment spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (Astral Projection, Blink, Dimension Door, Etherealness, Gate, Plane Shift, Shadow Walk, Teleport, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional

escape by casting a Dimensional Anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a Dimensional Anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the Lesser Planar Binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with Protection from Alignment and vice versa.

Arcane Material Component:

A little powdered silver with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

## Magic Fang

Transmutation

Level (MP Cost): Drd 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 1

Magic Fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic Fang can be made permanent with a Permanency spell.

## Magic Fang, Greater

Transmutation

Level (MP Cost): Drd 3 (6 MP; Buff)  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: 1 hour/level  
Power Points: 5

This spell functions like Magic Fang, except that the enhancement bonus on attack and damage rolls is +2, +1 per four caster levels beyond 5<sup>th</sup> level (so +2 at 5<sup>th</sup> level, +3 at 9<sup>th</sup> level, +4 at 13<sup>th</sup> level, +5 at 17<sup>th</sup> level, maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). This is also the super-power version of Greater Magic Fang; all of the mutant's natural attacks have a permanent +1 enhancement bonus.

Greater Magic Fang can be made permanent with a Permanency spell.

## Magic Missile

Evocation [Force]  
Level (MP Cost): Sor/Wiz 1 (2 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Up to five creatures, no two of which can be more than 15 ft. apart  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 1

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

## Magic Weapon

See "Metaphysical Weapon".

## Magic Weapon, Greater

See "Metaphysical Weapon".

## Major Image

Illusion (Figment)  
Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP; includes Minor Image)

Components: V, S, F  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration: Concentration + 3 rounds  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No  
Power Points: 5

This spell creates a visual image of an object, creature, or force, visualized by you. The Major Image includes sound, smell, and thermal illusions in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Focus:  
A bit of fleece.

## Make Repairs

Psionic Variant: Repair Damage  
Metacreativity / Transmutation  
Level (MP Cost): Shaper 2, Technology 2 (4 MP)  
Display / Components: Material and visual / V, S  
Manifesting Time: 1 standard action  
Range: Touch  
Target: Construct touched, or one object of up to 10 cu. ft./level  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Power Resistance: Yes (harmless)  
Power Points: 3

When laying your hands upon a construct or object that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. This power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion. The spell does not restore the magical abilities of a broken magic item made whole, nor can it repair items that have been burned to ash, disintegrated, ground to powder, melted to slag, or vaporized.

Augment (only available to Repair Damage):  
For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

## Mark of Justice

Necromancy (Lawful)  
Level (MP Cost): Clr 5 (10 MP)  
Components: V, S, DF  
Casting Time: 10 minutes (1 round for Super-Power)  
Range: Touch  
Target: Creature touched  
Duration: Permanent; see text  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 9

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of Bestow Curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained (a target need only be restrained for 1 round with the Super-Power).

Like the effect of Bestow Curse, a Mark of Justice cannot be dispelled, but it can be removed with a Break Enchantment, Limited Wish, Miracle, Remove Curse, or Wish spell. Remove Curse works only if its caster level is equal to or higher than your Mark of Justice caster level. These restrictions apply regardless of whether the mark has activated.

## Mask Metal

Illusion (Glamer)

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): Hacking 1, Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: A single metal object weighing no more than 10 lb./level

Duration: 10 minutes/ level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or yes (harmless, object)

Power Points: 1

This glamer makes a metal object undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, they do not gain equipment bonuses from any device that detects metal.

Material Component:

A magnet.

## Matter Agitation

Psychokinesis (Fire)

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 2 rounds plus 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

*1st Round:* Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).

*2nd Round:* Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

*3rd and Subsequent Rounds:* Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

For each round of concentration, 1 point of Hardness is ignored; once an object's Hardness is overcome by the manifestor's concentration upon the Matter Agitation, the object begins taking damage, 1d6 points of damage per round, as it begins to fly apart. For every 5 additional rounds of concentration, another 1d6 damage is dealt each round by the Matter Agitation. Thus, a sword with Hardness 10 would be scorching hot from rounds 3 to 10 of concentration upon the Matter Agitation, but in rounds 11 to 15 it would take 1d6 points of damage per round, and rounds 16-20 it would take 2d6 points of damage per round, and so on.

Augment:

For every two (2) additional power points you spend, you can advance the 1<sup>st</sup> round of Matter Agitation to the next round upon manifesting.

## Matter Inertia

Psychokinesis (Cold)

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 2 rounds plus 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can weaken the structure of a nonpsionic, nonmagical object, weakening it to the point of brittleness over time. The inertia grows more obvious in the second and third rounds after you manifest the power, as described below.

*1st Round:* Softer, more pliant materials (paper, cloth, leaves) grow brittle. Skin chaps (1 point of damage).

*2nd Round:* Wood grows brittle, metal becomes cold to the touch, skin cracks (1d4 points of damage), hair breaks, paint peels, water freezes.

*3rd and Subsequent Rounds:* Wood shatters, metal grows freezing cold (1d2 points of damage for those holding metallic objects). Skin shatters and bones break (1d6 damage), lead shatters.

For each round of concentration, 1 point of Hardness is ignored; once an object's Hardness is overcome by the manifestor's concentration upon the Matter Inertia, the object becomes very brittle, and all subsequent sources of damage also ignore the object's Hardness. For every 5 additional rounds of concentration, 1d6 damage is dealt each round by the Matter Inertia as the object turns to inert dust. Thus, a sword with Hardness 10 would be freezing cold from rounds 3 to 10 of concentration upon the Matter Inertia, but in rounds 11 to 15 it take full damage from all sources of damage irrespective of

Hardness, and rounds 16-20 it would take 1d6 points of damage per round on top of having no Hardness, and so on.

#### Augment:

For every two (2) additional power points you spend, you can advance the 1st round of Matter Inertia to the next round upon manifesting.

## Matter Manipulation

Metacreativity

Level (MP Cost): Psi/Wld 8 (16 MP; includes Matter Agitation and Matter Inertia)

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 cu. ft./level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has Hardness 0.

*Working Manipulated Metals:* An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost:

250 XP for each point by which the object's hardness is altered.

## Maze

Conjuration (Teleportation)

Level (MP Cost): Sor/Wiz 8 (16 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Power Points: 15

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject

doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the Maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as Teleport and Dimension Door, do not help a creature escape a Maze spell, although a Plane Shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell/power.

## Meld into Stone

Transmutation [Earth]

Level (MP Cost): Clr 3, Drd 3 (6 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 5

Meld into Stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: Stone to Flesh expels you and deals you 5d6 points of damage. Stone Shape deals you 3d6 points of damage but does not expel you. Transmute Rock to Mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, Passwall expels you without damage.

## Mental Barrier

Clairensience

Level (MP Cost): Psi/Wld 3, War 3 (6 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You



Duration: 1 round  
Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment:

You can augment this power in one or both of the following ways;

- If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.
- For every additional power point you spend, this power's duration increases by 1 round.

## Mental Disruption

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment:

You can augment this power in one or both of the following ways;

- For every 2 additional power points you spend, this power's save DC increases by 1.
- For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

## Mental Pinnacle

Transmutation

Level (MP Cost): Mind 5 (30 MP; Buff)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 9

You achieve the mental dominance of a powerful Psion, able to lash out at enemies and/or defend yourself using only the power of your mind. You revel in your new mental powers to the point that you disdain using spells (except the spells of the Mind domain), even in the form of effects from magic items. You gain a +4 enhancement bonus to Intelligence and Wisdom, plus 5 psionic

power points per caster level (5 super-power points per manifester level for the Super-Power), and access to your choice of the following powers, chosen at the time of casting the spell (choices are permanent for the Super-Power):

- *Mind Thrust* or *Empty Mind*;
- *Ego Whip* or *Thought Shield*;
- *Psionic Blast* or *Mental Barrier*;
- *Id Insinuation* or *Intellect Fortress*;
- *Psychic Crush* or *Tower of Iron Will*.

You manifest the powers as a Psion of your caster level (or manifester level for the Super-Power). With the exception of the Mind domain spells, you lose any spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if those spells were no longer on your class list.

For the duration of this spell, you use magic items and psionic items as if you were a Psion with only the five powers given above on your class list; any unspent psionic power points dissipate when the spell ends (but this duration aspect does not apply to the Super-Power; the character's psionic power point pool is equal to 5 x their Effective Manifester Level, with bonus power points for high Intelligence as a Psion).

Material Component: A potion of Fox's Cunning, which you drink (its effect is overridden by the effect of this spell).

## Metaconcert

Telepathy [Mind-Affecting]

Level (MP Cost): War 5, Telepath 5 (10 MP)

Display: Visual; see text

Manifesting Time: 1 minute

Range: 20 ft.

Target: You and up to nine other willing power-point wielding creatures in range

Duration: 1 min./level (D)

Power Points: 9

You link your mental might with other power-point wielding creatures, creating an entity more powerful than the sum of its parts.

When you manifest this power, a number of power points you designate flows from each participant into a collective pool. One individual is chosen as the Metaconcert conductor by mutual consent of the other participants (this is usually the manifester, but it doesn't have to be). Until the power ends, this conductor directs the efforts of the group. Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity created with Metaconcert (which is under the conductor's command). This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when manifesting a power or ability. Likewise, each individual provides a cumulative +1 bonus when



the entity makes its own saving throws in response to spells, powers, or spell/psi-like abilities.

If the entity takes mental ability damage from an attack, the total is divided among all the members as determined by the conductor.

If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the Metaconcert is instantly recalculated.

All participants who leave before a metaconcert ends or is dismissed reclaim a number of power points equal to the current power point pool divided by the number of members. If the conductor drops out, the power ends. That same number of points is removed from the power point pool.

When a Metaconcert ends normally or is dismissed, remaining power points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

Augment:

For every additional power point you spend, this power's duration increases by 1 minute.

## Metafaculty

Clairsentience

Level (MP Cost): Seer 9 (20 MP; includes Call to Mind)

Display: Mental, olfactory, and visual

Manifesting Time: 1 hour (1 minute for Super-Power)

Range: Personal

Target: You

Duration: Instantaneous and 1 min./level (D); see text

Power Points: 17, XP

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as remote viewing.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.

- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the remote viewing power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as Screen or Mind Blank (or even a Wish spell) that normally obscure clairsentience powers. You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost:

1,000.

## Metamorphosis

Arcane Variant: Polymorph

Divine Variant: Wildshape

Psychometabolism / Transmutation

Level (MP Cost): Drd 3, Egoist 4, Sor/Wiz 4 (8 MP)

Display / Components: Material and olfactory / V, S, M

Manifesting Time: 1 standard action

Range: Personal (Touch for Sor/Wiz)

Target: You (Willing creature touched for Sor/Wiz)

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object and for Wildshape

Power Points: 7 (5 for Drd)

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead. The assumed form can have as many Hit Dice as your manifester level, to a maximum of 15.

You can't assume a form smaller than Fine, nor can you assume an incorporeal, ectoplasmic, or gaseous form. You cannot take the form of any creature that has a template. Your type and subtype (if applicable) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore ability damage and provide other benefits of resting; and changing back does not heal you further). If you are slain while under the effect of this power, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but do not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural, psionic, or spell-like abilities.

You retain all supernatural and spell-like special attacks and special qualities of your normal form, except for those requiring a

body part that the new form does not have, if any. You keep all extraordinary special attacks and special qualities derived from class levels, but you lose any benefits of the racial traits of your normal form. If you have a template, special abilities it provides are likewise not retained. If the assumed form is capable of speech, you can communicate normally. You retain any manifesting ability you had in your original form.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws or a bite), racial bonuses on skill checks, racial bonus feats, and any anatomical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

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 they must fall within the norms for the new form's species. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment either remains worn or held by the new form (if it is capable of wearing or holding the item in question) or melds into the new form and becomes nonfunctional. When you revert to your normal form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry 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 normal form.

You can also use this power to assume the form of an inanimate object. You gain the object's hardness and retain your own hit points. You can take the shape of almost any simple object you can think of. If you attempt to take the form of a complex object, you must make an appropriate skill check. If you fail the check, your manifestation of the power does not succeed. Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object. You cannot use this power to assume the form of a psionic item or a magic item, or any object with a hardness of 15 or higher. You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. You can manifest a power if you make a Concentration check (DC 20 + power level); however, doing so ends the duration of this power. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component:  
An empty cocoon.

Special:

A **Druid** (and only a Druid; Rangers do not gain access to this spell) can use Wildshape as a spontaneously cast spell, either with power points sitting in their divine power point pool, or by sacrificing another memorized spell of 3<sup>rd</sup> level (5 PP) or higher. Druids can only change into Animal type creatures to start. Druids using Wildshape have two options to augment:

- For 4 additional power points, the Druid can change into any Plant creature of the same HD or less. To use this version of Wildshape by sacrificing a memorized spell, the spell slot must be 5<sup>th</sup> level (9 PP) or higher.
- For 8 additional power points, the Druid can change into any Elemental creature of the same HD or less. To use this version of Wildshape by sacrificing a memorized spell, the spell slot must be 7<sup>th</sup> level (13 PP) or higher.

## Metamorphosis, Greater

Magic Variant: Shapechange

Psychometabolism

Level (MP Cost): **Animal 9, Drd 9, Egoist 9, Sor/Wiz 9 (20 MP; Buff)**

Display / Components: Material and visual / V, S, F

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 10 min./level (D) for a creature; 1 hour/level (D) for an object (at will for Super-Power)

Power Points: 17

As Metamorphosis, except that this power enables you to assume the form of any single nonunique object or creature (of any type) from Fine to Colossal size (note that Shapechange only allows nonunique creatures, not objects). The assumed form cannot have more Hit Dice than your manifester level (to a maximum of 25 HD). Unlike Metamorphosis, this power allows incorporeal, ectoplasmic, or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both special attacks and special qualities) of the assumed form, but you lose your own supernatural abilities (except Greater Metamorphosis, if a Super-Power). You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original form.

You can become just about anything you are familiar with. You can change form once each round as a swift action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally. Note that Shapechange cannot turn into objects.

**Focus:**

A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

**XP Cost:**

200 XP, if the change is more than what Metamorphosis could normally do. There is no XP cost for Shapechange.

## Metaphysical Claw

Psychometabolism

Level (MP Cost): War 1 (4 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as Claws of the Beast) or a bite attack (which could be a natural bite attack or one you gain by means of the power Bite of the Wolf), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

**Augment:**

- If you spend 4 additional power points, this power's duration increases to 1 hour per level;
- In addition, for every 4 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1.

## Metaphysical Weapon

Variants: Magic Weapon; Magic Weapon, Greater Metacreativity / Transmutation

Level (MP Cost): Clr 1, War 1, Sor/Wiz 1, War 1, Clr 4, Sor/Wiz 3 (4 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level (1 hour/level for Greater Magic Weapon)

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1 (5 for Greater Magic Weapon)

Metaphysical Weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. Greater Magic Weapon gives a weapon an initial +2 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's bonus on attack or damage rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons. This power does work on a weapon brought into being by the Graft Weapon power.

**Augment (not available for Magic Weapon):**

- If you spend 4 additional power points, this power's duration increases to 1 hour per level (already included with Greater Magic Weapon).
- In addition, for every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

## Meteor Swarm

Evocation [Fire]

Level (MP Cost): Sor/Wiz 9 (18 MP; includes Fireball)

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Power Points: 17

Meteor Swarm is a very powerful and spectacular spell that is similar to Fireball in many aspects. When you cast it, four (4) 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

## Microcosm

Divine Variant: Virtual Reality

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): Hacking 9, Psi/Wld 9 (18 MP; includes False Sensory Input)

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere  
Duration: Instantaneous  
Saving Throw: None  
Power Resistance: Yes  
Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When Microcosm is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

#### Single Target:

If Microcosm targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

#### Area Effect:

If Microcosm is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting Microcosm a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as Psychic Surgery or Reality Revision) or similar effects (such as Miracle or Wish) can undo the mental crosswiring that this power brings about.

#### Augment:

For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10.

## Mind Blank

Telepathy [Mind-Affecting] / Abjuration  
Level (MP Cost): Mind 8, Protection 8, Psi/Wld 7, War 6, Sor/Wiz 8 (15 MP; Buff)  
Display / Components: Olfactory / V, S  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./level) (Personal for Psi/Wld and War)  
Target: One creature (You for Psi/Wld and War)  
Duration: One day  
Saving Throw: Will negates (harmless)  
Power Resistance: Yes (harmless)  
Power Points: 15 (13 for Psi/Wld, 11 for War)

The subject is protected from all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against powers with the mind-affecting or scrying descriptors. Mind Blank even foils Bend Reality, Limited Wish, Miracle, Reality Revision, and Wish when they are used in such a

way as to affect the subject's mind or to gain information about it (however, Metafaculty can pierce the protective quality of Mind Blank). In the case of Remote Viewing or Scrying that scans an area the creature is in, the effect works but the creature simply isn't detected. Remote viewing (scrying) attempts that are targeted specifically at the subject do not work at all.

## Mind Fog

Enchantment (Compulsion) [Mind-Affecting]  
Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Fog spreads in 20-ft. radius, 20 ft. high  
Duration: 30 minutes and 2d6 rounds; see text  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 9

Mind Fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures affected by the Mind Fog take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

## Mind Probe

Telepathy (Charm) [Mind-Affecting]  
Level (MP Cost): Telepath 5 (10 MP)  
Display: Auditory, material, and visual  
Manifesting Time: 1 minute  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 round/level (D)  
Saving Throw: Will partial; see text  
Power Resistance: Yes  
Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above.

Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

## Mind Seed

Telepathy (Compulsion) [Evil, Mind-Affecting]

Level (MP Cost): Telepath 8 (16 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One touched Medium or smaller humanoid

Duration: Instantaneous; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms.

When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed.) The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from Evil or a similar spell or power can prevent you from implanting Mind Seed or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by Psychic Surgery, Reality Revision, or similarly high-level effects. Manifesting Mind Seed again during the germination period also cleanses the subject's mind.

XP Cost:

3,000 XP.

## Mind Switch

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 6 (12 MP; includes Mindlink)

Display: Visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: You and one other creature

Duration: 10 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 11

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The mind switch brings about the following changes;

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).

Supernatural abilities that require a certain body part may be unavailable in your new form.

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by Temporal Stasis or Imprisonment, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted Dispel Magic & Psionics (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

XP Cost:

100 XP.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Mind Switch, True

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 9 (20 MP; includes Mind Switch)

Manifesting Time: 1 minute

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 17

As Mind Switch, except as noted here. You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of Dispel Magic & Psionics, a Null Power Field, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately loses one level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

XP Cost:

10,000 XP

Special: For the Super-Power, use of the complimentary super-power Mind Switch costs no XP.

## Mind Thrust

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment:

For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

## Mind Trap

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 3 (6 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting the power is an immediate action. You can use this power even when it is not your turn.

Augment:

For every additional power point you spend, this power's duration increases by 1 round.

## Mindlink

Arcane Variant: Telepathic Bond

Telepathy [Mind-Affecting] / Divination

Level (MP Cost): Mind 3, Sor/Wiz 5, Telepath 1 (6 MP)

Display / Components: Mental / V, S, M

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: You and one other willing creature (per 3 caster levels for Telepathic Bond) within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: None; see text

Power Resistance: Yes (harmless)

Power Points: 1 (5 for Mind, 9 for Sor/Wiz)

You forge a telepathic bond with your target(s). You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Augment:

You can augment this power in one or both of the following ways:

- If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).
- For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Mindlink, Thieving

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 4 (8 MP; includes Mindlink)

Duration: 10 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7



As Mindlink, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest).

Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your Thieving Mindlink expires, at which time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Mindwipe

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 4 (8 MP)

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment:

You can manifest this power in one or both of the following ways;

- For every 2 additional power points you spend, this power's save DC increases by 1.
- For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

## Minor Image

Illusion (Figment)

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP; includes Silent Image)

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration +2 rounds

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Power Points: 3

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion includes some minor sounds but not understandable speech. It does not include smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Focus:

A bit of fleece.

## Miracle

Evocation

Level (MP Cost): Clr 9, Luck 9 (20 MP)

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Power Points: 17

You don't so much cast a Miracle as request one. You state what you would like to have happen and request that your deity (or the power you revere) intercede.

A Miracle can do any of the following things.

- Duplicate any Cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell or power of 7th level or lower.
- Undo the harmful effects of certain spells, such as Feeblemind or Insanity.
- Have any effect whose power level is in line with the above effects.

If the Miracle has any of the above effects, casting it has no experience point cost.

Alternatively, a Cleric or Saint can make a very powerful request. Casting such a Miracle costs the caster 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following;

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.



A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a Miracle duplicates a spell that has an XP cost, you must pay that cost. When a Miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost:

5,000 XP (for some uses of the Miracle spell; see above).

## Mirage Arcana

Illusion (Glamer)

Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP; includes Hallucinatory Terrain)

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/ level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Power Points: 9

This spell functions like Hallucinatory Terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike Hallucinatory Terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

## Mirror Image

Illusion (Figment)

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Power Points: 3

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror Image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10

+ your size modifier + your Dex modifier (touch armor class).

Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a Fireball).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts their eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

## Misdirection

Illusion (Glamer)

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

Power Points: 3

By means of this spell, you misdirect the information from divination spells that reveal auras (Detect Evil, Detect Magic, Discern Lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (Detect Thoughts, Clairaudience/Clairvoyance, and the like).

## Mislead

Illusion (Figment, Glamer)

Level (MP Cost): Brd 5, Luck 6, Sor/Wiz 6, Trickery 6 (12 MP; includes choice of Greater Invisibility or Major Image)

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

Power Points: 11 (9 for Brd)

You become invisible (as Greater Invisibility, a glamer), and at the same time, an illusory double of you (as Major Image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that

observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

## Missive

Arcane Variant: Message

Telepathy [Mind-Affecting, Language-Dependent]

Level (MP Cost): Brd 0, Psi/Wld 1 (2 MP)

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Effect: Mental message delivered to subject

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You send a telepathic message of up to ten words to any living creature within range. Missive is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment:

For every 2 additional power points you spend, this power's range increases by 5 feet.

## Missive, Mass

Telepathy [Mind-Affecting, Language-Dependent]

Level: Psi/Wld 2 (4 MP; includes Missive)

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: Mental message delivered to subjects

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. Mass Missive is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects "hear" meaningless mental syllables.

Augment:

For every 2 additional power points you spend, this power's range increases by 40 feet and its save DC increases by 1.

## Modify Memory

Telepathy / Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 4, Telepath 4 (8 MP)

Display / Components: Mental / V, S

Manifesting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways;

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate Charm, Geas/Quest, Suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by circumstances.

## Moment of Prescience

Clairsentience / Divination

Level (MP Cost): Luck 8, Psi/Wld 7, Sor/Wiz 8 (16 MP)

Display / Components: Visual / V, S

Manifesting Time: 1 standard action (1 swift action as Super-Power)

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (24 hours or until discharged for Super-Power)

Power Points: 15 (13 for Psi/Wld)

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (minimum +15, maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the Moment of Prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one Moment of Prescience active on you at the same time.

## Mount

Conjuration (Summoning)

Level (MP Cost): Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component:

A bit of horse hair.

## Move Earth

Transmutation [Earth]

Level (MP Cost): Drd 6, Sor/Wiz 6 (12 MP)

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 11

Move Earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component:

A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

## My Light

Psychokinesis [Light]

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Effect: 20-ft. cone of light emanating from you

Duration: 10 min./level (D)

Power Points: 1

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, My Light goes dark while you stay within that area.

If My Light is used in conjunction with Elfsight, the cone of light extends out to 40 feet instead of 20 feet.

Augment:

If you spend 2 additional power points, you can manifest this power as a swift action.

## Nature's Avenger

See "Form of Doom".

## Neutralize Poison

Super-Power Variant: Immunity to Poison

Conjuration (Healing)

Level (MP Cost): Brd 4,Clr 4, Drd 3 (8 MP; Buff)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Power Points: 7 (5 for Drd)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with Delay Poison, such effects aren't postponed until after the duration —the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component:

A bit of charcoal.

## Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP)

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Power Points: 9

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The Nightmare prevents restful sleep and causes 1d10 points of damage. The Nightmare leaves the subject fatigued and unable to regain arcane spells or power points for the next 24 hours.

| Knowledge Modifier                     | Will Save |
|----------------------------------------|-----------|
| None <sup>1</sup>                      | +10       |
| Secondhand (have heard of the subject) | +5        |
| Firsthand (have met the subject)       | +0        |
| Familiar (know the subject well)       | -5        |

<sup>1</sup>You must have some sort of connection to a creature you have no knowledge of.

| Connection Modifier                        | Will Save |
|--------------------------------------------|-----------|
| Likeness or picture                        | -2        |
| Possession or garment                      | -4        |
| Body part, lock of hair, bit of nail, etc. | -10       |

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Dispel Evil cast on the subject while you are casting the spell dispels the Nightmare and causes you to be stunned for 10 minutes per caster level of the Dispel Evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep or dream are immune to this spell.

## Nondetection

Abjuration

Level (MP Cost): Sor/Wiz 3, Trickery 3 (8 MP; Buff)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Power Points: 5

The warded creature or object becomes difficult to detect by divination spells such as Clairaudience/Clairvoyance, Locate Object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast Nondetection. If you cast Nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, Nondetection wards the creature's gear as well as the creature itself.

Material Component:

A pinch of diamond dust worth 50 gp.

## Null Power Field

Variants: Anti-Magic Field, Null Psionics Field

Psychokinesis / Abjuration

Level (MP Cost): Clr 8, Kineticist 6, Magic 6, Protection 6, Sor/Wiz 6 (15 MP)

Display / Components: Auditory and visual / V, S, M/DF

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 11 (15 for Clr)

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magic and psionic effects, including spells, powers, spell-like abilities, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic or psionic items or powers within its confines. A Null Power Field suppresses any point-wielding power or effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a Null Power Field counts against a suppressed effect's duration.

Astral constructs and summoned creatures wink out if they enter a Null Power Field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a Null Power Field because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a magic or psionic sword does not

function within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spells, powers, spell-like, psi-like, or supernatural abilities, however, may be temporarily nullified by the field.

Dispel Magic & Psionics does not remove the field. Two or more Null Power Fields sharing any of the same space have no effect on each other. Certain powers may be unaffected by Null Power Field (see the individual power descriptions). Extraordinary abilities are not affected by the field. Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Special: In the case of a mutant with Null Power Field as a supernatural ability, the super-power does not suppress itself.

## Null Psionics Field

See "[Null Power Field](#)".

## Spells & Powers: O-P

### Oak Body

Psychometabolism

Level (MP Cost): [Drd 7](#), [Plant 9](#), [Psi/Wld 7](#), [War 5](#) (12 MP; Buff)

Display: Auditory

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 1 min./level (D) (at will for Super-Power)

Power Points: 13 (9 for War, 17 for Plant)

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of -4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment:

For every additional power point you spend, this power's duration increases by 1 minute.

## Object Reading

Clairsentience

Level (MP Cost): [Seer 2](#) (4 MP)

Display: Auditory and material

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute; Last owner's race.

2nd Minute; Last owner's gender.

3rd Minute; Last owner's age.

4th Minute; Last owner's alignment.

5th Minute; How last owner gained and lost the object.

6th+ Minute; Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment:

For every additional power point you spend, this power's maximum duration increases by 10 minutes.

## Obscuring Mist

Conjuration (Creation)

Level (MP Cost): Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1, Weather 1 (2 MP)

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Power Points: 1

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a Gust of Wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A Fireball, Flame Strike, or similar spell burns away the fog in the explosive or fiery spell's area. A Wall of Fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

## Order's Wrath

Evocation [Lawful]

Level (MP Cost): Law 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Power Points: 7

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

## Overland Flight

Psychoportation / Transmutation

Level (MP Cost): Air 4, Psi/Wld 6, Sor/Wiz 5 (10 MP; Buff)

Display / Components: Auditory, V, S

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9 (7 for Air, 11 for Psi/Wld)

This spell functions like a Fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Special Note: If you have both Fly and Overland Flight in effect at the same time, then you add their respective speeds (ie. 60 ft. for Fly and 40 ft. for Overland Flight) to give a base Fly speed of 100', and you can fly ten (10) times faster when you elect to move at top speed as a full round action (normally a 4x modifier). While both are in effect, the manifester can fly at roughly 120 miles per hour. Note that flying at this speed is no more exerting than normal walking.

## Owl's Wisdom

Level: Clr 2, Sor/Wiz 2

As "Animal Affinity", except it only applies to Wisdom.

## Owl's Wisdom, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which may be more than 30 ft. apart

Power Points: 11

As "Animal Affinity", except it only applies to Wisdom, and with the specifications given above.

## Painful Strike

Psychometabolism

Level (MP Cost): War 2 (4 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment:

If you spend 6 additional power points, you can manifest this power as a swift action.

## Pass without Trace

Transmutation



Level (MP Cost): Drd 1 (2 MP; Buff)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch  
Targets: One creature/level touched  
Duration: 1 hour/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 1

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

## Permanent Image

Illusion (Figment)  
Level (MP Cost): Brd 6, Sor/Wiz 6 (12 MP; includes Major Image)  
Components: V, S, M, F  
Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration: Permanent (D)  
Power Points: 11

This spell functions like Major Image, except that the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component:  
Powdered jade worth 100 gp.

Focus:  
A bit of fleece.

XP Cost (for Super-Power only):  
20 XP.

## Persistent Image

Illusion (Figment)  
Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP; includes Major Image)  
Duration: 1 min./level (D)  
Power Points: 9

This spell functions like Major Image, except that the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component:  
A bit of fleece and several grains of sand.

## Personality Parasite

Telepathy [Mind-Affecting]  
Level (MP Cost): Psi/Wld 4 (8 MP)  
Display: Auditory and visual  
Manifesting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One Medium or smaller humanoid  
Duration: 1 round/level (D)  
Saving Throw: Will negates

Power Resistance: Yes  
Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, but can only manifest powers three or more levels lower than the highest level of power the subject can normally manifest.

The parasitic personality actively attempts to manifest powers that negatively impact the subject, using the highest-level powers possible (so as to deplete the subject's power point reserve), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a Haste or Schism effect.

## Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]  
Level (MP Cost): Sor/Wiz 4 (8 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One living creature  
Duration: Instantaneous  
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text  
Spell Resistance: Yes  
Power Points: 7

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the Phantasmal Killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a Phantasmal Killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.



## Phantom Chopper

Conjuration (Creation)

Prerequisite: Tech Level 4 or higher scenario.

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP)

Components: V, S

Casting Time: 10 minutes (1 round for Super-Power)

Range: 0 ft.

Effect: One quasi-real motorcycle

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 5

You conjure a quasi-real motorcycle. The motorcycle can be ridden only by you or the one person for whom you specifically create the cycle. A Phantom Chopper looks like a heavily customized motorcycle of indeterminate make and model. It has realistic-looking license plates, and you decide what the license plate says when you cast the spell.

The Phantom Chopper has a Defense of 10, hardness of 5, and 20 hit points +1 hit point per caster level. If it loses all its hit points, the Phantom Chopper disappears. A Phantom Chopper has a top speed of 40 feet per caster level (minimum 200 foot movement rate), an initiative modifier of +0, and a maneuver modifier of +1.

The Phantom Chopper gains certain powers according to caster level. A motorcycle's abilities include those of motorcycles of lower caster levels;

*7th Level:* The motorcycle can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

*8th Level:* The motorcycle can ride over water as if it were firm, dry ground.

*9th Level:* The motorcycle can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge.

The Phantom Chopper cannot take off and fly. It can only ride horizontally across the air. After 1 round in the air, the motorcycle falls as if under the influence of Feather Fall.

## Phantom Steed

Conjuration (Creation)

Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP)

Components: V, S

Casting Time: 10 minutes (1 round for Super-Power)

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 5

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels; *8th Level:* The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed, using Body Equilibrium at will (as the power, no action required to activate this ability).

*10th Level:* The mount can use Water Walk at will (as the spell, no action required to activate this ability).

*12th Level:* The mount can use Air Walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

*14th Level:* The mount can fly at its speed (average maneuverability).

## Phase Step

Psychoportation

Level (MP Cost): Psi/Wld 7, Sor/Wiz 7, Travel 8 (16 MP)

Display / Components: Visual / V

Manifesting Time: 1 standard action (1 swift action as Super-Power)

Range: 0 ft.

Effect: Ethereal "step" through 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: 24 hours, or one usage ("step") per two levels, whichever comes first

Saving Throw: None

Power Resistance: No

Power Points: 13 (15 for Travel)

This ability allows its manifester to "step" through wooden, plaster, or stone walls (other materials are considered multiple usages of the Phase Step). You disappear as you step into the solid object and re-appear as you step out. If you desire, you can take one other creature (Medium or smaller) through while making a Phase Step; this counts as two uses of the Phase Step (more if the substance being passed through demands it). While stepping through the object it does not allow light, sound, or spell effects through it, nor can you see through it without at least taking a "step" to put your head through, at which point you must decide to either finish your step by passing through or by retracting your head; either way, a step was used for that instance of Phase Step. Conversely, you can linger inside an object, but while inside it you cannot see or hear anything, and it costs one usage of your Phase Step per round to linger inside an object. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. While you linger in a phased state you are effectively incorporeal.

Phase Step is subject to Dispel Magic & Psionics (but not the supernatural version); anyone mid-step when it is dispelled is harmlessly ejected to the same side as they originated from.

Lead and other dense substances require 2 usages of Phase Step to be passed through, while mithral and adamantite require 3 usages of Phase Step. Note that one cannot Phase Step through force effects.

## Planar Ally

Conjuration (Calling) [see text]

Level (MP Cost): Clr 4, Clr 6, Clr 8 (8 MP/12 MP/16 MP)

Components: V, S, DF, XP

Casting Time: 10 minutes (1 round for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider, of 6 HD or less for Lesser, 12 HD or less for Planar Ally, of 18 HD or less for Greater

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 7 for Lesser, 11 for Planar Ally, 15 for Greater

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less for Lesser, 12 HD for the standard Planar Ally, or 18 HD for the Greater kind) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway). However, as a Super-Power, it is typically always the same Planar Ally; if the character wishes to summon a different Planar Ally, then it is only with the GM's permission.

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services (although the Super-Power version may cost less, or nothing at all depending on the relationship between the manifester and the planar ally). This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment (this is typically the case for the Super-Power version of Planar Ally).

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

XP Cost:

100 XP (at the GM's discretion, for the Super-Power. If the summons is frivolous, or otherwise unwarranted by the Planar Ally, then the XP cost should be applied. Valid summons should not cost the character).

## Planar Binding

Conjuration (Calling) [see text]

Level (MP Cost): Sor/Wiz 5, Sor/Wiz 6, Sor/Wiz 8

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less for Lesser, 3 or less elementals or outsiders totalling 12 HD or less for Planar Binding, 18 HD or less for Greater

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Power Points: 9 for Lesser, 11 for Planar Binding, 15 for Greater

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in thrall until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the beckons (spell resistance does not keep it from being called). The creature can escape from the binding by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + ½ your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A Dimensional Anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see Magic Circle Against [Alignment]) to make the trap more secure.

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 check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. 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 process 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. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding 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 spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Plane Shift

Psychoportation / Conjunction (Teleportation)

Level (MP Cost): Clr 5, Psi/Wld 5, Sor/Wiz 7 (14 MP)

Display / Components: Visual / V, S, F

Manifesting Time: 1 standard action

Range: Touch (Personal plus touch for Super-Power)

Target: Creature touched, or up to eight willing creatures joining hands (or You plus up to seven others for Super-Power)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 9 (13 for Sor/Wiz)

You move yourself or some other creature to another plane of existence or alternate dimension (you are necessarily included in the Plane Shift with the Super-Power). If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is high impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: Plane Shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus:

A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

## Plant Growth

Transmutation

Level (MP Cost): Drd 3, Plant 3 (6 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 5

Plant Growth has different effects depending on the version chosen.

Overgrowth:

This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment:

This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant Growth counters Diminish Plants.

This spell has no effect on plant creatures.

## Poison

Necromancy

Level (MP Cost): Clr 4, Drd 3 (8 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Power Points: 7 (5 for Drd)

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + ½ your caster level + your Wis modifier).

## Polar Ray

Evocation [Cold]

Level (MP Cost): Sor/Wiz 8 (16 MP; includes Cone of Cold)

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Power Points: 15

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal

damage to a target. The ray deals 1d6 points of cold damage per caster level (minimum 15d6, maximum 25d6).

Focus:

A small, white ceramic cone or prism.

## Polymorph

See “[Metamorphosis](#)”.

## Polymorph Any Object

Transmutation

Level (MP Cost): [Sor/Wiz 8](#), [Trickery 8](#) (20 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

Power Points: 15

This spell functions like Polymorph / Metamorphosis, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state.

The duration is determined by using the following guidelines.

**Changed Subject Is:**                      **Increase to Duration Factor<sup>1</sup>**

Same kingdom (animal, vegetable, mineral) +5

Same class (mammals, fungi, metals, etc.) +2

Same size +2

Related (twig to tree, wolf fur to wolf, etc.) +2

Same or lower Intelligence +2

<sup>1</sup>Add all that apply. Look up the total on the next table.

| Duration Factor | Duration | Example              |
|-----------------|----------|----------------------|
| 0               | 20 min.  | Pebble to human      |
| 2               | 1 hour   | Marionette to human  |
| 4               | 3 hours  | Human to marionette  |
| 5               | 12 hours | Lizard to mantichore |
| 6               | 2 days   | Sheep to wool coat   |
| 7               | 1 week   | Shrew to mantichore  |
| 9+              | Perm.    | Mantichore to shrew  |

Unlike Polymorph, Polymorph Any Object does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithril, or adamantite. It

also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell (and the Super-Power) can also be used to duplicate the effects of [Baleful Polymorph](#), [Polymorph](#), [Flesh to Stone](#), [Stone to Flesh](#), [Transmute Mud to Rock](#), or [Transmute Rock to Mud](#).

Arcane Material Component:

Mercury, gum arabic, and smoke.

## Power Device

Psychokinesis (Electricity) / Transmutation

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): [Psi/Wld 1](#), [Sor/Wiz 1](#), [Technology 1](#) (2 MP)

Display / Components: Olfactory / V, S

Casting Time: 1 standard action

Range: Touch

Effect: Powers one electrical or mechanical device

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Power Points: 1 (3 for Technology)

This spell provides power to an electrical or mechanical device that does not have a power source but is otherwise functional. The device functions exactly as it normally would if it had conventional power.

This spell can affect any household or handheld device, scratch-built robot, or general-purpose vehicle. Larger or more intricate devices cannot be powered with this spell.

## Power Leech

Telepathy (Compulsion) [Mind-Affecting]

Level (MP Cost): [Psi/Wld 4](#) (8 MP)

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any power-point wielding creature

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain Power Leech is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

## Power / Spell Resistance

Arcane Variant: Spell Resistance

Clairsentience / Abjuration

Level (MP Cost): Clr 5, Magic 5, Protection 5, Psi/Wld 5 (10 MP; Buff)

Display / Components: Material and visual / V, S, DF

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The creature gains Power / Spell Resistance (PR / SR) equal to 12 + your manifester level.

### Power Word: Blind

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 7, War 7 (14 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None (Fortitude partial for Super-Power; see text)

Spell Resistance: Yes

Power Points: 13

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by Power Word: Blind.

| Hit Points | Duration      |
|------------|---------------|
| 50 or less | Permanent     |
| 51-100     | 1d4+1 minutes |
| 101-200    | 1d4+1 rounds  |

For the Super-Power version, targets with Spell Resistance get a Fortitude save instead to reduce the duration of the blindness by 1 tier, to a minimum of 1 round of blindness for targets with 101-200 hit points who successfully make their Fortitude save.

### Power Word: Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9 (18 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None (Fortitude partial for Super-Power; see text)

Spell Resistance: Yes

Power Points: 17

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by Power Word: Kill.

For the Super-Power version, targets get a Fortitude save to reduce the effect from instant death to dying, wherein the target has 1 round before it dies.

### Power Word: Stun

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 8, War 8 (16 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None (Fortitude partial for Super-Power; see text)

Spell Resistance: Yes

Power Points: 15

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by Power Word: Stun.

| Hit Points | Stun Duration |
|------------|---------------|
| 50 or less | 4d4 rounds    |
| 51-100     | 2d4 rounds    |
| 101-150    | 1d4 rounds    |

Special: For the Super-Power version, targets with Spell Resistance get a Fortitude save to reduce the effect of the stun by one tier, to a minimum of 1 round of stun for targets with 101-150 hit points who successfully make their Fortitude save.

### Prayer

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Clr 3 (6 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Power Points: 5

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies within range gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes within range takes a -1 penalty on such rolls.

### Precognition

Clairsentience

Level (MP Cost): Seer 1 (2 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level or until discharged

Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a "precognitive edge." Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

### Precognition, Combat

Clairsentience

Level (MP Cost): War 2, Seer 2 (4 MP)

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Point Cost: 3

The manifester gains a +4 insight bonus on their next initiative check (assuming they have the power points to activate Combat Precognition when initiative is required).

### Precognition, Defensive

Clairsentience

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment:

You can augment this power in one or both of the following ways;

- For every 3 additional power points you spend, the insight bonus gained increases by 1.
- If you spend 6 additional power points, you can manifest this power as a swift action.

### Precognition, Greater

Clairsentience

Level (MP Cost): Seer 6 (12 MP; includes Precognition and Combat Precognition)

Display: Auditory and visual

Manifesting Time: 10 minutes (1 round for Super-Power)

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 11

As Precognition, except you gain a +4 insight bonus instead of a +2 bonus.

### Precognition, Offensive

Clairsentience

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

Augment:

You can augment this power in one or both of the following ways;

- For every 3 additional power points you spend, the insight bonus gained increases by 1.
- If you spend 6 additional power points, you can manifest this power as a swift action.

### Prescience, Offensive

Clairsentience

Level (MP Cost): Psi/Wld 1, War 1 (2 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Augment:

You can augment this power in one or both of the following ways;

- For every 3 additional power points you spend, the insight bonus gained increases by 1.



- If you spend 6 additional power points, you can manifest this power as a swift action.

## Prestidigitation

Universal

Level (MP Cost): Brd 0, Sor/Wiz 0 (1 MP)

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Power Points: 1

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

## Prevenom

Psychometabolism (Creation)

Level (MP Cost): War 1 (2 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as Claws of the Beast), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 2 points of Constitution damage. A target struck by the poison can make a Fortitude save (DC 10 + ½ your manifester level + your key ability modifier) to negate the damage.

Augment:

For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

## Prevenom Weapon

Psychometabolism (Creation)

Level (MP Cost): War 1 (2 MP)

Range: Touch

Target: Weapon touched

Power Points: 1

As Prevenom, except your weapon gains the poison coating as long as it remains in your grip.

## Prismatic Sphere

Abjuration

Level (MP Cost): Artifice 9, Protection 9, Sor/Wiz 9, Sun 9 (18 MP)

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

Power Points: 17

This spell functions like Prismatic Wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4×10 minutes.

You can pass into and out of the Prismatic Sphere and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a Prismatic Wall.

**1<sup>st</sup> color: Red;** stops nonmagical ranged weapons, deals 20 points of fire damage (Reflex half), negated by Cone of Cold.

**2<sup>nd</sup> color: Orange;** stops magical ranged weapons, deals 40 points of acid damage (Reflex half), negated by Gust of Wind.

**3<sup>rd</sup> color: Yellow;** stops poisons / gases / petrification, deals 80 points of electrical damage (Reflex half), negated by Disintegrate.

**4<sup>th</sup> color: Green;** stops breath weapons, causes poisoning (kills, Fort partial for 1d6 points of Con), negated by Phase Step.

**5<sup>th</sup> color: Blue;** stops divinations and mental attacks, petrifies on contact (Fort negates), negated by Magic Missile.

**6<sup>th</sup> color: Indigo;** stops all spells and powers, drives mad on contact (as Insanity, Will negates), negated by Daylight.

**7<sup>th</sup> color: Violet;** energy field destroys all objects and effects<sup>1</sup>, sends to another plane on contact (Will negates), negated by Dispel Magic & Psionics.

<sup>1</sup>The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Prismatic Sphere can be made permanent with a Permanency spell.



## Prismatic Spray

Evocation

Level (MP Cost): Sor/Wiz 7 (14 MP)

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Power Points: 13

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

| 1d8 | Beam   | Effect                                                   |
|-----|--------|----------------------------------------------------------|
| 1   | Red    | 20 points fire damage (Reflex half)                      |
| 2   | Orange | 40 points acid damage (Reflex half)                      |
| 3   | Yellow | 80 points electricity damage (Reflex half)               |
| 4   | Green  | Poison (Kills; Fort partial, 1d6 pts Con.)               |
| 5   | Blue   | Turned to stone (Fortitude negates)                      |
| 6   | Indigo | Insane, as Insanity spell (Will negates)                 |
| 7   | Violet | Sent to another plane (Will negates)                     |
| 8   |        | Struck by two rays; roll twice, ignoring results of "8". |

## Prismatic Wall

Abjuration

Level (MP Cost): Sor/Wiz 8 (16 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Power Points: 15

Prismatic Wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A Rod of Cancellation or a Mage's Disjunction spell destroys a Prismatic Wall, but a Null Power Field fails to penetrate it. Dispel Magic &

Psionics cannot dispel the wall or anything beyond it. Spell resistance is effective against a Prismatic Wall (although not the Super-Power version), but the caster level check must be repeated for each color present.

**1<sup>st</sup> color: Red;** stops nonmagical ranged weapons, deals 20 points of fire damage (Reflex half), negated by Cone of Cold.

**2<sup>nd</sup> color: Orange;** stops magical ranged weapons, deals 40 points of acid damage (Reflex half), negated by Gust of Wind.

**3<sup>rd</sup> color: Yellow;** stops poisons / gases / petrification, deals 80 points of electrical damage (Reflex half), negated by Disintegrate.

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**5<sup>th</sup> color: Blue;** stops divinations and mental attacks, petrifies on contact (Fort negates), negated by Magic Missile.

**6<sup>th</sup> color: Indigo;** stops all spells and powers, drives mad on contact (as Insanity, Will negates), negated by Daylight.

**7<sup>th</sup> color: Violet;** energy field destroys all objects and effects<sup>1</sup>, sends to another plane on contact (Will negates), negated by Dispel Magic & Psionics.

<sup>1</sup>The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Prismatic Wall can be made permanent with a Permanency spell.

## Probe Thoughts

Divination [Mind-Affecting]

Level (MP Cost): Mind 6, Wiz/Sor 6 (12 MP)

Components: V, S

Casting Time: 1 minute (1 round as Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to a maximum of 1 rd./level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Power Points: 11

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the probe thoughts spell to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

## Produce Flame

Evocation [Fire]

Level (MP Cost): Drd 1, Fire 2 (4 MP)

Components: V, S

Casting Time: 1 standard action  
Range: 0 ft.  
Effect: Flame in your palm  
Duration: 1 min./level (D)  
Saving Throw: None  
Spell Resistance: Yes  
Power Points 3 (1 for Drd)

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

## Project Image

Divine Variant: Holographic Image  
Illusion (Shadow)  
Level (MP Cost): Brd 6, Hacking 7, Sor/Wiz 7 (14 MP)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: One shadow duplicate  
Duration: 1 round/level (D)  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No  
Power Points: 13 (11 for Brd)

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use Dimension Door, Teleport, Plane Shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component:

A small replica of you (a doll), which costs 5 gp to create.

## Protection from Arrows / Bullets

Abjuration  
Level (MP Cost): Sor/Wiz 2 (4 MP)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Touch (Personal for Super-Power)  
Target: Creature touched (You for Super-Power)  
Duration: 1 hour/level or until discharged  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 3

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus:  
A piece of shell from a tortoise or a turtle.

## Protection from [Alignment]

Abjuration [Chaos / Evil / Good / Law]  
Level (MP Cost): Chaos 1, Clr 1, Evil 1, Good 1, Law 1, Sor/Wiz 1 (2 MP; Super-Power based on character's Alignment)  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Touch (Personal for Super-Power)  
Target: Creature touched (You for Super-Power)  
Duration: 1 min./level (10 minutes per level for Super-Power) (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: No; see text  
Power Points: 1

This spell wards a creature from attacks by creatures diametrically aligned to the spell, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by diametrically aligned creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as Dominate Person). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the Protection from Alignment effect. If the Protection from Alignment effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Aligned summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature (this does not apply in the case of the Super-Power).

Arcane Material Component:

A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

## Protection from Energy

Abjuration

Level (MP Cost): Clr 3, Drd 3, Luck 3, Protection 3, Sor/Wiz 3 (6 MP); specify a permanent energy type)

Components: V, S, DF

Casting Time: 1 standard action (1 immediate action for Super-Power)

Range: Touch (Personal for Super-Power)

Target: Creature touched (You for Super-Power)

Duration: 10 min./level (24 hours for Super-Power) or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

Protection from Energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 10 points per caster level of energy damage (to a maximum of 100 points at 10th level), it is discharged.

Note: Protection from Energy overlaps (and does not stack with) Resist Energy. If a character is warded by Protection from Energy and Resist Energy, the protection spell absorbs damage until its power is exhausted.

## Protection from Spells and Powers

Abjuration

Level (MP Cost): Magic 8, Sor/Wiz 8 (16 MP); Buff)

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 15

The subject gains a +8 resistance bonus on saving throws against spells, powers, spell-like and psi-like abilities.

Material Component:

A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus:

One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

## Prowess

Clairensience

Level (MP Cost): War 2 (4 MP)

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting this power is an immediate action.

## Prying Eyes

Divination

Level (MP Cost): Sor/Wiz 5 (10 MP)

Components: V, S, M

Casting Time: 1 minute (1 round for Super-Power)

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

Power Points: 9

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (minimum +9, maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. Dispel Magic can destroy eyes. Roll separately for each eye

caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component:  
A handful of crystal marbles.

## Prying Eyes, Greater

Divination  
Level (MP Cost): Sor/Wiz 8 (16 MP)  
Power Points: 15

This spell functions like Prying Eyes, except that the eyes can see all things as they actually are, just as if they had True Seeing with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a Greater Prying Eye's maximum Spot modifier is +25 with a minimum of +15.

## Psionic Blast

Telepathy [Mind-Affecting]  
Level (MP Cost): Psi/Wld 3 (6 MP)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: 0 ft.  
Area: 30-ft. cone-shaped burst  
Duration: Instantaneous  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. Psionic Blast stuns all affected creatures for 1 round.

### Augment:

This power can be augmented in the following ways;

- For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.
- For every 2 additional power points you spend, you may increase the save DC by 1.

## Psychic Surgery

Telepathy [Mind-Affecting]  
Level (MP Cost): Telepath 9 (18 MP)  
Display: Auditory, mental, and visual  
Manifesting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 17; see text

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

### Repair Psychic Damage:

You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic power with Psychic Surgery. Unlike with Aura Alteration, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all magic and psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. Psychic Surgery negates all forms of insanity, confusion, the effect of such powers as Microcosm, and so on, but it does not restore levels or Constitution points lost due to death.

### Transfer Knowledge:

If desired, you can use this power to directly transfer knowledge of a power you know to another character. You can give a character knowledge of any spell or power of any level that she can manifest, even if the power is not normally on the character's power or spell list. Knowledge of powers gained through Psychic Surgery does not count toward the maximum number of powers or spells a character can know per level.

### XP Cost:

Each time you use Psychic Surgery to implant knowledge of a power in another creature, you pay an XP cost equal to 1,000 × the level of the power implanted. If you and the subject are both willing to do so, you can split this cost evenly.

## Psychic Crush

Telepathy [Mind-Affecting]  
Level (MP Cost): Psi/Wld 5 (10 MP)  
Display: Auditory  
Manifesting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Will partial; see text  
Power Resistance: Yes  
Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

### Augment:

This power can be augmented in the following ways;

- For every 2 additional power points you spend, this power's damage increases by 1d6 points.
- For every 2 additional power points you spend, you may increase the save DC by 1.

## Psychic Vampire

Psychometabolism  
Level (MP Cost): Egoist 4, War 4 (8 MP)  
Display: Mental  
Manifesting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Fortitude negates  
Power Resistance: Yes  
Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power.

If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic or supernatural power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a being that has no power points, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

## Psychofeedback

Psychometabolism

Level (MP Cost): Egoist 5, War 5 (10 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing.

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (at least up to 9 points as a Super-Power, but also any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

For example, a 12<sup>th</sup>-level manifester can boost their Constitution by as much as 12 points if they take the same amount of ability burn divided how they choose amongst their remaining 5 attributes. It could 4 points of ability burn to 3 different attributes, or 2 points to 4 different attributes and 4 points to the 5<sup>th</sup> attribute, or 6 points to each of 2 different attributes, to give a just a few options.

## Purify Food and Drink

Transmutation

Level (MP Cost): Clr 0, Drd 0 (1 MP)

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 1

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Pyrotechnics

Transmutation

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Spell Resistance: Yes or No; see text

Power Points: 3

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks:

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness (not so for the Super-Power version).

Smoke Cloud:

A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Material Component:

The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

## Spells & Powers: Q-R

### Quench

Transmutation

Level (MP Cost): Drd 3 (6 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous



Saving Throw: None or Will negates (object)  
Spell Resistance: No or Yes (object)  
Power Points: 5

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, minimum +5, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a quench spell takes 1d6 points of damage per caster level (minimum 5d6, maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

## Quintessence

Metacreativity (Creation)  
Level (MP Cost): Shaper 4 (8 MP)  
Display: Material; see text  
Manifesting Time: 1 round  
Range: 0 ft.  
Effect: 1-inch-diameter dollop of quintessence; see text  
Duration: Instantaneous  
Saving Throw: None  
Power Resistance: No  
Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, power-point wielding characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder manifestations within a 5-foot radius of the accumulation: spells and powers require twice as many power points to manifest, unless the manifester makes a successful DC 16 Will save each time they attempt to manifest a spell or power. Also in these circumstances, manifesting a spell-like or psi-like ability that is usable at will is a full-round action rather than a standard action (supernatural abilities are unaffected).

## Rage

Enchantment (Compulsion) [Mind-Affecting]  
Level (MP Cost): Brd 2, Sor/Wiz 3 (4 MP; 10 MP for Hurling Rage)  
Components: V, S  
Casting Time: 1 standard action (1 swift action for Super-Power)  
Range: Medium (100 ft. + 10 ft./level) (Personal for Super-Power)  
Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart (You for Super-Power)  
Duration: Concentration + 1 round/level (2 rounds plus 1 round/level for Super-Power) (D)  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 3 (5 for Sor/Wiz, 9+ for Hurling Rage; see text)

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a Berserker's Rage except that the subjects aren't fatigued at the end of the Rage.

Hurling Rage (Super-Power only):

The mutant receives a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a Berserker's Rage except that the mutant isn't fatigued at the end of the Hurling Rage.

Hurling Rage is also augmentable; for every additional 6 power points spent in manifesting this power, the morale bonus to Strength and Constitution increases by +2, and the morale bonus to Will saves increases by +1. The penalty to AC is unaffected by Hurling Rage.

## Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]  
Level (MP Cost): Brd 4, Sor/Wiz 4 (8 MP)  
Components: V (Brd only), S, M, F; see text  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Colorful lights with a 20-ft.-radius spread  
Duration: Concentration +1 round/level (D)  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 7

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a free action), you can make the Rainbow Pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component:

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

**Material Component:**  
A piece of phosphor.

**Focus:**  
A crystal prism.

## Raise Dead

Conjuration (Healing)  
Level (MP Cost): Clr 5 (10 MP)  
Components: V, S, M, DF  
Casting Time: 1 minute (1 round for Super-Power)  
Range: Touch  
Target: Dead creature touched  
Duration: Instantaneous  
Saving Throw: None; see text  
Spell Resistance: Yes (harmless)  
Power Points: 9

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

**Material Component:**  
Diamonds worth a total of least 5,000 gp.

**XP Cost (for Super-Power only):**  
100 XP per day the target has been deceased.

## Ray of Enfeeblement

Necromancy

Level (MP Cost): Sor/Wiz 1 (2 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: 1 min./level  
Saving Throw: Fortitude partial; see text  
Spell Resistance: Yes  
Power Points: 1

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. If a target so desires, he may attempt a Fortitude save to take the penalty instead as non-lethal damage (ie. 1d6+1 non-lethal damage, maximum 1d6+5 per ray, hit points cannot drop below 1).

## Ray of Exhaustion

Necromancy  
Level (MP Cost): Sor/Wiz 3 (6 MP); includes Touch of Fatigue  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: 1 min./level  
Saving Throw: Fortitude partial; see text  
Spell Resistance: Yes  
Power Points: 5

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

**Material Component:**  
A drop of sweat.

## Read Magic

Divination (Universal)  
Level (MP Cost): Brd 0, Clr 0, Drd 0, Sor/Wiz 0 (1 MP)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 10 min./level  
Power Points: 1

By means of Read Magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of Read Magic. You can read at the rate of one page (250 words) per minute.



The spell allows you to identify a Glyph of Warding with a DC 13 Spellcraft check, a Greater Glyph of Warding with a DC 16 Spellcraft check, or any Symbol spell with a Spellcraft check (DC 10 + spell level).

Read Magic can be made permanent with a Permanency spell.

Focus:

A clear crystal or mineral prism.

## Read Thoughts

See “[Detect Thoughts](#)”.

## Reality Revision

Clairsentience

Level (MP Cost): [Psi/Wld 9](#) (30 MP; includes [Bend Reality](#))

Display: Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Power Resistance: See text

Power Points: 17

A Reality Revision can produce any one of the following effects.

- Duplicate any Psion power of 8th level or lower, provided the power is not prohibited to you.
- Duplicate any Psion power of 7th level or lower even if it's a power prohibited to you.
- Duplicate any other spell or power of 6th level or lower.
- Undo the harmful effects of many other powers, such as [Microcosm](#), [Geas/Quest](#), or [Insanity](#).
- Create a nonmagic, nonpsionic item of up to 25,000 gp in value.
- Create a magic or psionic item, or add to the powers of an existing magic or psionic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score. Two to five Reality Revisions manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
- Remove injuries and afflictions ([Heal](#)). A single Reality Revision can aid ([Heal](#)) one creature per manifester level.

Reality Revision can not restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.

- Revive the dead. Reality Revision can bring a dead creature back to life by duplicating a Resurrection spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of Reality Revision, one to recreate the body and another to infuse the body with life again. Reality Revision cannot prevent a character who is brought back to life from losing a level.
- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of

local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies (but not to the Super-Power).

- Undo misfortune. Reality Revision can undo a single recent event. Manifesting the power forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies (although it does not apply to the Super-Power).

You can try to use Reality Revision to produce more powerful effects than these, but to do so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level).

XP Cost:

The minimum XP cost for manifesting Reality Revision is 5,000 XP. When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a manifestation creates or improves a magic or psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Special: If your GM permits, the Super-Power version of Reality Revision can offer a scaled XP cost depending on how it is used. Understanding that the utmost uses of the power cost 5,000 XP, here are the scaled costs for lesser usages;

- Duplicate any 8<sup>th</sup>-level or less Psion power; 5,000 XP -750 XP per level less than 8<sup>th</sup>;
- Duplicate any 7<sup>th</sup>-level or less prohibited power; 5,000 XP - 900 XP per level less than 7<sup>th</sup>;
- Duplicate any other spell or power of 6<sup>th</sup>-level or less; 5,000 XP -1,000 XP per level less than 6<sup>th</sup>;
- Create a nonmagic, nonpsionic item less than 25,000 gp in value; 200 XP for every 1,000 gp value of the item, rounding up (minimum XP cost is 200 XP for an item 1 cp-1,000 gp in value, maximum XP cost 5,000 gp for a 24,000-25,000 gp item);
- Remove injuries and afflictions ([Heal](#) 1 target/level); 500 XP per target, up to a maximum of 5,000 XP for up to the maximum number of targets;
- Transport travelers; 500 XP per target to teleport without error on the same plane, up to a maximum of 5,000 XP to teleport up to the maximum number of targets; or 1,000 XP per target to plane shift without error to an exact location on another plane, up to a maximum of 5,000 XP to plane shift up to the maximum number of targets.

All other usages of Reality Revision still incur the full 5,000 XP (or more!) cost.

## Recall Agony

Clairsentience [Mind-Affecting]

Level (MP Cost): [Psi/Wld 2](#) (4 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment:

For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

## Recall Death

Clairsentience [Death, Mind-Affecting]

Level (MP Cost): Psi/Wld 8 (16 MP; includes Recall Agony)

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Points: 15

As Recall Agony, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage.

## Recharge

Psychokinesis (Electricity) / Conjunction (Healing)

Level (MP Cost): Kineticist 3, Technology 5 (6 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched (Personal for Kineticist and Super-Power)

Duration: Instantaneous and special (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5 (9 for Technology)

By converting electrical energy into metaphysical power, you can recover quickly from debilitating physical effects. However, you must draw current from a significant source (a typical large-scale power grid or military vehicle) to power the Recharge.

The Recharge instantly eliminates the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow spellcasting or other actions.

In addition, the Recharge instantly cures Blindness or Deafness caused by a spell or spell-like ability, and it grants a +4 bonus on Fortitude saves against poison for 1 minute.

Focus:

An active electrical outlet.

## Reddopsi

See "Spell / Power Turning".

## Reduce Animal

See "Compression".

## Reduce Person

See "Compression".

## Reduce Person, Mass

See "Compression".

## Regenerate

Conjunction (Healing)

Level (MP Cost): Clr 7, Drd 9, Healing 7 (20 MP; Buff)

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous, and 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 13 (17 for Drd)

When Regenerate is first manifested, it immediately cures 4d8 points of damage +1 point per caster level (minimum +13, maximum +35; this is not applicable to the super-power). The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate give the character the extraordinary ability Regeneration for the duration of the spell (permanently as the super-power), with Fast Healing at a rate equal to the character's Constitution modifier (minimum Fast Healing 1). Regenerate also reduces the state of exhaustion and/or fatigue by 1 tier each round (so exhausted becomes fatigued, and fatigued becomes normal), and renders all damage except acid and fire damage nonlethal damage. It has no effect on nonliving creatures (including undead).

## Relay Text

Transmutation

Level (MP Cost): Psi/Wld 2, Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Unlimited (same plane of existence)

Effect: A text message reaches an electronic device of someone you know

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 3

You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, PDA, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it. Both you and the recipient must be on the same plane in order for the text to be properly relayed.

## Remote Viewing

Clairsentience (Scrying; see text)

Level (MP Cost): Seer 4 (8 MP)

Display: Mental

Manifesting Time: 1 hour (1 minute for Super-Power)

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You send your mind across space and dimensions, forming it into a quasireal viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the remote viewing attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Also, if the subject is on another plane, it gets a +5 bonus on its Will save.

### Knowledge

| Modifier                          | Will Save |
|-----------------------------------|-----------|
| None <sup>1</sup>                 | +10       |
| Secondhand (heard of the subject) | +5        |
| Firsthand (have met the subject)  | +0        |
| Familiar (know the subject well)  | -5        |

<sup>1</sup>You must have some sort of connection to a creature you have no knowledge of.

### Connection

| Modifier                                   | Will Save |
|--------------------------------------------|-----------|
| Likeness or picture                        | -2        |
| Possession or garment                      | -4        |
| Body part, lock of hair, bit of nail, etc. | -10       |
| Subject on another plane                   | +5        |

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the Remote Viewing lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible ectoplasmic form of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).

You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to Dispel Magic & Psionics, the remote viewing simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting

(or attempting and failing to manifest) a power immediately ends the remote viewing.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasireal viewpoint are drained from your real body.

XP Cost:

20 XP.

## Remove Blindness/Deafness

Conjuration (Healing)

Level (MP Cost): Clr 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

Remove Blindness/Deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Blindness/Deafness counters and dispels Blindness/Deafness.

## Remove Curse

Abjuration

Level (MP Cost): Brd 3, Clr 3, Sor/Wiz 4 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5 (7 for Sor/Wiz)

Remove Curse instantaneously removes all curses on an object or a creature. Remove Curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove Curse counters and dispels Bestow Curse.

## Remove Disease

Super-Power Variant: Immunity to Disease

Conjuration (Healing)

Level (MP Cost): Clr 3, Drd 3 (6 MP; Buff)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous (Permanent; Mutant immune to disease)

Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 5

Remove Disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

## Remove Fear

Super-Power Variant: Immunity to Fear  
Abjuration  
Level (MP Cost): Brd 1, Clr 1 (2 MP; Buff)  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: One creature plus one creature per four levels, no two of which can be more than 30 ft. apart  
Duration: 10 minutes; see text  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 1

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes (the Super-Power grants immunity to fear). If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove Fear counters and dispels Cause Fear.

## Remove Paralysis

Super-Power Variant: Immunity to Paralysis  
Conjuration (Healing)  
Level (MP Cost): Clr 2 (4 MP; Buff)  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: Up to four creatures, no two of which can be more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 3

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a Slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

## Repair Damage

See "Make Repairs".

## Repel Metal or Stone

Abjuration [Earth]  
Level (MP Cost): Drd 8 (16 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: 60-ft. line from you  
Duration: Concentration, up to 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No  
Power Points: 15

Like Repel Wood, this spell creates waves of invisible and intangible energy that roll forth from you, moving in the direction that you determine. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although a Null Power Field blocks the effects.

## Repel Vermin

Abjuration  
Level (MP Cost): Brd 4, Clr 4, Drd 4 (8 MP)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 10 ft.  
Area: 10-ft.-radius emanation centered on you  
Duration: 10 min./level (D)  
Saving Throw: None or Will negates; see text  
Spell Resistance: Yes  
Power Points: 7

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of 1/3<sup>rd</sup> your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

## Repel Wood

Transmutation  
Level (MP Cost): Drd 6, Plant 6 (12 MP, includes Warp Wood)  
Components: V, S  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: 60-ft. line-shaped emanation from you  
Duration: Concentration, up to 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No  
Power Points: 11

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden

objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although a Null Power Field blocks the effects.

## Repulsion Field

Abjuration

Level (MP Cost): Clr 7, Protection 7, Sor/Wiz 6 (14 MP)

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 13 (11 for Sor/Wiz)

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus:

A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

## Resilient Sphere

Evocation [Force]

Level (MP Cost): Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

Power Points: 7

A globe of shimmering force encloses a creature, provided the creature 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, a Disintegrate spell, 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 sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component:

A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

## Resistance

Abjuration

Level (MP Cost): Brd 0, Clr 0, Drd 0, Sor/Wiz 0 (1 MP; Buff)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 1

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a Permanency spell.

Arcane Material Component:

A miniature cloak.

## Resist Energy

Psionic Variant: Energy Adaptation, Specified

Super-Power Variant: [Energy Type] Resistance

Abjuration / Psychometabolism [see text]

Level (MP Cost): Clr 2, Drd 2, Fire 3, Psi/Wld 2, War 2, Sor/Wiz 2 (5 MP; Buff, specify a permanent energy type)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch (Personal for Psi/Wld and War)

Target: Creature touched (You for Psi/Wld and War)

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 3 (5 for Fire)

Resist Energy / Energy Adaptation grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist Energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: Resist Energy overlaps (and does not stack with) Protection from Energy. If a character is warded by Protection from Energy and Resist Energy for the same energy type, the protection spell



absorbs damage until its power is exhausted before the resistance ever applies.

Special: The Super-Power version of [Energy Type] Resistance may be selected multiple times; each time, choose a different energy type (acid, cold, electricity, fire, sonic) to be resistant to.

## Restoration

Psychometabolism (Healing)

Level (MP Cost): Clr 4, Egoist 6 (10 MP; includes Lesser Restoration)

Display: Material

Manifesting Time: 3 rounds (1 round for Super-Power)

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 7 (11 for Egoist)

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. Restoration does not restore levels or Constitution points lost due to death.

Restoration can remove negative levels. It can also restore one level to a creature who has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifest level. In such a case, Restoration brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

## Restoration, Greater

Conjuration (Healing)

Level (MP Cost): Clr 7 (14 MP; includes Restoration)

Components: V, S, XP

Casting Time: 10 minutes (3 rounds for Super-Power)

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 13

This spell functions like Lesser Restoration, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater Restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Greater Restoration does not restore levels or Constitution points lost due to death.

XP Cost:

500 XP.

## Restoration, Lesser

Conjuration (Healing)

Level (MP Cost): Clr 2, Drd 2 (4 MP)

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 3

Lesser Restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

## Restore Extremity

Super-Power Variant: Restore Body

Psychometabolism (Healing)

Level (MP Cost): Egoist 5 (10 MP; includes Body Adjustment)

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

## Resurrection

Conjuration (Healing)

Level (MP Cost): Clr 7 (14 MP; includes Raise Dead or Revivify; player's choice)

Components: V, S, M, DF

Casting Time: 10 minutes (3 rounds for Super-Power)

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Power Points: 13

This spell functions like Raise Dead, except that you are able to restore life and complete strength 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 resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component:

A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

XP Cost (for Super-Power only):

100 XP per decade that the target has been deceased, minimum 100 XP per Resurrection.

## Retrieve

Arcane Variant: Instant Summons

Conjuration / Psychoportation (Teleportation)

Level (MP Cost): Psi/Wld 6, Sor/Wiz 7 (12 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 11 (13 for Sor/Wiz)

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment:

For every additional power point you spend, the weight limit of the target increases by 10 pounds.

## Reverse Gravity

Transmutation

Level (MP Cost): Drd 8, Sor/Wiz 7 (16 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

Power Points: 13 (15 for Drd)

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly,

until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component:

A lodestone and iron filings.

## Revivify

Psychometabolism / Conjuration (Healing) [Good]

Level (MP Cost): Drd 4, Egoist 5, Healing 4 (10 MP)

Components: V, S, DF

Manifesting Time: 1 standard action ( 1 round for Drd)

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 9 (7 for Drd and Healing)

Revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The spell / power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, Revivify halts the psyche's journey while repairing at least minimally the damage to the body.

This power functions like the Raise Dead spell, except that the affected creature receives no level loss, no Constitution loss, and no loss of powers.

The creature has -1 hit points (but is stable) after being restored to life.

XP Cost:

200 XP.

Augment:

For every 100 additional experience points that both you and the subject pay, the manifestation of this power can be delayed by 1 additional round.

## Righteous / Riotous Might

Transmutation

Level (MP Cost): Clr 5, Strength 5 (10 MP); specify a permanent energy type, positive or negative)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or



10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you— the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

## Rusting Grasp

Transmutation

Level (MP Cost): Drd 4 (8 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Power Points: 7

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ Rusting Grasp in combat with a successful melee touch attack. Rusting Grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous target such as an iron golem or mecha, Rusting Grasp instantaneously deals 3d6 points of damage +1 per caster level (minimum +7, maximum +15) per successful attack. The spell lasts for 1 round per level (1 minute per level for the Super-Power), and you can make one melee touch attack per round.

## Spells & Powers: S

### Sanctuary

Abjuration

Level (MP Cost): Clr 1, Protection 1 (2 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Power Points: 1

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

### Scare

Necromancy [Fear, Mind-Affecting]

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature per three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level or 1 round; see text for Cause Fear

Saving Throw: Will partial

Spell Resistance: Yes

Power Points: 3

This spell functions like Cause Fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component:

A bit of bone from an undead skeleton, zombie, ghoul, ghost, or mummy.

### Scent of the Quarry

Psychometabolism

Level (MP Cost): War 2 (4 MP; Buff)

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 3

You gain an enhanced psychic sense of smell, superior even to the Scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

With the Scent ability, you can identify familiar odors just as humanoids do familiar sights; with Scent of the Quarry, you have the psychic signature of the target. Any target that you have

interacted with before has a -20 modifier to any Disguise checks, owing to your familiarity with their psychic signature. A target with a Mind Blank has no psychic signature to be recalled, but you know when you aren't detecting a psychic signature from a target.

As per the Scent ability, you can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

If you have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 5 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 1. The ability otherwise follows the rules for the Track feat. Also, tracking with Scent of the Quarry, you ignore the effects of surface conditions and poor visibility.

## Schism

Telepathy [Mind-Affecting]

Level (MP Cost): Telepath 4 (8 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions.

Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six (6) levels lower than it is (minimum 1<sup>st</sup> level). Your second mind doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract your primary mind.

Your second mind takes its first action on your turn in the round after Schism is manifested.

Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the Schism ends and you are affected normally by the power. If you fail just one, the Schism ends immediately, but you are not subject to the compulsion or charm.

Your second mind does not gain any advantages if you are subject to a Haste effect, although you gain the overall standard benefits of the Haste.

## Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 8 (16 MP; includes Rainbow Pattern)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

Power Points: 15

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

*6 HD or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

*7 to 12 HD:* Stunned for 1d4 rounds, then confused for 1d4 rounds.

*13 or more HD:* Confused for 1d4 rounds.

Sightless creatures are not affected by Scintillating Pattern.

Material Component:

A small crystal prism.

## Scorching Ray

Evocation [Fire]

Level (MP Cost): Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Power Points: 3

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

## Scrying

Divination (Scrying)

Level (MP Cost): Brd 3, Clr 5, Drd 4, Sor/Wiz 4 (8 MP)

Components: V, S, M/DF, F

Casting Time: 1 hour (1 minute for Super-Power)

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes  
Power Points: 7 (5 for Brd, 9 for Clr)

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge                                  | Will Save Modifier |
|--------------------------------------------|--------------------|
| None <sup>1</sup>                          | +10                |
| Secondhand (you have heard of the subject) | +5                 |
| Firsthand (you have met the subject)       | +0                 |
| Familiar (you know the subject well)       | -5                 |

<sup>1</sup>You must have some sort of connection to a creature you have no knowledge of.

| Connection                                 | Will Save Modifier |
|--------------------------------------------|--------------------|
| Likeness or picture                        | -2                 |
| Possession or garment                      | -4                 |
| Body part, lock of hair, bit of nail, etc. | -10                |

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: Detect Alignment and Detect Magic & Psionics.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component:  
The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus:  
A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus:  
A holy water font costing not less than 100 gp.

Druid Focus:  
A natural pool of water.

## Scrying, Greater

Divination (Scrying)  
Level (MP Cost): Brd 6, Clr 7, Drd 7, Sor/Wiz 7 (14 MP, includes Scrying)  
Components: V, S  
Casting Time: 1 standard action  
Duration: 1 hour/level  
Power Points: 13 (11 for Brd)

This spell functions like Scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: Detect Alignment, Detect Magic & Psionics, Read Magic, and Tongues.

## Sculpt Sound

Transmutation  
Level (MP Cost): Brd 3 (6 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: One creature or object/level, no two of which can be more than 30 ft. apart  
Duration: 1 hour/level (D)  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)  
Power Points: 5

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

## Searing Light

Evocation  
Level (MP Cost): Clr 3, Sun 3 (6 MP, includes My Light)  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 5

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (minimum 2d8, maximum 5d8). An undead creature takes 1d6 points of damage per caster level (minimum 5d6, maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (minimum 5d8, maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (minimum 2d6, maximum 5d6).

## Second Chance

Clairensience  
Level (MP Cost): Seer 5 (10 MP)  
Display: Mental  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 round/level or until discharged  
Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it's worse than the

original roll. You do not have to make another roll if satisfied with your original roll.

## See Invisibility

Divination

Level (MP Cost): Brd 3, Sor/Wiz 2 (6 MP; Buff)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3 (5 for Brd)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See Invisibility can be made permanent with a Permanency spell.

Material Component:

A pinch of talc and a small sprinkling of powdered silver.

## Seeming

Illusion (Glamour)

Level (MP Cost): Brd 5, Sor/Wiz 5, Trickery 5 (10 MP; includes Disguise Self)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No; see text

Power Points: 9

This spell functions like Disguise Self, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

## Sending

Evocation

Level (MP Cost): Clr 4, Sor/Wiz 5 (10 MP)

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

Power Points: 9 (7 for Clr)

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.

The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the Sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the Sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the Sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component:

A short piece of fine copper wire.

## Sense Link

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 1 (2 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: Concentration, up to 1 min./level

Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once Sense Link is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment:

You can augment this power in one or both of the following ways;

- If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.
- If you spend 4 additional power points, you can link to a second sense of the same subject.

## Sense Link, Forced

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2 (4 MP; includes Sense Link)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As Sense Link, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

## Sensitivity to Psychic Impressions

Clairsentience

Level (MP Cost): Seer 2 (4 MP)

Display: Auditory and material

Manifesting Time: 1 hour (1 minute for Super-Power)

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration (every 1 minute for Super-Power), if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 × your manifester level.

## Sequester

Clairsentience

Level (MP Cost): Psi/Wld 7, Sor/Wiz 7 (14 MP; includes Escape Detection and Invisibility)

Display / Components: None / V, S, M

Manifesting Time: 1 standard action

Range: Touch

Target: One willing creature or one object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 13

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by Sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the Invisibility spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by Sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

Material Component:

A basilisk eyelash, gum arabic, and a dram of whitewash.

XP Cost:

75 XP.

## Shades

Illusion (Shadow)

Level (MP Cost): Sor/Wiz 9 (20 MP; includes Greater Shadow Conjuration)

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

Power Points: 17

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shades can mimic any Sorcerer or Wizard conjuration (summoning) or conjuration (creation) spell of 8<sup>th</sup> level or lower.

Shades are actually four-fifths (80%) as strong as the real things, though creatures who believe the Shades to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes four-fifths (80%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 80% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to Shades' level (9<sup>th</sup>) rather than the spell's normal level. In addition, any effect created by Shades allows spell resistance, even if the spell it is simulating does not (this includes the Super-Power version of Shades). Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 80% likely to work.

A Shade has four-fifths the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is four-fifths (80%) normal, and all special abilities that do not deal lethal damage are 80% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are four-fifths as large.

A creature that succeeds on its save sees the Shades as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.



## Shadow Body

Psychometabolism

Level (MP Cost): Psi/Wld 8 (16 MP; Buff)

Display: Auditory

Manifesting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 1 min./level (at will for Super-Power) (D)

Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your shadow body, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including True Seeing), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

## Shadow Conjunction

Illusion (Shadow)

Level (MP Cost): Brd 4, Sor/Wiz 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

Power Points: 7

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow Conjunction can mimic any Sorcerer or Wizard conjunction (summoning) or conjunction (creation) spell of 3<sup>rd</sup> level or lower.

Shadow Conjunctions are actually one-fifth (20%) as strong as the real things, though creatures who believe the Shadow Conjunctions to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes

only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to Shadow Conjunction's level (4th) rather than the spell's normal level. In addition, any effect created by Shadow Conjunction allows spell resistance, even if the spell it is simulating does not (this includes the Super-Power version of Shadow Conjunction). Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the shadow conjunctions as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

## Shadow Conjunction, Greater

Illusion (Shadow)

Level (MP Cost): Sor/Wiz 7 (14 MP; includes Shadow Conjunction)

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

Power Points: 13

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Greater Shadow Conjunction can mimic any Sorcerer or Wizard conjunction (summoning) or conjunction (creation) spell of 6<sup>th</sup> level or lower.

Greater Shadow Conjunctions are actually three-fifths (60%) as strong as the real things, though creatures who believe the Greater Shadow Conjunctions to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only three-fifths (60%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 60% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to Greater Shadow Conjunction's level (7th) rather than the spell's normal level. In addition, any effect created by Greater Shadow

Conjuration allows spell resistance, even if the spell it is simulating does not (this includes the Super-Power version of Greater Shadow Conjuration). Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 60% likely to work.

A shadow creature has three-fifths the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is three-fifths (60%) normal, and all special abilities that do not deal lethal damage are only 60% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are three-fifths as large.

A creature that succeeds on its save sees the Greater Shadow Conjurations as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

## Shadow Evocation

Illusion (Shadow)

Level (MP Cost): Brd 5, Sor/Wiz 5 (10 MP)

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

Power Points: 9

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a Sorcerer or Wizard evocation spell of 4<sup>th</sup> level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a Shadow Evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance, which is also applicable to the Super-Power version) that the spell being simulated allows, but the save DC is set according to Shadow Evocation's level (5<sup>th</sup>) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

## Shadow Evocation, Greater

Illusion (Shadow)

Level (MP Cost): Sor/Wiz 8 (16 MP); includes Shadow Evocation

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

Power Points: 15

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a Sorcerer or Wizard evocation spell of 7<sup>th</sup> level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only three-fifths damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is three-fifths as strong (if applicable) or only 60% likely to occur. If recognized as a Greater Shadow Evocation, a damaging spell deals only three-fifths (60%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance, which is also applicable to the Super-Power version) that the spell being simulated allows, but the save DC is set according to Greater Shadow Evocation's level (8<sup>th</sup>) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

## Shadow Walk

Illusion (Shadow)

Level (MP Cost): Brd 5, Sor/Wiz 6 (12 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: You and up to one touched creature/ level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 11 (9 for Brd)

To use the Shadow Walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired



endpoint. If this would place you within a solid object, you are shunted 1d10×1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow Walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when Shadow Walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

## Shapechange

See "Metamorphosis, Greater".

## Share Pain

Divine Variant: Shield Other

Psychometabolism

Level (MP Cost): Clr 2, Psi/Wld 2, Protection 2 (4 MP)

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Target: You and one willing creature

Duration: 1 hour/level (D)

Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

Divine Focus:

A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

## Share Pain, Forced

Psychometabolism

Level (MP Cost): Psi/Wld 3 (6 MP; includes Share Pain)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

As Share Pain, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment:

For every 2 additional power points you spend, this power's save DC increases by 1.

## Shatter

Evocation [Sonic]

Level (MP Cost): Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2 (4 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or

Fortitude half; see text

Spell Resistance: Yes (object)

Power Points: 3

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, Shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target Shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level (this would include larger armor platelets for body armors and vehicles); Shatter forces the object to make a Fortitude save or be sundered. If the object sundered is part of something larger (such as a building, a mecha, or a vehicle), Shatter inflicts 1d6 sonic damage for every two caster levels (minimum 1d6, maximum 5d6) to the larger object instead. Targeted against a crystalline creature (of any weight), Shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component:

A chip of mica.

## Shatter Mind Blank

Telepathy

Level (MP Cost): Psi/Wld 5 (10 MP)

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

This power can negate a Mind Blank affecting the target. If the target fails its save and does not overcome your attempt with its

power resistance, you can shatter the Mind Blank by making a successful check (1d20 + your manifester level, minimum +9, maximum +20) against a DC equal to 11 + the manifester level of the creator of the Mind Blank effect. If you succeed, the Mind Blank ends, allowing you to affect the target thereafter with mind-affecting powers.

## Shield

See "[Force Screen](#)".

## Shield of Faith

Abjuration  
Level (MP Cost): [Clr 1](#) (2 MP; Buff)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 1 min./level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 1

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component:  
A small parchment with a bit of holy text written upon it.

## Shield of Law

Abjuration [Lawful]  
Level (MP Cost): [Clr 8](#), [Law 8](#) (16 MP; includes [Protection from Chaos](#) as Buff)  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 20 ft.  
Targets: One creature/level in a 20-ft.-radius burst centered on you  
Duration: 1 round/level (D)  
Saving Throw: See text  
Spell Resistance: Yes (harmless)  
Power Points: 15

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike [Protection from Chaos](#), this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as [Protection from Chaos](#) does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the [Slow](#) spell, but against Shield of Law's save DC).

Focus:

A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

## Shield Other

See "[Share Pain](#)".

## Shocking Grasp

Evocation [Electricity]  
Level (MP Cost): [Sor/Wiz 1](#) (2 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature or object touched  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 1

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made of metal, carrying a lot of metal, or the like).

## Shout

Evocation [Sonic]  
Level (MP Cost): [Brd 4](#), [Sor/Wiz 4](#) (8 MP)  
Components: V  
Casting Time: 1 standard action  
Range: 30 ft.  
Area: Cone-shaped burst  
Duration: Instantaneous  
Saving Throw: Fortitude partial or Reflex negates (object); see text  
Spell Resistance: Yes (object)  
Power Points: 7

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (minimum 7d6, maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A Shout spell cannot penetrate a Silence spell.

## Shout, Greater

Evocation [Sonic]  
Level (MP Cost): [Brd 6](#), [Sor/Wiz 8](#) (16 MP; includes [Shout](#))  
Components: V, S, F  
Range: 60 ft.  
Saving Throw: Fortitude partial or Reflex negates (object); see text  
Power Points: 15 (11 for Brd)

This spell functions like Shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus:

A small metal or ivory horn.

## Shrink Item

Transmutation

Level (MP Cost): Sor/Wiz 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 5

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000<sup>th</sup> the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a Shrink Item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink Item can be made permanent with a Permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

## Shutdown

Psychokinesis (Electricity) / Transmutation

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): Drd 3, Psi/Wld 3, Sor/Wiz 3, Technology 4 (6 MP)

Display / Components: Olfactory / V, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None (Fortitude special for Gargantuan and larger targets; see text)

Spell Resistance: No

Power Points: 5 (7 for Technology)

All electrical devices within the spell's area—lights, computers, cell phones, digital watches, and so forth—do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area

of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Against extremely large (Gargantuan and larger) targets, the spell may only have a partial effect, based on the chart below.

| Target Size        | Fort Mod. | Partial Effect                              |
|--------------------|-----------|---------------------------------------------|
| Gargantuan         | +0        | Shaken on successful save                   |
| Col. (Ultra-Light) | +4        | Shaken on successful save                   |
| Col. (Light)       | +8        | Shaken on failed save, otherwise negates    |
| Col. (Medium)      | +12       | Shaken on failed save, otherwise negates    |
| Col. (Heavy)       | +16       | Shaken 1 rd. failed save, otherwise negates |
| Col. (Super-Heavy) | +20       | Shaken 1 rd. failed save, otherwise negates |

Arcane Material Components: The CONTROL, ALT, and DELETE keys from a computer keyboard.

## Signal Feed

Telepathy [Mind-Affecting]

Prerequisite: Tech Level 5 or higher scenario

Level (MP Cost): Hacking 5, Sor/Wiz 5 (10 MP); includes False Sensory Input

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One communication device

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

You can create false images or sounds on an electronic device. The power affects those that are watching or listening the device at the time of the power's manifestation—those who arrive later or make their saving throw see or hear the what is really there. Recordings of the signal feed will show distortion, as well as the "real" image. Other powers may not be used through a Signal Feed.

## Silence

Illusion (Glamour)

Level (MP Cost): Brd 2,Clr 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes; see text or no (object)

Power Points: 3

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary

unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

## Silent Image

Illusion (Figment)

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Power Points: 1

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Focus:

A bit of fleece.

## Skate

Psychoportation

Level (MP Cost): Psi/Wld 1, War 1 (2 MP; Buff)

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest Skate on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing them to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases their speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest Skate on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

## Slay Living

Necromancy [Death]

Level (MP Cost): Clr 5, Death 5 (10 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Power Points: 9

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

## Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 round (1 standard action for Super-Power)

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 1

A Sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Material Component:

A pinch of fine sand, rose petals, or a live cricket.

## Sleet Storm

Conjuration (Creation) [Cold]

Level (MP Cost): Drd 3, Sor/Wiz 3, Weather 4 (6 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None  
Spell Resistance: No  
Power Points: 5 (7 for Weather)

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component:  
A pinch of dust and a few drops of water.

## Slow

Transmutation  
Level (MP Cost): Brd 3, Sor/Wiz 3 (6 MP; includes Deceleration)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: One creature/level, no two of which can be more than 30 ft. apart  
Duration: 1 round/level  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 5

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't stack. Slow counters and dispels Haste (in the case of the Super-Power, Haste is temporarily suppressed for the duration of the Slow).

Material Component:  
A drop of molasses.

## Soften Earth and Stone

Transmutation [Earth]  
Level (MP Cost): Drd 2, Earth 2 (4 MP)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 10-ft. square (2-polyhex space)/level; see text  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No  
Power Points: 3

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square (2-polyhex)

area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While Soften Earth and Stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

## Solid Fog

Conjuration (Creation)  
Level (MP Cost): Sor/Wiz 4 (8 MP; includes Fog Cloud)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft. level)  
Effect: Fog spreads in 20-ft. radius, 20 ft. high  
Duration: 1 min./level  
Saving Throw: None  
Spell Resistance: No  
Power Points: 7

This spell functions like Fog Cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into Solid Fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in Solid Fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid Fog can be made permanent with a Permanency spell. A permanent Solid Fog dispersed by wind reforms in 10 minutes.

Material Component:  
A pinch of dried, powdered peas combined with powdered animal hoof.

## Song of Discord

Super-Power Variant: Zone of Discord  
Enchantment (Compulsion) [Mind-Affecting, Sonic]  
Level (MP Cost): Brd 5 (10 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Creatures within a 20-ft.-radius spread  
Duration: 1 round/level  
Saving Throw: Will negates  
Spell Resistance: Yes  
Power Points: 9

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a Song of Discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

## Sound Blast

Evocation [Sonic]  
Level (MP Cost): Brd 2, Clr 2 (4 MP)  
Components: V, S, F/DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 10-ft.-radius spread  
Duration: Instantaneous  
Saving Throw: Fortitude partial  
Spell Resistance: Yes  
Power Points: 3

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Arcane Focus:  
A musical instrument.

## Speak with Animals

Divination  
Level (MP Cost): Brd 3, Drd 1 (2 MP; Buff)  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 min./level  
Power Points: 1 (5 for Brd)

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals,

although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

## Speak with Dead

Necromancy [Language-Dependent]  
Level (MP Cost): Clr 3 (6 MP; Buff)  
Components: V, S, DF  
Casting Time: 10 minutes (1 standard action for Super-Power)  
Range: 10 ft.  
Target: One dead creature  
Duration: 1 min./level  
Saving Throw: Will negates; see text  
Spell Resistance: No  
Power Points: 5

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to Speak with Dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

## Speak with Plants

Divination  
Level (MP Cost): Brd 4, Drd 3 (4 MP; Buff)  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 min./level  
Power Points: 5 (7 for Brd)

You can comprehend and communicate with plants, including both normal plants and plant creatures. You can ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize)



detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

## Spectral Hand

Necromancy

Level (MP Cost): Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 3

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the Spectral Hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

## Spell / Power Immunity

Abjuration

Level (MP Cost): Clr 4, Protection 4, Strength 4 (8 MP; Buff)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 7

The warded creature is immune to the effects of one specified spell or power for every four levels you have (at the time you take this Super-Power, minimum 1). The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell

resistance regarding the specified spell or power. Naturally, that immunity doesn't protect a creature from spells or powers for which spell / power resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons, super-powers, or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one Spell / Power Immunity or Greater Spell / Power Immunity in effect on it at a time.

## Spell / Power Immunity, Greater

Abjuration

Level (MP Cost): Clr 8 (16 MP; Buff)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 15

This spell functions like Spell / Power Immunity, except the immunity can apply to spells or powers of 8th level or lower.

A creature can have only one Spell / Power Immunity or Greater Spell / Power Immunity in effect on it at a time.

## Spell Resistance

See "[Power Resistance](#)".

## Spell / Power Turning

Psionic Variant: Reddopsi

Psychokinesis / Abjuration

Level (MP Cost): Kineticist 7, Luck 7, Magic 7, Sor/Wiz 7 (14 MP)

Display / Components: Auditory, mental, olfactory / V, S, M, DF

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 13

When you manifest Spell / Power Turning, spells and powers targeted against you rebound to affect the original manifester. This effect reverses spells and powers that have only you as a target (except Dispel Magic & Psionics and similar powers or effects). Powers that affect an area and those that produce effects can't be reversed. Power Turning also can't reverse any power with a range of touch.

Should you rebound a spell or power back against a manifester who also is protected by Spell Turning, the spell or power rebounds once more upon you, creating a resonating field; refer to the chart below for the effect.

Roll randomly to determine the result.



| d%     | Effect                                                     |
|--------|------------------------------------------------------------|
| 01-70  | Spell or power drains away without effect.                 |
| 71-80  | Spell or power affects both of you equally at full effect. |
| 81-97  | Both effects rendered nonfunctional for 1d4 minutes.       |
| 98-100 | Both of you go through a rift into another plane.          |

Arcane Material Component:  
A small silver mirror.

## Spider Climb

Psionic Variant: Wall Walker  
 Psychoportation / Transmutation  
 Level (MP Cost): Drd 2, War 2, Sor/Wiz 2 (4 MP; Buff)  
 Display / Components: Material / V, S, M  
 Casting Time: 1 standard action  
 Range: Touch  
 Target: Creature touched  
 Duration: 10 min./level  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)  
 Power Points: 3

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider-climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Material Component:  
A drop of bitumen and a live spider, both of which must be eaten by the subject.

## Spike Growth

Transmutation  
 Level (MP Cost): Drd 3 (4 MP)  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One 3-polyhex space/level  
 Duration: 1 hour/level (D)  
 Saving Throw: Reflex partial  
 Spell Resistance: Yes  
 Power Points: 5

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, Spike Growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a Cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike Growth can't be disabled with the Disable Device skill.

Note: Magic traps such as Spike Growth are hard to detect. A rogue (only) can use the Search skill to find a Spike Growth. The DC is 25 + spell level, or DC 28 for Spike Growth (or DC 27 for Spike Growth cast by a ranger).

## Spike Stones

Transmutation [Earth]  
 Level (MP Cost): Drd 4, Earth 4 (8 MP)  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One 3-polyhex space/level  
 Duration: 1 hour/level (D)  
 Saving Throw: Reflex partial  
 Spell Resistance: Yes  
 Power Points: 7

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike Stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a Cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Treat Injury check against the spell's save DC.

Spike Stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as Spike Stones are hard to detect. A rogue (only) can use the Search skill to find Spike Stones. The DC is 25 + spell level, or DC 29 for Spike Stones.

## Spiritual Weapon

Super-Power Variant: Spectral Weapon  
 Evocation [Force]  
 Level (MP Cost): Clr 2, War 2 (4 MP)  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: Yes  
Power Points: 3

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a melee weapon favored by your deity or a weapon with some spiritual significance or symbolism to you and has the same threat range and critical multipliers as a real weapon of its form.

The Spiritual Weapon strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the Spiritual Weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A Spiritual Weapon cannot be attacked or harmed by physical attacks, but Dispel Magic & Psionics, Disintegrate, a Sphere of Annihilation, or a Rod of Cancellation affects it. A Spiritual Weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the Spiritual Weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. (note that this does not apply against the Super-Power; as a supernatural ability, it will ignore spell resistance).

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on their alignment. A neutral cleric without a deity can create a Spiritual Weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time.

## Status

Divination  
Level (MP Cost): Cler 2 (4 MP)  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Targets: One living creature touched per three levels  
Duration: 1 hour/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 3

When you need to keep track of comrades who may get separated, Status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

## Steadfast Perception

Clairsentience  
Level (MP Cost): War 4 (8 MP; Buff)  
Display: Visual  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 10 min./level (D)  
Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as Invisibility). Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using False Sensory Input on you, but you must realize that that power has been used in order to know enough to manifest Steadfast Perception (which is not an issue for the Super-Power, being a Buff and thus always in effect).

## Stinking Cloud

Conjuration (Creation)  
Level (MP Cost): Sor/Wiz 3 (6 MP; includes Fog Cloud)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Cloud spreads in 20-ft. radius, 20 ft. high  
Duration: 1 round/level  
Saving Throw: Fortitude negates; see text  
Spell Resistance: No  
Power Points: 5

Stinking Cloud creates a bank of fog like that created by Fog Cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that

succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking Cloud can be made permanent with a Permanency spell. A permanent Stinking Cloud dispersed by wind reforms in 10 minutes.

Material Component:

A rotten egg or several skunk cabbage leaves.

## Stomp

Psychokinesis

Level (MP Cost): War 1 (2 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage.

Augment:

For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

## Stone Shape

Transmutation [Earth]

Level (MP Cost): Artifice 3, Clr 3, Drd 3, Earth 3, Sor/Wiz 4 (6 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 5 (7 for Sor/Wiz)

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component:

Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

## Stone Tell

Divination

Level (MP Cost): Drd 6 (12 MP)

Components: V, S, DF

Casting Time: 10 minutes (1 round for Super-Power)

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 11 (7 for Rgr)

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

## Stone to Flesh

Transmutation

Level (MP Cost): Sor/Wiz 6 (12 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

Power Points: 11

This spell restores a petrified or crystallized creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified / crystallized creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component:

A pinch of earth and a drop of blood.

## Stoneskin

Abjuration

Level (MP Cost): Drd 5, Earth 6, Sor/Wiz 4, Strength 6 (10 MP; Buff)

Components: V, S, M

Casting Time: 1 standard action (1 swift action for Super-Power Buff)

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged (at will for Super-Power Buff)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 9 (7 for Sor/Wiz, 11 for Earth and Strength)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (minimum 70, maximum 150 points), it is discharged (but there is no limit to the amount of damage the Super-Power Buff can absorb; the Super-Mutant has damage reduction 10/adamantine).

Material Component:

Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

## Storm of Vengeance

Conjuration (Summoning)

Level (MP Cost): Drd 9, Clr 9 (20 MP; includes Call Lightning Storm and Ice Storm)

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

Power Points: 17

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4×10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2<sup>nd</sup> Round:

Acid rains down in the area, dealing 1d6 points of acid damage (no save). Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

3<sup>rd</sup> Round:

You call three to six (1d4+2) bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage. Acid rain continues, inflicting another 1d6 points of acid damage (no save).

4<sup>th</sup> Round:

Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). Acid rain continues, inflicting another 1d6 points of acid damage (no save).

5<sup>th</sup> through 10<sup>th</sup> Rounds:

Each round, you choose whether to inflict another lightning barrage or hailstorm with Storm of Vengeance. Every round, acid rain continues to fall within the area of the storm.

## Strength of the Enemy

Psychometabolism

Level (MP Cost): War 2, Strength 3 (4 MP)

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and it now deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment (only available to Psionic and Super-Power):

You can augment this power in one or both of the following ways:

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

## Suggestion (Mass)

Telepathy / Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

Level (MP Cost): Brd 2, Brd 5 for Mass, Sor/Wiz 3, Sor/Wiz 6 for Mass, Telepath 2 (4 MP, 10 MP for Mass)

Display / Components: Auditory / V, M

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels), Medium (100 ft. + 10 ft./level) for Mass

Target: One creature, one creature/level for Mass

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3 (5 for Sor/Wiz), 9 for Mass (11 for Sor/Wiz)

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The Suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

**Material Component:**

A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

**Augment:**

For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

## Summon Monster (I-IX)

Conjuration (Summoning) [see text]

Level (MP Cost): Brd 1-6, Chaos 9, Clr 1-9, Evil 9, Good 9, Law 9, Sor/Wiz 1-9 (10 MP for Summon Monster I-V, otherwise 20 MP)

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1 for Summon Monster I, +2 for each higher level Summon Monster, max. 17 for Summon Monster IX

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane, and commonly celestial or fiendish versions of normal animals). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the appropriate-level list on the Summon Monster tables (see the DxD20 *Foe Folio*). You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

If you wish, you may summon more monsters from a lower-level list than the one from the list manifested for. A summoner may elect to summon 1-3 monsters (all of the same type) from the next lower-level list, or the summoner may summon 1d4+1 monsters (all of the same type) from the list two levels lower than

the one manifested for. Thus, a manifester could use an instance of Summon Monster V to summon one monster from the Summon Monster V table, or 1-3 monsters from the Summon Monster IV table, or 1d4+1 monsters from the Summon Monster III or lower tables.

**Arcane Focus:**

A tiny bag and a small (not necessarily lit) candle.

## Summon Nature's Ally (I-IX)

Conjuration (Summoning) [see text]

Level (MP Cost): Air 9, Animal 4/8, Drd 1-9, Earth 9, Fire 9, Water 9 (10 MP for Summon Nature's Ally I-V, otherwise 20 MP)

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 1 for Summon Nature's Ally I, +2 for each higher level Summon Nature's Ally, max. 17 for Summon Nature's Ally IX

This spell summons a creature (typically an animal or magical beast native to the manifester's plane, or an elemental from one of the four elemental planes). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the appropriate-level list on the Summon Nature's Ally table (see the DxD20 *Foe Folio*). You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned ally cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

If you wish, you may summon more allies from a lower-level list than the one from the list manifested for. A summoner may elect to summon 1-3 allies (all of the same type) from the next lower-level list, or the summoner may summon 1d4+1 allies (all of the same type) from the list two levels lower than the one manifested for. Thus, a manifester could use an instance of Summon Nature's Ally V to summon one monster from the Summon Nature's Ally V table, or 1-3 monsters from the Summon Nature's Ally IV table, or 1d4+1 monsters from the Summon Nature's Ally III or lower tables.

## Summon Swarm

Conjuration (Summoning)

Level (MP Cost): Brd 2, Drd 2, Sor/Wiz 2 (4 MP)

Components: V, S, M/DF

Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: One swarm of bats, rats, or spiders  
Duration: Concentration + 2 rounds  
Saving Throw: None  
Spell Resistance: No  
Power Points: 3

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Arcane Material Component:  
A square of red cloth.

## Sunbeam

Evocation [Light]  
Level (MP Cost): Drd 7, Sun 7, Weather 8 (14 MP; includes Searing Light)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 60 ft.  
Area: Line from your hand  
Duration: 1 round/level or until all beams are exhausted  
Saving Throw: Reflex negates and Reflex half; see text  
Spell Resistance: Yes  
Power Points: 13 (15 for Weather)

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (minimum 13d6, maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

## Sunburst

Evocation [Light]  
Level (MP Cost): Drd 8, Sor/Wiz 8, Sun 8 (16 MP; includes Sunbeam)  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 80-ft.-radius burst  
Duration: Instantaneous

Saving Throw: Reflex partial; see text  
Spell Resistance: Yes  
Power Points: 15

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (minimum 15d6, maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component:  
A piece of sunstone and a naked flame.

## Suspend Life

Divine Variant: Hibernate  
Psychometabolism / Transmutation  
Level (MP Cost): Drd 6, Psi/Wld 6, War 6 (12 MP; includes Biofeedback)  
Components / Display: S, DF / Olfactory  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: Permanent unless ended or dismissed; see text  
Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of Dispel Magic & Psionics. If you choose to dismiss the power, your trance ends 10 rounds later.

## Sustenance

Divine Variant: Goodberry  
Psychometabolism / Transmutation  
Level (MP Cost): Drd 1, Psi/Wld 2, War 2 (4 MP; Buff)  
Components / Display: V, S, DF / Material  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You



Duration: Instantaneous  
Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient nourishment to satisfy your needs for that time.

Divine Focus:  
One berry of any kind, which you eat upon casting.

## Swarm of Crystals

Metacreativity (Creation)  
Level (MP Cost): Psi/Wld 2 (4 MP)  
Display: Material  
Manifesting Time: 1 standard action  
Range: 15 ft.  
Area: Cone-shaped spread  
Duration: Instantaneous  
Saving Throw: None  
Power Resistance: No  
Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment:  
For every additional power point you spend, this power's damage increases by 1d4 points.

## Sympathetic Vibration

Evocation [Sonic]  
Level (MP Cost): Brd 6 (12 MP; includes Shatter)  
Components: V, S, F  
Casting Time: 10 minutes  
Range: Touch  
Target: One freestanding structure  
Duration: Up to 1 round/level  
Saving Throw: None; see text  
Spell Resistance: Yes  
Power Points: 11

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage (or one capital die, 1D) per round to the target structure. Hardness has no effect on the spell's damage. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic Vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus:  
A tuning fork.

## Synchronicity

Abjuration  
Level (MP Cost): Luck 5, Sor/Wiz 5 (10 MP; Buff)  
Components: V, S, F/DF  
Casting Time: 1 standard Attack action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
Power Points: 9

Synchronicity subtly rearranges reality so that the subject isn't inconvenienced by the minor delays in modern life. For the subject of Synchronicity, the traffic light is always green and there's always a waiting elevator. On a city street, Synchronicity ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of Synchronicity, and waiters and clerks promptly arrive whenever they're needed.

Though designed for convenience, the Synchronicity spell offers advantages for a caster in harm's way. The subject of Synchronicity can run at full speed through even through a dense crowd, because people subconsciously move aside. The Synchronicity spell also provides a +4 bonus to AC when the subject's movement provokes an attack of opportunity (just like the Mobility feat), because even enemies have a tendency to stay out of the subject's way.

Synchronicity is also useful during car (and other vehicular) chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with Synchronicity gains a +8 inherent bonus on Drive checks in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the Synchronicity spell provides a +8 inherent bonus on Bluff and Hide checks (if you're being chased) or Sense Motive and Spot checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus:  
A gold-level credit card or garage door remote control.

## Synesthete

Psychometabolism  
Level (MP Cost): Psi/Wld 1, War 1 (2 MP)  
Display: Material  
Manifesting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 10 min./level (D)  
Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.



Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your synesthete senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

## Spells & Powers: T-Z

### Telekinesis (aka “TK”)

Transmutation / Psychokinesis (Force)

Level (MP Cost): Psi/Wld 3 for TK Force, Psi/Wld 3 for TK Thrust, Psi/Wld 4 for TK Maneuver, Psi/Wld 5 for Telekinesis, Sor/Wiz 5 (6 MP for TK Force or Thrust, “TK Adept” 8 MP for any 2 TK Super-Powers, “TK Master” 10 MP for all 3 Super-Powers)

Display / Components: Visual / V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level), Long (400 ft. + 40 ft./level) for Sor/Wiz (and Super-Power)

Target or Targets: See text

Duration: Concentration up to 1 round/level or instantaneous; see text

Saving Throw: Will negates (object) or None; see text

Spell Resistance: Yes (object); see text

Power Points: 5 for TK Force and Thrust, 7 for TK Maneuver (9 for Sor/Wiz)

You move objects or creatures by concentrating on them.

Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

#### TK Force:

A sustained force moves an object weighing no more than 25 pounds per caster level (starting maximum of 125 pounds, up to 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced

beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

#### TK Maneuver:

Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a Wizard or Psion), Wisdom modifier (if a Super-Hero), or Charisma modifier (if a Sorcerer or Wilder) in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level (or power point spent), but it ends if you cease concentration.

#### TK Thrust:

Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum starting at 125 pounds to 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a Wizard or Psion), Wisdom modifier (if a Super-Hero), or Charisma modifier (if a Sorcerer or Wilder). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a targeted creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

### Telekinetic Sphere

Psychokinesis / Evocation [Force]

Level (MP Cost): Kineticist 8, Sor/Wiz 8 (16 MP; includes Resilient Sphere)

Display / Components: Material / V, S, M

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)  
 Saving Throw: Reflex negates (object)  
 Power Resistance: Yes (object)  
 Power Points: 15

This spell functions like Resilient Sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component:  
 A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

## Telepathic Projection

Telepathy (Charm) [Mind-Affecting]  
 Level (MP Cost): Psi/Wld 1 (2 MP)  
 Display: Visual  
 Manifesting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./ level)  
 Target: One creature  
 Duration: 1 min./level  
 Saving Throw: Will negates  
 Power Resistance: Yes  
 Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

## Telepathic Bond

See "[Mindlink](#)".

## Teleport

Psychoportation / Conjunction (Teleportation)

Level (MP Cost): Nomad 5, Sor/Wiz 5, Travel 5 (10 MP); includes Dimension Door or Blink, player's choice)  
 Display / Components: Visual / V  
 Casting Time: 1 standard action (1 move action as Super-Power)  
 Range: Personal and touch  
 Target: You and touched objects (for Super-Power) or other touched willing creatures  
 Duration: Instantaneous  
 Saving Throw: None and Will negates (object)  
 Spell Resistance: No and Yes (object)  
 Power Points: 9

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. 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. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

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 energy may make any such teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

| Familiarity       | On Target | Off-Target | Similar | Mishap |
|-------------------|-----------|------------|---------|--------|
| Familiar          | 01-97     | 98-99      | 100     | -----  |
| Studied           | 01-94     | 95-97      | 98-99   | 100    |
| Casual            | 01-88     | 89-94      | 95-98   | 99-100 |
| Seen once         | 01-76     | 77-88      | 89-96   | 97-100 |
| False destination | (1d20+80) | —          | 81-92   | 93-100 |

Familiarity:

"Familiar" is a place where you have been very often and where you feel at home. "Studied" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. "Casual" is a place that you have seen more than once but with which you are not very familiar. "Seen once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target:

You appear where you want to be.

Off Target:

You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10×1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area:

You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap:

You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

## Teleport, Greater

Arcane Variant: Teleport Object

Druid Variant: Transport via Plants

Psychoportation / Conjunction (Teleportation)

Level (MP Cost): Drd 6, Psi/Wld 8, Sor/Wiz 7, Travel 7 (16 MP; includes Teleport)

Display / Components: Visual / V (DF for Druid; see text)

Casting Time: 1 standard action (1 move action as Super-Power)

Range: Personal and touch (Touch for Teleport Object)

Target: You (for Super-Power) and touched objects or other touched willing creatures (Touched object up to 100 lb./level for Teleport Object)

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

Power Points: 15 (11, for Drd, 13 for Sor/Wiz and Travel)

This spell instantly transports you (or a touched object for Teleport Object) to a designated destination anywhere on the same plane of existence. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. 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. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

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. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Areas of strong physical or magical energy may make teleportation hazardous or even impossible.

Druid's Divine Focus:

The Druid casting Transport via Plants must "enter" any living plant of the same size category as the Druid or larger, and can then teleport to any living plant of the same size category or larger, "exiting" that plant in the same round.

## Teleportation Circle

Psychoportation (Teleportation)

Level: Nomad 9, Sor/Wiz 9

Display / Components: Mental / V, M

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

You create a circle on the floor or other horizontal surface that teleports, as Greater Teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation Circle can be made permanent with a Permanency spell. A permanent Teleportation Circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as Teleportation Circle are hard to detect and disable. A Rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of Teleportation Circle.

Material Component:

Amber dust to cover the area of the circle (cost 1,000 gp).

## Teleport Trigger

Psychoportation (Teleportation)

Level (MP Cost): Nomad 5 (10 MP)

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until triggered (24 hours or until triggered for Super-Power) (D)

Power Points: 9

You specify a situation that triggers your automatic manifestation of a Teleport, taking you to a predetermined location. You must know the Teleport power and have sufficient power points to manifest it when the specified situation occurs.

The Teleport Trigger goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

## Temporal Acceleration

Psychoportation

Level (MP Cost): Psi/Wld 6 (12 MP; includes Haste)

Display: None

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your Temporal Acceleration is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your Temporal Acceleration has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your Temporal Acceleration lasts.

While under the effect of this power, you cannot enter an area protected by a Null Power Field or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your Temporal Acceleration expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as Schism, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment:

For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

## Temporal Stasis

Transmutation

Level (MP Cost): Sor/Wiz 8 (16 MP; includes Quintessence)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 15

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful Dispel Magic & Psionics spell).

Material Component:

A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

## Thicken Skin

Psychometabolism

Level (MP Cost): Egoist 1, War 1 (2 MP; Buff)

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, providing a +1 bonus to your natural Armor Class.

Augment:

You can augment this power in one or both of the following ways;

1. For every 3 additional power points you spend, the bonus to your natural AC increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

## Thought Shield

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 2, War 2 (4 MP)

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

#### Augment:

For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

### Time Hop

Psychoportation

Level (MP Cost): Psi/Wld 3 (6 MP)

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller creature, or one object weighing 300 lb. or less

Duration: 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon their return to the time stream, he appears in the closest unoccupied space, still in their original orientation. Determine the closest space randomly if necessary.

#### Augment:

You can augment this power in one or both of the following ways;

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

### Time Hop, Mass

Psychoportation

Level (MP Cost): Nomad 8 (16 MP); includes Time Hop

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All willing creatures in range

Duration: Up to 1 hour/level; see text

Power Points: 15

As Time Hop, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the Mass Time Hop lasts when you manifest the power.

#### Augment:

If you spend 6 additional power points, you can manifest this power as an immediate action.

### Time Regression

Psychoportation

Level (MP Cost): Nomad 9 (20 MP)

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used time regression, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest Time Regression during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost:

1,000 XP.

### Time Stop

Transmutation

Level (MP Cost): Sor/Wiz 9, Trickery 9 (20 MP); includes Temporal Acceleration

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

Power Points: 17

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the Time Stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the Time Stop have their normal effects on other creatures once the time stop ends. Most

spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while Time Stop lasts. You cannot enter an area protected by a Null Power Field while under the effect of Time Stop.

## Timeless Body (aka Invulnerability)

Psychoportation

Level (MP Cost): Psi/Wld 9 (30 MP [ & GM's permission]); Buff)

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round (Permanent as Super-Power)

Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While Timeless Body is in effect, you are invulnerable to all attacks and powers that would change the condition of your body (your mind is still vulnerable).

This power cannot be quickened.

## Tongues

Telepathy [Mind-Affecting] / Divination

Level (MP Cost): Brd 2, Clr 4, Psi/Wld 2, Sor/Wiz 3 (6 MP; Buff)

Display / Components: None / V, M/DF

Manifesting Time: 1 standard action

Range: Touch (Personal for Psi/Wld)

Target: Creature touched (You for Psi/Wld)

Duration: 10 min./level

Power Points: 3 (5 for Sor/Wiz, 7 for Clr)

This spell grants its target the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a Permanency spell.

Arcane Material Component:

A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

## Tornado Blast

Psychokinesis (Air)

Level (MP Cost): Kineticist 9, Weather 9 (18 MP; includes Control Winds and Gust of Wind)

Display: Auditory and visual; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Power Resistance: No

Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment:

For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points). For each extra 2d6 points of damage, this power's save DC increases by 1.

## Touch of Fatigue

Necromancy

Level (MP Cost): Sor/Wiz 0 (1 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 1

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component:

A drop of sweat.



## Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

Power Points: 3

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

## Touchsight

Psychometabolism

Level (MP Cost): Psi/Wld 3 (6 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your Touchsight field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with Touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment:

For every 2 additional power points you spend, the radius of your Touchsight field increases by 10 feet.

## tTower of Iron Will

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 5 (10 MP; includes Thought Shield)

Display: Auditory

Manifesting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the power's area gain power resistance 19 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it is not your turn.

Augment:

For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

## Trace Purge

Transmutation

Level (MP Cost): Clr 1, Sor/Wiz 1 (2 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15-ft.-radius emanation centered on a point in space

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Power Points: 1

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component:

A pair of tweezers.

## Trace Teleport

Clairensience

Level (MP Cost): Psi/Wld 4 (8 MP; includes Detect Teleportation)

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As Detect Teleportation, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.



You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the psionic teleport power), as if you had “seen casually” the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment:

If you spend 2 additional power points, this power’s range increases to Medium (100 ft. + 10 ft./level).

## Transformation

Transmutation

Level (MP Cost): Sor/Wiz 6 (12 MP; Buff)

Components: V, S, M

Casting Time: 1 standard action (1 swift action for Super-Power)

Range: Personal

Target: You

Duration: 1 round/level (at will for Super-Power) (D)

Power Points: 11

You become a virtual fighting machine— stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can’t cast spells or manifest psionics, even from items. The Transformation is noticeable, however; the character’s appearance changes significantly (determined by the player and the GM).

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves and Intimidate checks, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose any spellcasting and/or psionic ability, including your ability to use spell / power activation or spell / power completion items, just as if the spells or powers were no longer on your class list. Supernatural and extraordinary abilities are not affected by the Transformation.

Material Component:

A potion of Bull’s Strength, which you drink (and whose effects are subsumed by the spell effects).

## Transmute Mud to Rock

Transmutation [Earth]

Level (MP Cost): Drd 5, Sor/Wiz 5 (10 MP; includes Transmute Rock to Mud)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

Power Points: 9

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute Mud to Rock counters and dispels Transmute Rock to Mud.

Arcane Material Component:

Sand, lime, and water.

## Transmute Rock to Mud

Transmutation [Earth]

Level (MP Cost): Drd 5, Sor/Wiz 5 (10 MP; includes Transmute Mud to Rock)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

Power Points: 9

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If Transmute Rock to Mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since Transmute Rock to Mud can’t affect worked stone and doesn’t reach deep enough to undermine such buildings’ foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful Dispel Magic & Psionics or Transmute Mud to Rock spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component:

Clay and water.

## Transport Via Plants

See “Teleport, Greater”.

## Tree Shape

Transmutation

Level (MP Cost): Drd 2 (6 MP)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level (D)  
Power Points: 3

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Detect Magic & Psionics spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss Tree Shape as a free action (instead of as a standard action).

## Tree Stride

Conjuration (Teleportation)  
Level (MP Cost): Drd 5 (8 MP)  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Personal  
Target: You  
Duration: 1 hour/level or until expended; see text  
Power Points: 9

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

| Type of Tree    | Transport Range |
|-----------------|-----------------|
| Oak, ash, yew   | 3,000 feet      |
| Elm, linden     | 2,000 feet      |
| Other deciduous | 1,500 feet      |
| Any coniferous  | 1,000 feet      |
| All other trees | 500 feet        |

You may move into a tree up to one time per caster level; passing from one tree to another counts as moving into one tree. The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in

which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

## True Metabolism

Psychometabolism  
Level (MP Cost): Psi/Wld 8 (20 MP; Buff)  
Display: Material  
Manifesting Time: 1 round  
Range: Personal  
Target: You  
Duration: 1 min./level  
Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round.

This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, negative energy) ignore True Metabolism. However, a character with True Metabolism is immune to all poisons and diseases while under its effect.

You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier while you manifest True Metabolism for this purpose; regrowing a finger or toe takes 1 minute, a hand or a foot 5 minutes, and a leg or an arm 15 minutes, based on a medium creature (double or halve based on size differences as appropriate). You must have a Constitution score to gain any of this power's benefits.

## True Resurrection

Conjuration (Healing)  
Level (MP Cost): Clr 9 (20 MP; includes Raise Dead or Revivify, player's choice)  
Casting Time: 10 minutes (1 minute as Super-Power)  
Power Points: 17

This spell functions like Raise Dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even True Resurrection can't restore to life a creature who has died of old age.

Material Component:

A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

XP Cost (Super-Power only):

200 XP per decade the target has been deceased, rounding up.

## True Seeing

Clairsentience / Divination

Level (MP Cost): Clr 5, Drd 7, Knowledge 5, Psi/Wld 5, Sor/Wiz 6 (10 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: Touch (Personal for Psi/Wld)

Target: Creature touched (You for Psi/Wld)

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 9 (11 for Sor/Wiz, 13 for Drd)

The target gains the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of True Seeing conferred is 120 feet.

True Seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True Seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use True Seeing through a crystal ball or in conjunction with Clairvoyant Sense.

Material Component:

An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

## True Strike

Divination

Level (MP Cost): Sor/Wiz 1 (2 MP)

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

Power Points: 1

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus:

A small wooden replica of an archery target.

## Truevenom

Psychometabolism

Level (MP Cost): War 4 (8 MP; includes Prevenom)

Display: Material; see text

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and Fortitude negates; see text

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as claws of the beast), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

## Truevenom Weapon

Psychometabolism (Creation)

Level (MP Cost): War 4 (8 MP; includes Prevenom Weapon)

Display: Material; see text

Manifesting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 min./level or until discharged

Saving Throw: None and Fortitude negates; see text

Power Points: 7

As Truevenom, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

## Ubiquitous Vision

Clairsentience

Level (MP Cost): Psi/Wld 3, War 3 (6 MP; Buff)

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 5

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and Rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Concurrently, you take a -4 penalty on saves against all gaze attacks during the power's duration.

## Ultrablast

Telepathy [Mind-Affecting]

Level (MP Cost): Psi/Wld 7 (14 MP); includes Mind Thrust and Psionic Blast

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

You “grumble” psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power’s area, dealing 13d6 points of damage to each enemy.

Augment:

For every additional power point you spend, this power’s damage increases by 1d6 points. For every two additional power points you spend in this manner, the save DC increases by 1.

## Undetectable Alignment

Abjuration

Level (MP Cost): Brd 1,Clr 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 3 (1 for Brd)

An Undetectable Alignment spell conceals the alignment of an object or a creature from all forms of divination.

## Unholy Aura

Abjuration [Evil]

Level (MP Cost): Clr 8, Evil 8 (16 MP); includes Protection from Good as Buff

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Power Points: 15

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warding creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of Protection

from Good, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warding creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as Protection from Good does.

Finally, if a good creature succeeds on a melee attack against a warding creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

Focus:

A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

## Unholy Blight

Evocation [Evil]

Level (MP Cost): Evil 4 (8 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Will partial

Spell Resistance: Yes

Power Points: 7

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness.

Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (minimum 3d8, maximum 5d8) to a good creature (or 1d6 per caster level, minimum 7d6, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by Remove Disease or Heal, but Remove Curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

## Unseen Servant

Conjuration (Creation)

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Power Points: 1

An Unseen Servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component:

A piece of string and a bit of wood.

## Vampiric Blade

Psychometabolism

Level (MP Cost): War 3 (6 MP)

Display: Material and visual

Manifesting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

Duration: 1 round/level

Power Points: 5

As Claws of the Vampire, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

## Vampiric Touch

Necromancy

Level (MP Cost): Sor/Wiz 3 (6 MP)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

Power Points: 5

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (minimum 2d6, maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points + their Constitution attribute score, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

## Veil

Illusion (Glamour)

Level (MP Cost): Brd 6, Sor/Wiz 6 (12 MP); includes Major Image

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

Power Points: 11

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

## Ventriloquism

Illusion (Figment)

Level (MP Cost): Brd 1, Sor/Wiz 1 (2 MP)

Components: V, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Power Points: 1

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus:

A parchment rolled up into a small cone.

## Via Negativa

Necromancy

Level (MP Cost): Clr 4, Sor/Wiz 4 (8 MP); includes Chill Touch

Components: S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

Power Points: 7

When you cast the Via Negativa spell, your right hand is covered with crackling black energy that causes intense pain to any living

creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The Via Negativa spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the Via Negativa spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the Via Negativa spell begins with a handshake motion. If you use an innocuous handshake with someone to start a Via Negativa spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus:

A ring with a black pearl (purchase DC 22, \$3500 / 35gp).

## Vigor

Psychometabolism

Level (MP Cost): Psi/Wld 1, War 1 (Buff; 1 MP per 5 hit points for Super-Power, maximum 20 MP for 100 additional hit points for Super-Power)

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (Permanent for Super-Power)

Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points (bonus hit points from the Super-Power Vigor are permanently added to the character's hit point total). Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment:

For every additional power point you spend, the number of temporary hit points you gain increases by 5.

## Vision

Divination

Level (MP Cost): Sor/Wiz 7 (14 MP; includes Precognition)

Components: V, S, M, XP

Casting Time: 1 standard action

Power Points: 13

This spell functions like Legend Lore, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

XP Cost:

100 XP.

## Wail of the Banshee

Necromancy [Death, Sonic]

Level (MP Cost): Death 9, Sor/Wiz 9 (18 MP)

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Power Points: 17

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

## Wall of Ectoplasm

Metacreativity (Creation)

Level (MP Cost): Psi/Wld 4 (8 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot hex per level. Each 5-foot hex of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is 15 + 2 per inch of thickness.

The Wall of Ectoplasm is susceptible to Dispel Magic & Psionics, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the Teleport power.

You can form the wall into a flat, vertical plane whose area is up to one 10-foot square (2-polyhex space) per level or into a sphere or hemisphere with a radius of up to 1 foot per level.

The Wall of Ectoplasm must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

## Wall of Fire

Evocation [Fire]



Level (MP Cost): Drd 5, Fire 4, Sor/Wiz 4 (8 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

Power Points: 7 (9 for Drd)

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of Fire can be made permanent with a Permanency spell. A permanent Wall of Fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component:

A small piece of phosphorus.

## Wall of Force

Evocation [Force]

Level (MP Cost): Sor/Wiz 5 (10 MP; includes Force Shield)

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square (2-polyhex space)/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 9

A Wall of Force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including Dispel Magic & Psionics. However, Disintegrate immediately destroys it, as does a Rod of Cancellation, a Sphere of Annihilation, or a Mage's Disjunction spell. Breath weapons and spells cannot pass through the wall in either direction, although Dimension Door, Teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material

floors and ceilings). Gaze attacks can operate through a Wall of Force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square (2-polyhex space) per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Force can be made permanent with a Permanency spell.

Material Component:

A pinch of powder made from a clear gem.

## Wall of Ice

Evocation [Cold]

Level (MP Cost): Sor/Wiz 4 (8 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square (2-polyhex space)/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Power Points: 7

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A Wall of Ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a Wall of Ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a Wall of Ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane:

A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area (2-polyhex space) per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square (2-polyhex space) of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).



Hemisphere:

The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Material Component:

A small piece of quartz or similar rock crystal.

## Wall of Iron

Conjuration (Creation)

Level (MP Cost): Sor/Wiz 6 (12 MP)

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. hex/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Power Points: 11

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A Wall of Iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot hex of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component:

A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

## Wall of Stone

Conjuration (Creation) [Earth]

Level (MP Cost): Clr 5, Drd 6, Earth 5, Sor/Wiz 5 (10 MP)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. hex/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Power Points: 9 (11 for Drd)

This spell creates a wall of rock that merges into adjoining rock surfaces. A Wall of Stone is 1 inch thick per four caster levels and composed of up to one 5-foot hex per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a Wall of Iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a Disintegrate spell or by normal means such as breaking and chipping. Each 5-foot hex of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component:

A small block of granite.

## Wall of Thorns

Conjuration (Creation)

Level (MP Cost): Drd 5, Plant 5 (10 MP)

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Power Points: 9

A Wall of Thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to

twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a Wall of Thorns at normal speed without taking damage.

A Wall of Thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a Wall of Thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

## Wall Walker

See "[Spider Climb](#)".

## Warp Wood

Transmutation

Level (MP Cost): [Drd 2](#) (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 3

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means.

You can combine multiple consecutive Warp Wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

## Water Breathing

Transmutation

Level (MP Cost): [Clr 3](#), [Drd 3](#), [Sor/Wiz 3](#), [Water 3](#) (6 MP; Buff)

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component:

A short reed or piece of straw.

## Water Walk

Transmutation [Water]

Level (MP Cost): [Clr 3](#), [Drd 3](#) (6 MP)

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level (You plus one touched creature/level as Super-Power)

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Power Points: 5

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

## Waves of Exhaustion

Necromancy

Level (MP Cost): [Sor/Wiz 7](#) (14 MP; includes [Waves of Fatigue](#))

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst



Duration: Instantaneous  
Saving Throw: No (Fortitude partial for Super-Power; see text)  
Spell Resistance: Yes  
Power Points: 13

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Special: For the Super-Power, creatures with power resistance are entitled to a Fortitude save to attempt to reduce the effect to fatigued. A creature that is already fatigued will automatically become exhausted.

## Waves of Fatigue

Necromancy  
Level (MP Cost): Sor/Wiz 5 (10 MP); includes Ray of Exhaustion  
Components: V, S  
Casting Time: 1 standard action  
Range: 30 ft.  
Area: Cone-shaped burst  
Duration: Instantaneous  
Saving Throw: No  
Spell Resistance: Yes  
Power Points: 9

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

## Weapon of Energy

Psychokinesis [see text]  
Level (MP Cost): War 4 (8 MP)  
Display: Visual  
Range: Touch  
Target: Weapon touched  
Duration: 1 round/level  
Saving Throw: Fortitude negates (object, harmless)  
Power Resistance: None  
Power Points: 7

As Claw of Energy, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

## Web

Conjuration (Creation)  
Level (MP Cost): Sor/Wiz 2 (4 MP)  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Webs in a 20-ft.-radius spread  
Duration: 10 min./level (D)  
Saving Throw: Reflex negates; see text  
Spell Resistance: No  
Power Points: 3

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to

spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet (1 hex) in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a Permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Material Component:  
A bit of spider web.

## Weird

Illusion (Phantasm) [Fear, Mind-Affecting]  
Level (MP Cost): Mind 9, Sor/Wiz 9 (18 MP); includes Phantasmal Killer  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Any number of creatures, no two of which can be more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text  
Spell Resistance: Yes  
Power Points: 17

This spell functions like Phantasmal Killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

## Whirlwind

Evocation [Air]

Level (MP Cost): Air 8, Drd 8 (16 MP; includes Control Winds and Gust of Wind)

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Power Points: 15

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

## Whispering Wind

Transmutation [Air]

Level (MP Cost): Brd 2, Sor/Wiz 2 (4 MP)

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

Power Points: 3

You send a message or sound on the wind to a designated spot. The Whispering Wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A Whispering Wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the Whispering Wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with Magic Mouth, Whispering Wind cannot speak verbal components, use command words, or activate magical effects.

## White Noise

Psychokinesis (Electricity)

Prerequisite: Tech Level 5 or higher scenario

Level: Psi/Wld 1, War 1 (2 MP)

Display: None

Manifesting Time: 1 standard action

Range: Personal

Area: 5-ft. radius/level

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You surround yourself with a bubble of low-level electromagnetic radiation, not enough to be detected by normal individuals but sufficient to defeat most electronic transmissions (like cell phones, radio broadcasts, and television signals). Hardwired effects such as cable TV or telephones, or self-contained devices such as video cameras are unaffected by this power. Those using the affected devices get scrambled signals and white noise, and they are aware that they are being jammed.

## Whitefire

Evocation / Psychokinesis

Level (MP Cost): Kineticist 3, War 3, War 3 (6 MP)

Display: Visual

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Point Cost: 5

The manifester generates primordial energy that deals 5d4 points of (untyped) damage to all creatures within the area they designate (the manifester must be able to see the target area or a portion of it). Unattended objects also take damage. As this damage type is not specific, it is not privy to any form of energy resistance except universal energy resistance (ie. The target has a minimum amount of resistance to every energy type).

Whitefire imbues its targets with a sudden influx of raw power, tending to set fire to combustibles and damage objects in the area. It will also melt metals with a low melting point.

Augment (not available to Divine version):

For every additional power point you spend, this power's damage increases by one die (d4). For each extra two dice of damage, this power's save DC increases by 1.

## Wildshape

See "[Metamorphosis](#)".

## Wire Walk

Psychokinesis (Electricity) / Conjunction (Teleportation)

Prerequisite: Tech Level 4 or higher scenario

Level (MP Cost): [Hacking 4](#), [Psi/Wld 4](#), [Sor/Wiz 4](#) (8 MP)

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures weighing up to 25 lb./level (minimum 175 lbs. for Super-Power)

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

Power Points: 7

You and any other objects or creatures targeted by the spell teleport instantly to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

For example, you might use a cell phone to call home. As soon as anyone answers the phone (including an answering machine), you could use the spell to teleport home. Willing subjects of the spell (and the objects they carry) need not make a saving throw, nor does spell resistance apply in this instance.

## Wind Walk

Transmutation [Air]

Level (MP Cost): [Clr 6](#), [Drd 7](#) (12 MP; includes [Gaseous Form](#))

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You (and one touched creature per 3 levels for spell)

Duration: 1 hour/level (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

Power Points: 11 (13 for Drd)

You can alter the substance of your body, capable of reducing your density to a cloudlike vapor (as the Gaseous Form spell) and moving through the air, possibly at great speed. With the divine magical variant, you can take other creatures with you, each of which acts independently (see "Targets" above).

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent while travelling at full speed. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds (1 round for the super-power), which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Special Note: A wind walker under the influence of a [Fly](#) spell moves twice as fast (20'/round with perfect maneuverability, or 1,200'/round with poor maneuverability), while a wind walker under the influence of an [Overland Flight](#) spell moves five times as fast (50'/round with perfect maneuverability, or 3,000'/round with poor maneuverability), and ten times as fast (100'/round with perfect maneuverability, or 6,000'/round with poor maneuverability, effectively 600 mph!) while under the effect of all three spells.

## Wind Wall

Evocation [Air]

Level (MP Cost): [Air 2](#), [Clr 3](#), [Drd 3](#), [Sor/Wiz 3](#) (6 MP; includes [Control Winds](#))

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

Power Points: 5 (3 for Air)

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a Wind Wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Component:

A tiny fan and a feather of exotic origin.

## Wish

Universal

Level (MP Cost): Sor/Wiz 9 (25 MP); includes Limited Wish

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Power Points: 17

Wish is the mightiest spell a Wizard or Sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even Wish, however, has its limits.

A Wish can produce any one of the following effects:

- Duplicate any Wizard or Sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell or power of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any Wizard or Sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as Geas/Quest or Insanity.
- Create a nonmagical, nonpsionic item of up to 25,000 gp in value.
- Create a magic or psionic item or add to the powers of an existing magic or psionic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five Wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two Wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single Wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or to remove all poison effects from everyone in the party, but not do both with the same Wish. A Wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A Wish can bring a dead creature back to life by duplicating a Resurrection spell. A Wish can revive a dead creature whose body has been destroyed, but the task takes two Wishes, one to recreate the body and another to infuse the body with life again. A Wish cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A Wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A Wish can undo a single recent event. The Wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to

accommodate the new result. For example, a Wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a Wish to produce greater effects than these, but doing so is dangerous. (The Wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component:

When a Wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost:

The minimum XP cost for casting Wish is 5,000 XP. When a Wish duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a Wish creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

## Wood Shape

Transmutation

Level (MP Cost): Artifice 2, Drd 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Power Points: 3

Wood Shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

## Word of Chaos

Evocation [Chaotic, Sonic]

Level (MP Cost): Chaos 7,Clr 7 (14 MP)

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Power Points: 13

Any nonchaotic creature within the area of effect who hears the Word of Chaos suffers the following ill effects. The effects are



cumulative and concurrent. No saving throw is allowed against these effects.

| HD                   | Effect                              |
|----------------------|-------------------------------------|
| Equal to caster lvl  | Deafened                            |
| Up to caster lvl –1  | Stunned, deafened                   |
| Up to caster lvl –5  | Confused, stunned, deafened         |
| Up to caster lvl –10 | Killed, confused, stunned, deafened |

**Deafened:** The creature is deafened for 1d4 rounds.

**Stunned:** The creature is stunned for 1 round.

**Confused:** The creature is confused, as by the Confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

**Killed:** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the Word of Chaos. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by Word of Chaos.

## Word of Recall

Conjuration (Teleportation)

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless; object)

Spell Resistance: No or Yes (harmless; object)

Power Points: 11 (15 for Drd)

Word of Recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by Word of Recall. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

## Zone of Silence

Illusion (Glamer)

Level (MP Cost): Brd 4 (8 MP; includes Silence)

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

Power Points: 7

By casting Zone of Silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a Zone of Silence.

## Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Level (MP Cost): Knowledge 2 (4 MP)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Power Points: 3

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.



## Chapter X: Converting OGL to DxD20

And now we come to the real reasons for the development of DxD20; to create a comprehensive, scalable system that allows for almost any genre while maintaining balance and playability; and to unify and reinvigorate the original Open Gaming License (OGL) rules. Developed on the basis of the d20 as a simple engine for the percentage of doing or not doing something successfully, it is a system that is founded on common sense yet permits the possibility of the impossible.

### General Conversion Guidelines

Given here are the most common conversion requests; characters classes for Defense and Reputation modifiers, with the subsequent calculation of Parry and Dodge modifiers, and spellcasting classes presented with spell slots rather than spell points. You will also want to convert armors worn by characters to use the DxD20 system, wherein armor is assigned damage and thus suffers damage over time.

Insofar that the DxD20 versions of classic D&D 3.5 / d20 Modern / d20 Future classes are slightly-to-significantly updated, confirm with your GM which version of the class you're looking to use. As every such class is compatible with DxD20, once their Defense and Reputation modifiers are calculated (and by proxy their Dodge and Parry modifiers), there's little reason such variations can't be used, but as always, the GM has final say in the matter. To help expedite battle in the DxD20 system, characters should have their combat dashboard ready.

### Class Defense and Reputation Modifiers

The most common request to convert something to the DxD20 system will likely be character classes. To convert a character to use the DxD20 Tactical combat system, the character's Defense Bonus and Reputation modifier need to be determined.

Defense bonus starts at either +0 or +1 for a class, depending on the 1<sup>st</sup>-level Reflex save modifier for the class; if the Reflex save of the class being converted starts at +1 or higher for 1<sup>st</sup> level, then the Defense bonus at 1<sup>st</sup> level is +1. If the Reflex save modifier is +0, then the Defense bonus of the class at 1<sup>st</sup> level is +0.

If the Base Attack of the class being converted starts at +0 for 1<sup>st</sup> level, then the Defense bonus increases at a rate of +1 every 3 levels (so +1 at 3<sup>rd</sup> level, again at 6<sup>th</sup> level, again at 9<sup>th</sup> level, etc.). If the Base Attack of the class being converted starts at +1 for 1<sup>st</sup> level, then the Defense bonus increases at a rate of +1 every 2 levels (so +1 at 2<sup>nd</sup> level, again at 4<sup>th</sup> level, again at 6<sup>th</sup> level, etc.).

Reputation bonus is a bit more subjective, and it will typically be a +0 to start. However, classes that are Charisma-based, and/or are based on a more social or public persona may start with a +1. Likewise, the rate of Reputation increase will be dependent on the class role; leader / public type classes increase at a rate of +1 every 2-3 levels, while other classes would increase at a rate of +1 every 3-4 levels.

### Dodge and Parry Modifiers

DxD20 offers characters the option of actively dodging and/or parrying in combat. The modifiers are calculated using the character's new Defense bonus. See the sections on Dodge and Parry in the Combat section. Also, keep in mind the modifications to the Dodge and the Defensive Martial Arts feats, along with their Improved and Advanced variants, in this regard.

### Action Points

If your scenario is Heroic Level 1 or higher, then your character will have Action Points. Unless explicitly stated, a character has a number of Action Points equal to  $\frac{1}{2}$  their character level plus their Charisma modifier. So, if you're converting a 6<sup>th</sup>-level character with a 16 Charisma (+3 modifier), then the character would have  $\frac{1}{2}$  of 6<sup>th</sup> level = 3 plus 3 for the Charisma modifier, a total of 6 Action Points.

### Spell Slot Conversion to Power Points

To convert a spellcaster to the power point system, you use the character's spell allowance per day and use the following conversion rates for each spell slot to get a total power point pool;

**Table: Spell Slots as Power Points**

| Spell Slot Level      | Power Point Value / Cost | Spell Slot Level      | Power Point Value / Cost |
|-----------------------|--------------------------|-----------------------|--------------------------|
| 0 level               | 1 PP                     | 5 <sup>th</sup> level | 9 PP                     |
| 1 <sup>st</sup> level | 1 PP                     | 6 <sup>th</sup> level | 11 PP                    |
| 2 <sup>nd</sup> level | 3 PP                     | 7 <sup>th</sup> level | 13 PP                    |
| 3 <sup>rd</sup> level | 5 PP                     | 8 <sup>th</sup> level | 15 PP                    |
| 4 <sup>th</sup> level | 7 PP                     | 9 <sup>th</sup> level | 17 PP                    |

Bonus power points are calculated at a rate of (Key Attribute modifier x caster / manifester level) / 2, rounded up. Add all your power points from your spell slots together with your bonus power points, and that's how many power points your character has each day to cast spells.

### Converting Spells and Powers Based on the GM's Six Levels

If there is a spell or power that you're interested in using for your character, you can quickly confirm whether or not it's compatible with your GM's scenario. As always, run it past your GM to confirm the conversion.

| Type and Level of Spell or Power | Minimum Level Compatible Scenario |
|----------------------------------|-----------------------------------|
| Arcane Spell Levels 1-5          | Arcane Level 1                    |
| Arcane Spell Levels 6-9          | Arcane Level 5                    |
| Divine Spell Levels 1-5          | Divine Level 1                    |
| Divine Spell Levels 6-9          | Divine Level 5                    |
| Mutant Power Levels 1-9          | Mutation Level 5                  |
| Psionic Powers 1-5               | Psionic Level 1                   |
| Psionic Powers 6-9               | Psionic Level 5                   |

### Converting a Spell or Power into a Super-Power

In a similar vein, if there's a spell or power that you're interested in using as a super-power, it will likely conform to the table above; if the spell or power that the super-power is derived from is level 5 or less, it would probably be acceptable in a Mutation Level 1 scenario; if the super-power is derived from a 6<sup>th</sup>-9<sup>th</sup> level spell or power, then it would likely only be usable in a Mutation Level 5 or higher scenario by a major mutant.

Generally, a spell or power as a super-power costs 2 MP x the level of the spell or power. However, confirm with your GM, as there are also other considerations to maintain game balance.

## Chapter XI: More On Super-Powers

If you're a comic book / super-hero fan, then you may be interested in making a super-powered character. Given all the options available with the spells and powers given as possible super-powers above, it can be a daunting task to consider which super-power(s) to use or even which class to play! In order to have super-powers available, your GM's scenario must be Mutation Level 5 or higher; check with your GM to confirm.

### The Hero Classes as Super-Heroes

As you may have noticed, each of the 6 Hero classes has Super-Talents associated with it. Here is a summary of the Super-Talents available to the various Hero classes. Keep in mind that, like Super-Powers, Super-Talents require the Supernatural Mutation feat to be selected.

**Table: Hero Classes and Super-Talents**

| Hero Class         | Super-Talents (MP Cost)                                     | Apex Super-Talent (MP Cost) |
|--------------------|-------------------------------------------------------------|-----------------------------|
| <u>Strong</u>      | Supreme Effort (3), Super-Smash (5), Mangler (3)            | Titanic Strength (9)        |
| <u>Fast</u>        | Preternatural Reflexes (10), Hyper-Speed (5)                | Lightning Fast (5)          |
| <u>Tough</u>       | Bulletproof (7), Energy Immunity (5), Super-Resilient (3)   | Nigh-Invulnerable (5)       |
| <u>Smart</u>       | Prodigy (3), Master Strategist (7)                          | Supra-Genius (10)           |
| <u>Dedicated</u>   | Natural Empath (3), Healing Hands (5), Uncanny Insight (5)  | Indomitable Will (9)        |
| <u>Charismatic</u> | Animal Magnetism (3), Silver Tongue (3), Inspiring Aura (3) | Karmic Crusader (11)        |

In conjunction with the Multi-Talented Advantage and enough Mutation Points (MP), it is possible to build a character with their entire Talent tree and the accompanying Apex Super-Talent at 1<sup>st</sup>-level. Of course, with the Supernatural [Attribute] mutation included, we are talking upwards of 60 MP (!), but it is possible! More likely, the character will progress through some levels of Hero to get access to additional Talents and the Unstable Mutation feats to grow in super-powers.

### Supernatural Attribute Scores

Characters with the Supernatural Mutation feat and 5 or more MP can invest in the Supernatural [Attribute] I-IV "super-powers". The first tier, Extraordinary [Attribute], is an extraordinary attribute modifier, and thus it is not dispelled or suppressed by anything. However, the supernatural attribute modifiers from Supernatural [Attribute] I-IV are supernatural in nature, and thus they are suppressed by certain effects (like Null Power Field).

### Manifesting Super-Powers with Higher Cost than Your Mutant Level

Some starting super-characters will have powers, like Greater Metamorphosis or Reality Revision, with higher base power point costs than the character's starting Mutant Level (ML). In such instances, the character can still spend the minimum power points required to activate the super-power, but they may only do so once per day.

If a power manifestation costs more power points than the character has in total, then the character can activate the power once a day by expending all of their power points while at full power. If the character has already spent some power points for the day, then they cannot manifest any super-power that costs more than their ML.

## Super-Power Suites

Super-power suites are groupings of similar super-powers that qualify the character for MP “discounts” on further powers of the same type. Once a character has two powers from the same super-power suite, any further super-powers taken from that same suite cost 1 MP less.

## Super-Power Suites by Theme:

Given below are some power suites for use in your scenario; this list is by no means exhaustive, and if the player and GM can agree on a power suite of their own, feel free to incorporate it into your game.

### Super-Powers by Theme (MP):

#### Acid:

- [Acid Arrow](#) (4)
- [Acid Fog](#) (12)
- [Breath of the Black Dragon](#) (12)
- [Dissolving Touch](#) (4)
- [Dissolving Weapon](#) (4)
- [Exhalation of the Black Dragon](#) (6)
- [Storm of Vengeance](#) (18)

#### Air and Lightning:

- [Call Lightning](#) (6)
- [Call Lightning Storm](#) (10)
- [Chain Lightning](#) (12)
- [Control Air](#) (4)
- [Control Electricity](#) (2)
- [Control Winds](#) (10)
- [Electromagnetic Pulse](#) (8)
- [Feather Fall](#) (2)
- [Fly](#) (6)
- [Gust of Wind](#) (4)
- [Ionic Bolt](#) (8)
- [Lightning Bolt](#) (6)
- [Overland Flight](#) (10)
- [Planar Ally](#) (8/12/16)
- [Shocking Grasp](#) (2)
- [Shutdown](#) (6)
- [Tornado Blast](#) (18)
- [Whirlwind](#) (16)
- [Whispering Wind](#) (4)
- [Wind Walk](#) (12)
- [Wind Wall](#) (6)

#### Aligned:

- [Align Weapon](#) (4)
- [Detect \[Alignment\]](#) (2, 4 for all)
- [Dispel \[Alignment\]](#) (10)
- [Magic Circle Against \[Alignment\]](#) (6)
- [Planar Ally](#) (8/12/16)
- [Protection from \[Alignment\]](#) (2)
- [Undetectable Alignment](#) (4)

#### Animals:

- [Animal Affinity](#) (4)
- [Animal Growth](#) (10)
- [Animal Messenger](#) (2)
- [Animal Trance](#) (4)
- [Bite of the Wolf](#) (2)
- [Catfall](#) (2)
- [Chameleon](#) (2)
- [Claws of the Beast](#) (2)
- [Creeping Doom](#) (14)
- [Detect Animals or Plants](#) (2)
- [Lion's Charge](#) (4)
- [Magic Fang](#) (2)
- [Magic Fang, Greater](#) (6)
- [Metaphysical Claw](#) (6)
- [Mount](#) (2)
- [Poison](#) (8)
- [Repel Vermin](#) (8)
- [Scent of the Quarry](#) (4)
- [Speak with Animals](#) (2)
- [Spider Climb](#) (4)
- [Summon Nature's Ally I-IX](#) (10/20)
- [Summon Swarm](#) (4)
- [Wildshape](#) (8)

#### Astral Savant:

- [Astral Construct](#) (10)
- [Astral Projection](#) (18)
- [Bolt](#) (2)
- [Concealing Amorpha](#) (4)
- [Concealing Amorpha, Greater](#) (6)
- [Creation, Major](#) (10)
- [Creation, Minor](#) (8)
- [Crystal Shard](#) (2)
- [Crystallize](#) (12)
- [Dismiss Ectoplasm](#) (6)
- [Ecto Protection](#) (2)
- [Ectoplasmic Cocoon](#) (6)
- [Ectoplasmic Cocoon, Mass](#) (14)
- [Ectoplasmic Form](#) (6)
- [Entangling Ectoplasm](#) (2)

- [Evade Burst](#) (6/14)
- [Grease](#) (2)
- [Hail of Crystals](#) (10)
- [Planar Ally](#) (8/12/16)
- [Remote Viewing](#) (8)
- [Swarm of Crystals](#) (4)
- [Wall of Ectoplasm](#) (8)

#### Bane:

- [Bane](#) (2)
- [Bestow Curse](#) (8)
- [Blindness/Deafness](#) (4)
- [Deceleration](#) (2)
- [Doom](#) (2)
- [Mind Fog](#) (10)
- [Poison](#) (8)
- [Ray of Enfeeblement](#) (2)
- [Ray of Exhaustion](#) (6)
- [Slow](#) (6)
- [Waves of Exhaustion](#) (14)
- [Waves of Fatigue](#) (10)
- [Web](#) (4)

#### Bazaar of the Bizarre:

- [Black Tentacles](#) (8)
- [Form of Doom](#) (12)
- [Quintessence](#) (8)
- [Transformation](#) (12)

#### Boon:

- [Aid](#) (4)
- [Animal Affinity](#) (4)
- [Barkskin](#) (4)
- [Biofeedback](#) (4)
- [Blur](#) (4)
- [Burst](#) (2)
- [Chameleon](#) (2)
- [Displacement](#) (6)
- [Expeditious Retreat](#) (2)
- [Freedom of Movement](#) (8)
- [Grip of Iron](#) (2)
- [Heroism](#) (6 MP)

- [Heroism, Greater](#) (12 MP)
- [Immovability](#) (8)
- [Jump](#) (2)
- [Longstrider](#) (2)
- [Prayer](#) (6)
- [Protection from \[Alignment\]](#) (2)
- [Regenerate](#) (20)
- [Resistance](#) (1)
- [Scent of the Quarry](#) (4)
- [See Invisibility](#) (6)
- [Synchronicity](#) (10)

### Chaos and Luck:

- [Chaos Hammer](#) (8)
- [Cloak of Chaos](#) (16)
- [Detect Law](#) (2)
- [Dispel Law](#) (10)
- [Entropic Shield](#) (2)
- [Fate of One](#) (14)
- [Freedom](#) (18)
- [Karmic Favor](#) (2)
- [Magic Circle Against Law](#) (6)
- [Planar Ally](#) (8/12/16)
- [Protection from Law](#) (2)
- [Synchronicity](#) (10)
- [Word of Chaos](#) (14)

### Dimensional Traveler:

- [Anchored Navigation](#) (8)
- [Astral Projection](#) (18)
- [Baleful Teleport](#) (10)
- [Banishment](#) (14)
- [Blink](#) (6)
- [Call Weaponry](#) (2)
- [Decerebrate](#) (14)
- [Detect Teleportation](#) (2)
- [Dimension Door](#) (8)
- [Dimension Slide](#) (6)
- [Dimension Swap](#) (4)
- [Dimensional Anchor](#) (8)
- [Dimensional Lock](#) (16)
- [Dissipating Touch](#) (2)
- [Divert Teleport](#) (14)
- [Ethereal Jaunt](#) (14)
- [Etherealness](#) (18)
- [Gate](#) (20)
- [Instant Reload](#) (6)
- [Maze](#) (16)
- [Phase Step](#) (16)
- [Plane Shift](#) (14)
- [Retrieve](#) (12)
- [Teleport](#) (10)

- [Teleport, Greater](#) (16)
- [Teleport Trigger](#) (10)
- [Time Hop](#) (6)
- [Time Hop, Mass](#) (16)
- [Trace Teleport](#) (8)
- [Transport via Plants](#) (12)
- [Tree Stride](#) (8)

### Divine Faith:

- [Aid](#) (4)
- [Banishment](#) (14)
- [Bless](#) (2)
- [Bless Weapon](#) (2)
- [Commune](#) (10)
- [Contact Other Plane](#) (10)
- [Divine Favor](#) (2)
- [Divine Power](#) (8)
- [Disrupting Weapon](#) (10)
- [Flame Strike](#) (10)
- [Mark of Justice](#) (10)
- [Miracle](#) (20)
- [Planar Ally](#) (8/12/16)
- [Prayer](#) (6)
- [Purify Food and Drink](#) (1)
- [Righteous / Riotous Might](#) (10)
- [Sanctuary](#) (2)
- [Shield of Faith](#) (2)
- [Spiritual Weapon](#) (4)
- [Synchronicity](#) (10)

### Diviner:

- [Clairtangent Hand](#) (10)
- [Clairvoyant Sense](#) (6)
- [Commune](#) (10)
- [Contact Other Plane](#) (10)
- [Contingency](#) (12)
- [Danger Sense](#) (6)
- [Destiny Dissonance](#) (2)
- [Detect \[Alignment\]](#) (2, 4 for all)
- [Detect Remote Viewing](#) (8)
- [Discern Lies](#) (8)
- [Discern Location](#) (16)
- [Divination](#) (8)
- [Fate Link](#) (6)
- [Fate of One](#) (14)
- [Find the Path](#) (12)
- [Find Traps](#) (4)
- [Foresight](#) (18)
- [Know Direction and Location](#) (2)
- [Legend Lore](#) (12)
- [Locate Creature](#) (8)
- [Locate Object](#) (4)

- [Moment of Prescience](#) (16)
- [Object Reading](#) (4)
- [Precognition](#) (2)
- [Precognition, Combat](#) (4)
- [Precognition, Defensive](#) (2)
- [Precognition, Greater](#) (12)
- [Precognition, Offensive](#) (2)
- [Prescience, Offensive](#) (2)
- [Prying Eyes](#) (10)
- [Prying Eyes, Greater](#) (16)
- [Read Magic](#) (1)
- [Recall Agony](#) (4)
- [Recall Death](#) (16)
- [Remote Viewing](#) (8)
- [Scrying](#) (8)
- [Scrying, Greater](#) (14)
- [Second Chance](#) (10)
- [See Invisibility](#) (6)
- [Speak with Animals](#) (2)
- [Speak with Dead](#) (6)
- [Speak with Plants](#) (4)
- [Status](#) (4)
- [Tongues](#) (6)
- [Trace Teleport](#) (8)
- [True Seeing](#) (10)
- [True Strike](#) (2)
- [Ubiquitous Vision](#) (6)
- [Vision](#) (14)

### Dreams:

- [Deep Slumber](#) (6)
- [Dream](#) (10)
- [Dream Travel](#) (14)
- [False Sensory Input](#) (6)
- [Fly](#) (6)
- [Form of Doom](#) (10)
- [Microcosm](#) (18)
- [Nightmare](#) (10)
- [Phantasmal Killer](#) (8)
- [Remote Viewing](#) (8)
- [Sleep](#) (2)

### Earth Lord:

- [Earthquake](#) (16)
- [Immovability](#) (8)
- [Iron Body](#) (16)
- [Meld into Stone](#) (6)
- [Move Earth](#) (12)
- [Planar Ally](#) (8/12/16)
- [Repel Metal and Stone](#) (16)
- [Reverse Gravity](#) (16)
- [Rusting Grasp](#) (8)

- [Soften Earth and Stone](#) (4)
- [Spike Stones](#) (8)
- [Stomp](#) (2)
- [Stone Shape](#) (6)
- [Stoneskin](#) (10)
- [Stone Tell](#) (12)
- [Transmute Mud to Rock](#) (10)
- [Transmute Rock to Mud](#) (10)
- [Wall of Stone](#) (10)

### Empath:

- [Affinity Field](#) (18)
- [Attraction](#) (2)
- [Aversion](#) (4)
- [Calm Animals](#) (2)
- [Calm Emotions](#) (4)
- [Cause Fear](#) (2)
- [Crushing Despair](#) (8)
- [Danger Sense](#) (6)
- [Detect Hostile Intent](#) (4)
- [Doom](#) (2)
- [Empathic Feedback](#) (8)
- [Empathic Transfer](#) (4)
- [Empathic Transfer, Hostile](#) (6)
- [Empathy](#) (2)
- [Fear](#) (8)
- [Good Hope](#) (6)
- [Rage](#) (4)
- [Sensitivity to Psychic Impressions](#) (4)
- [Share Pain](#) (4)
- [Share Pain, Forced](#) (6)
- [Telepathic Projection](#) (2)

### Energy Wielders:

- [Energy Blast](#) (8)
- [Energy Bolt](#) (6)
- [Energy Cone](#) (6)
- [Energy Conversion](#) (14)
- [Energy Current](#) (10)
- [Energy Missile](#) (4)
- [Energy Push](#) (4)
- [Energy Ray](#) (2)
- [Energy Resistance](#) (5)
- [Energy Retort](#) (6)
- [Energy Stun](#) (4)
- [Energy Wall](#) (6)
- [Energy Wave](#) (14)
- [Protection from Energy](#) (6)
- [Universal Energy Resistance](#) (20)
- [Whitefire](#) (6)

### Evil and Profane:

- [Animate Dead](#) (8)
- [Bane](#) (2)
- [Bestow Curse](#) (8)
- [Blasphemy](#) (14)
- [Contagion](#) (8)
- [Create Undead](#) (12)
- [Creeping Doom](#) (14)
- [Death Knell](#) (4)
- [Death Urge](#) (8)
- [Deathwatch](#) (2)
- [Detect Good](#) (2)
- [Dispel Good](#) (10)
- [Eyebite](#) (12)
- [Finger of Death](#) (16)
- [Magic Circle Versus Good](#) (6)
- [Mind Seed](#) (16)
- [Nightmare](#) (10)
- [Planar Ally](#) (8/12/16)
- [Protection from Good](#) (2)
- [Unholy Aura](#) (16)
- [Unholy Blight](#) (8)

### Fire Friend:

- [Burning Hands](#) (2)
- [Control Flames](#) (2)
- [Fiery Discorporation](#) (10)
- [Fire Seeds](#) (12)
- [Fire Shield](#) (10)
- [Fire Storm](#) (16)
- [Fireball](#) (6)
- [Flame Arrow / Bullet](#) (6)
- [Flame Blade](#) (4)
- [Flame Strike](#) (10)
- [Flaming Sphere](#) (4)
- [Heat Metal](#) (4)
- [Incendiary Cloud](#) (16)
- [Matter Agitation](#) (2)
- [Meteor Swarm](#) (18)
- [Planar Ally](#) (8/12/16)
- [Produce Flame](#) (4)
- [Pyrotechnics](#) (4)
- [Scorching Ray](#) (4)
- [Wall of Fire](#) (8)

### Force Adept:

- [Blade Barrier](#) (12)
- [Clenched Fist of Force](#) (16)
- [Concussion Blast](#) (4)
- [Crushing Hand of Force](#) (18)
- [Force Shield](#) (2)
- [Forcecage](#) (14)

- [Forceful Hand of Force](#) (12)
- [Grasping Hand of Force](#) (14)
- [Inertial Armor](#) (2)
- [Interposing Hand of Force](#) (10)
- [Magic Missile](#) (2)
- [Repulsion Field](#) (14)
- [Resilient Sphere](#) (8)
- [Spiritual Weapon](#) (4)
- [Unseen Servant](#) (2)
- [Wall of Force](#) (10)

### Gaseous Assassin:

- [Acid Fog](#) (14)
- [Cloudkill](#) (10)
- [Fog Cloud](#) (4)
- [Gaseous Form](#) (6)
- [Incendiary Cloud](#) (16)
- [Mind Fog](#) (10)
- [Obscuring Mist](#) (2)
- [Solid Fog](#) (8)
- [Stinking Cloud](#) (6)
- [Wind Walk](#) (12)

### Good:

- [Detect Evil](#) (2)
- [Dispel Evil](#) (10)
- [Good Hope](#) (6)
- [Holy Aura](#) (16)
- [Holy Smite](#) (8)
- [Holy Word](#) (14)
- [Magic Circle Against Evil](#) (6)
- [Planar Ally](#) (8/12/16)
- [Protection from Evil](#) (2)

### Healer:

- [Body Adjustment](#) (4)
- [Body Purification](#) (4)
- [Cure Wounds](#) (8 or 16)
- [Heal](#) (12)
- [Heal, Mass](#) (18)
- [Immunity to Disease](#) (6)
- [Immunity to Poison](#) (8)
- [Psychic Surgery](#) (18)
- [Raise Dead](#) (10)
- [Recharge](#) (6)
- [Regenerate](#) (20)
- [Remove Blindness / Deafness](#) (6)
- [Remove Curse](#) (6)
- [Restoration](#) (12)
- [Restoration, Greater](#) (14)
- [Restoration, Lesser](#) (4)
- [Restore Body](#) (10)

- [Resurrection](#) (14)
- [True Resurrection](#) (20)

### Ice Mastery:

- [Chill Metal](#) (4)
- [Cone of Cold](#) (10)
- [Chill Shield](#) (10)
- [Freezing Sphere](#) (12)
- [Ice Storm](#) (8)
- [Matter Inertia](#) (2)
- [Polar Ray](#) (16)
- [Wall of Ice](#) (8)

### Illusions and Shadows:

- [Blur](#) (4)
- [Displacement](#) (6)
- [Glitterdust](#) (4)
- [Hallucinatory Terrain](#) (8)
- [Hypnotic Pattern](#) (4)
- [Illusory Wall](#) (8)
- [Invisibility](#) (4)
- [Invisibility, Greater](#) (8)
- [Invisibility, Mass](#) (14)
- [Machine Invisibility](#) (4)
- [Magic Aura](#) (2)
- [Major Image](#) (6)
- [Mask Metal](#) (2)
- [Minor Image](#) (4)
- [Mirage Arcana](#) (10)
- [Mirror Image](#) (4)
- [Misdirection](#) (4)
- [Mislead](#) (12)
- [Nightmare](#) (10)
- [Permanent Image](#) (12)
- [Persistent Image](#) (10)
- [Phantasmal Killer](#) (8)
- [Project Image](#) (14)
- [Rainbow Pattern](#) (8)
- [Scintillating Pattern](#) (16)
- [Seeming](#) (10)
- [Shades](#) (20)
- [Shadow Body](#) (16)
- [Shadow Conjunction](#) (8)
- [Shadow Conjunction, Greater](#) (14)
- [Shadow Evocation](#) (10)
- [Shadow Evocation, Greater](#) (16)
- [Shadow Walk](#) (12)
- [Silence](#) (4)
- [Silent Image](#) (2)
- [Veil](#) (12)
- [Ventriloquism](#) (2)
- [Weird](#) (18)

### Law:

- [Detect Chaos](#) (2)
- [Dictum](#) (14)
- [Dispel Chaos](#) (2)
- [Magic Circle Against Chaos](#) (6)
- [Mark of Justice](#) (10)
- [Order's Wrath](#) (8)
- [Planar Ally](#) (8/12/16)
- [Protection from Chaos](#) (2)
- [Shield of Law](#) (16)
- [True Seeing](#) (10)
- [Zone of Truth](#) (4)

### Matter Master:

- [Baleful Polymorph](#) (10)
- [Bend Reality](#) (20)
- [Compression](#) (4)
- [Compression, Mass](#) (10)
- [Creation, Major](#) (10)
- [Creation, Minor](#) (8)
- [Creation, True](#) (20)
- [Fission](#) (14)
- [Flesh to Stone](#) (12)
- [Fly](#) (6)
- [Fuse Flesh](#) (12)
- [Fusion](#) (16)
- [Graft Weapon](#) (6)
- [Heal](#) (12)
- [Heat Metal](#) (4)
- [Immovability](#) (8)
- [Iron Body](#) (16)
- [Limited Wish](#) (15)
- [Matter Agitation](#) (2)
- [Matter Inertia](#) (2)
- [Matter Manipulation](#) (16)
- [Oak Body](#) (12)
- [Phantom Chopper](#) (6)
- [Phantom Steed](#) (6)
- [Polymorph Any Object](#) (2)
- [Regenerate](#) (20)
- [Repel Metal and Stone](#) (16)
- [Repel Wood](#) (12)
- [Rusting Grasp](#) (8)
- [Shades](#) (20)
- [Stone to Flesh](#) (12)
- [Stoneskin](#) (10)
- [Sustenance](#) (4)
- [Transmute Mud to Rock to Mud](#) (10)
- [Warp Wood](#) (4)

### Machine Maester:

- [Animate Objects](#) (12)
- [Burglar's Buddy](#) (4)
- [Clean](#) (2)
- [Control Object](#) (2)
- [Creation, Major](#) (10)
- [Creation, Minor](#) (8)
- [Creation, True](#) (20)
- [Dataread](#) (4)
- [Degauss](#) (2)
- [Electromagnetic Pulse](#) (8)
- [Electronic Fog](#) (4)
- [Fabricate](#) (10)
- [Graft Weapon](#) (6)
- [Haywire](#) (1)
- [Instant Connectivity](#) (10)
- [Instant Reload](#) (6)
- [Ionic Bolt](#) (8)
- [Knock](#) (4)
- [Lock](#) (4)
- [Machine Invisibility](#) (4)
- [Make Repairs](#) (4)
- [Mask Metal](#) (2)
- [Matter Manipulation](#) (16)
- [Object Reading](#) (4)
- [Phantom Chopper](#) (6)
- [Polymorph Any Object](#) (20)
- [Power Device](#) (2)
- [Protection from Arrows / Bullets](#) (4)
- [Recharge](#) (6)
- [Relay Text](#) (4)
- [Repel Metal and Stone](#) (16)
- [Repel Wood](#) (12)
- [Rusting Grasp](#) (8)
- [Shatter](#) (4)
- [Shrink Item](#) (6)
- [Shutdown](#) (6)
- [Signal Feed](#) (10)
- [Trace Purge](#) (2)
- [Wall of Iron](#) (12)
- [White Noise](#) (2)
- [Wire Walk](#) (8)
- [Wood Shape](#) (4)

### Metapower and Dispelling:

- [Aura Alteration](#) (12)
- [Bestow Power](#) (4)
- [Break Enchantment](#) (10)
- [Detect Magic & Psionics](#) (2)
- [Dispel Magic & Psionics](#) (10)
- [Dispelling Buffer](#) (12)
- [Divert Teleport](#) (14)



- Escape Detection (6)
- Feat Leech (4)
- Leech Field (10)
- Metaconcert (10)
- Misdirection (4)
- Nondetection (8)
- Null Power Field (15)
- Power Leech (8)
- Power Purge (18)
- Power Suppression (10)
- Protection from Spells / Powers (16)
- Remove Curse (6)
- Spell / Power Turning (14)
- Shatter Mind Blank (10)
- Spell / Power Immunity (8)
- Spell / Power Immunity, Greater (16)

### Mindkiller:

- Brain Lock (4)
- Cause Fear (2)
- Confusion (8)
- Confusion, Lesser (2)
- Crisis of Breath (6)
- Crisis of Life (14)
- Death Urge (8)
- Decerebrate (14)
- Disable (2)
- Ego Whip (4)
- Fear (8)
- Feeblemind (10)
- Hold Being (10)
- Id Insinuation (4)
- Inflict Pain (4)
- Insanity (14)
- Mental Pinnacle (30)
- Microcosm (18)
- Mind Fog (10)
- Mind Seed (16)
- Nightmare (10)
- Personality Parasite (8)
- Phantasmal Killer (8)
- Power Leech (8)
- Psionic Blast (6)
- Psychic Crush (10)
- Psychic Vampire (8)
- Recall Agony (4)
- Recall Death (16)
- Scare (4)
- Share Pain, Forced (6)
- Shatter Mind Blank (10)
- Touch of Idiocy (4)
- Ultrablast (14)

- Weird (18)

### Moon and Night:

- Darkness (4)
- Darkvision (5)
- Deep Slumber (6)
- Nightmare (10)
- Phantasmal Killer (8)
- Shades (20)
- Shadow Body (16)
- Sleep (2)

### Nature & the Natural World:

- Animal Messenger (2)
- Animate Plants (14)
- Barkskin (4)
- Blight (8)
- Call Lightning (6)
- Call Lightning Storm (10)
- Calm Animals (2)
- Commune with Nature (10)
- Contagion (8)
- Control Plants (16)
- Control Weather (14)
- Creeping Doom (14)
- Detect Animals or Plants (2)
- Detect Snares and Pits (2)
- Endure Elements (2)
- Entangle (2)
- Faerie Fire (2)
- Giant Vermin (8)
- Gust of Wind (4)
- Hide from Animals (2)
- Immunity to Poison (8)
- Insect Plague (10)
- Mount (2)
- Oak Body (12)
- Obscuring Mist (2)
- Pass Without Trace (2)
- Plant Growth (6)
- Poison (8)
- Regenerate (20)
- Repel Vermin (8)
- Repel Wood (12)
- Scent of the Quarry (4)
- Sleep (2)
- Sleet Storm (6)
- Speak with Animals (2)
- Speak with Plants (4)
- Spider Climb (4)
- Spike Growth (6)
- Storm of Vengeance (20)

- Summon Nature's Ally I-IX (10/20)
- Summon Swarm (4)
- Tornado Blast (18)
- Transport via Plants (12)
- Tree Shape (6)
- Tree Stride (8)
- Wall of Thorns (10)
- Web (4)
- Wood Shape (4)

### Necromancy:

- Animate Dead (8)
- Antilife Shell (12)
- Blight (8)
- Chill Touch (2)
- Control Undead (14)
- Create Undead (12)
- Death Knell (4)
- Death Ward (8)
- Deathwatch (2)
- Detect Undead (2)
- Energy Drain (18)
- Enervation (8)
- Eyebite (12)
- Finger of Death (16)
- Halt Undead (6)
- Harm (12)
- Hide from Undead (2)
- Horrid Wilting (16)
- Inflict Wounds (2+)
- Poison (8)
- Ray of Enfeeblement (2)
- Ray of Exhaustion (6)
- Scare (4)
- Slay Living (10)
- Speak with Dead (6)
- Spectral Hand (4)
- Touch of Fatigue (1)
- Vampiric Touch (6)
- Via Negativa (8)
- Wail of the Banshee (18)
- Waves of Exhaustion (14)
- Waves of Fatigue (10)

### Overpower:

- Assimilate (18)
- Bend Reality (20)
- Command (2)
- Command, Greater (10)
- Control Body (8)
- Control Object (2)
- Control Weather (14)

- Death Knell (4)
- Death Urge (8)
- Demand (16)
- Destiny Dissonance (2)
- Destruction (14)
- Disintegrate (14)
- Dissipating Touch (2)
- Dominate Being (18)
- Energy Drain (18)
- Expansion (10)
- Finger of Death (16)
- Fly (6)
- Gate (18)
- Globe of Invulnerability (12)
- Harm (12)
- Hold Being (10)
- Implosion (18)
- Limited Wish (15)
- Mental Pinnacle (30)
- Metamorphosis, Greater (20)
- Meteor Swarm (18)
- Mind Seed (16)
- Mind Thrust (2)
- Miracle (20)
- Null Power Field (15)
- Planar Ally (8/12/16)
- Polymorph Any Object (20)
- Power Word: Blind (14)
- Power Word: Kill (18)
- Power Word: Stun (16)
- Precognition, Greater (12)
- Psychic Crush (10)
- Reality Revision (30)
- Regenerate (20)
- Resurrection (14)
- Reverse Gravity (16)
- Shades (20)
- Slay Living (10)
- Storm of Vengeance (20)
- Summon Monster I-IX (10/20)
- Telekinesis (6/8/10)
- Teleport, Greater (16)
- Temporal Stasis (16)
- Time Regression (20)
- Timeless Body (20)
- True Metabolism (16)
- True Resurrection (20)
- True Seeing (10)
- Wish (25)

### Protective:

- Barkskin (4)

- Biofeedback (4)
- Blur (4)
- Cloak of Chaos (16)
- Concealing Amorpha (4)
- Concealing Amorpha, Greater (6)
- Death Ward (8)
- Displacement (6)
- Endure Elements (2)
- Energy Resistance (5)
- Entropic Shield (2)
- Escape Detection (6)
- Evade Burst (6/14)
- Fire / Chill Shield (10)
- Force Shield (2)
- Globe of Invulnerability (12)
- Globe of Invulnerability, Lesser (8)
- Inertial Armor (2)
- Inertial Barrier (8)
- Interposing Hand of Force (10)
- Intellect Fortress (8)
- Iron Body (16)
- Mental Barrier (6)
- Mind Blank (16)
- Mirror Image (4)
- Misdirection (4)
- Nondetection (8)
- Null Power Field (15)
- Obscuring Mist (2)
- Power Resistance (10)
- Prayer (6)
- Prismatic Sphere (18)
- Prismatic Wall (16)
- Protection from Arrows / Bullets (4)
- Protection from Alignment (2)
- Protection from Energy (6)
- Protection from Spells / Powers (16)
- Sanctuary (2)
- Spell / Power Turning (14)
- Sequester (14)
- Shield of Faith (2)
- Shield of Law (16)
- Shield Other (4)
- Spell / Power Immunity (8)
- Spell / Power Immunity, Greater (16)
- Universal Energy Resistance (20)

### Resilience:

- Adapt Body (10)
- Biofeedback (4)
- Immunity to Disease (6)
- Immunity to Fear (2)
- Immunity to Paralysis (4)

- Immunity to Poison (8)
- Iron Body (16)
- Oak Body (12)
- Power Resistance (10)
- Protection from Energy (6)
- Protection from Spells/Powers (16)
- Regenerate (20)
- Remove Blindness / Deafness (6)
- Thicken Skin (2)
- True Metabolism (16)
- Universal Energy Resistance (20)
- Vigor (1 per 5 HP)

### Self-Mastery:

- Adapt Body (10)
- Biofeedback (4)
- Body Adjustment (6)
- Body Equilibrium (4)
- Body Purification (6)
- Empty Mind (2)
- Good Hope (6)
- Heroism (6)
- Heroism, Greater (12)
- Immunity to Disease (6)
- Immunity to Fear (2)
- Immunity to Paralysis (4)
- Immunity to Poison (8)
- Mental Pinnacle (30)
- Mind Blank (16)
- Prowess (4)
- Psychofeedback (10)
- Regeneration (20)
- Scent of the Quarry (4)
- Schism (8)
- Steadfast Perception (8)
- Suspend Life (12)
- Sustenance (4)
- Thicken Skin (2)
- True Metabolism (16)

### Senses:

- Arcane Sight (6)
- Aura Sight (8)
- Clairvoyant Sense (6)
- Danger Sense (6)
- Darkvision (5)
- Deathwatch (2)
- Detect [Alignment] (2, 4 for all)
- Detect Animals or Plants (2)
- Detect Hostile Intent (4)
- Detect Magic & Psionics (2)
- Detect Remote Viewing (8)

- [Detect Secret Doors](#) (2)
- [Detect Snares and Pits](#) (2)
- [Detect Teleportation](#) (2)
- [Detect / Read Thoughts](#) (4)
- [Detect Undead](#) (2)
- [Elfsight](#) (2)
- [Locate Creature](#) (8)
- [Locate Object](#) (4)
- [Precognition](#) (2)
- [Precognition, Combat](#) (4)
- [Precognition, Defensive](#) (2)
- [Precognition, Greater](#) (12)
- [Precognition, Offensive](#) (2)
- [Prescience, Offensive](#) (2)
- [Remote Viewing](#) (8)
- [Scent of the Quarry](#) (4)
- [See Invisibility](#) (6)
- [Steadfast Perception](#) (8)
- [Synesthesia](#) (2)
- [Touchsight](#) (6)
- [True Seeing](#) (10)
- [Ubiquitous Vision](#) (6)

### Shapeshifter:

- [Alter Self](#) (4)
- [Compression](#) (4)
- [Expansion](#) (10)
- [Fission](#) (14)
- [Fusion](#) (16)
- [Gaseous Form](#) (6)
- [Grip of Iron](#) (2)
- [Iron Body](#) (16)
- [Meld into Stone](#) (6)
- [Metamorphosis](#) (8)
- [Metamorphosis, Greater](#) (20)
- [Oak Body](#) (12)
- [Regenerate](#) (20)
- [Shadow Body](#) (16)
- [Stoneskin](#) (10)
- [Thicken Skin](#) (2)
- [Transformation](#) (12)
- [Wind Walk](#) (12)

### Sonic Specialist:

- [Blasphemy](#) (14)
- [Command](#) (2)
- [Command, Greater](#) (10)
- [Control Sound](#) (4)
- [Create Sound](#) (2)
- [Dictum](#) (14)
- [Holy Word](#) (14)
- [Power Word: Blind](#) (14)

- [Power Word: Kill](#) (18)
- [Power Word: Stun](#) (16)
- [Sculpt Sound](#) (6)
- [Shatter](#) (4)
- [Shout](#) (8)
- [Shout, Greater](#) (16)
- [Silence](#) (4)
- [Song of Discord](#) (10)
- [Sound Blast](#) (4)
- [Suggestion](#) (4/10)
- [Sympathetic Vibration](#) (12)
- [Ventriloquism](#) (2)
- [Wail of the Banshee](#) (18)
- [Whispering Wind](#) (4)
- [Word of Chaos](#) (14)
- [Zone of Silence](#) (8)

### Speed Demon:

- [Burst](#) (2)
- [Expeditious Retreat](#) (2)
- [Fly](#) (6)
- [Haste](#) (6)
- [Hustle](#) (6)
- [Jump](#) (2)
- [Lion's Charge](#) (4)
- [Longstrider](#) (2)
- [Overland Flight](#) (10)
- [Prowess](#) (4)
- [Skate](#) (2)
- [Temporal Acceleration](#) (12)
- [Time Stop](#) (20)

### Sun and Spectrum:

- [Color Spray](#) (2)
- [Control Light](#) (2)
- [Daylight](#) (6)
- [Fly](#) (6)
- [Glitterdust](#) (4)
- [Hypnotic Pattern](#) (4)
- [Invisibility](#) (2)
- [Invisibility, Greater](#) (8)
- [Invisibility, Mass](#) (14)
- [Invisibility Purge](#) (6)
- [Invisibility Sphere](#) (6)
- [Minor Image](#) (4)
- [Mirror Image](#) (4)
- [My Light](#) (2)
- [Prismatic Sphere](#) (18)
- [Prismatic Spray](#) (14)
- [Prismatic Wall](#) (16)
- [Rainbow Pattern](#) (8)
- [Scintillating Pattern](#) (16)

- [Searing Light](#) (6)
- [Sunbeam](#) (14)
- [Sunburst](#) (16)

### Supra-Genius:

- [Call to Mind](#) (2)
- [Comprehend Languages](#) (2)
- [Conceal Thoughts](#) (2)
- [Contingency](#) (12)
- [Detect Magic & Psionics](#) (2)
- [Detect Secret Doors](#) (2)
- [Detect Snares and Pits](#) (2)
- [Fate of One](#) (14)
- [Find the Path](#) (12)
- [Find Traps](#) (4)
- [Foresight](#) (18)
- [Glibness](#) (6)
- [Hypercognition](#) (16)
- [Identify](#) (4)
- [Know Direction and Location](#) (2)
- [Legend Lore](#) (12)
- [Locate Creature](#) (8)
- [Locate Object](#) (4)
- [Metafaculty](#) (20)
- [Mind Blank](#) (16)
- [Mind Trap](#) (6)
- [Mislead](#) (12)
- [Prying Eyes](#) (10)
- [Prying Eyes, Greater](#) (16)
- [Psychofeedback](#) (10)
- [Read Magic](#) (1)
- [Schism](#) (8)
- [Second Chance](#) (10)
- [Sense Link](#) (2)
- [Sensitivity to Psychic Impressions](#) (4)
- [Steadfast Perception](#) (8)
- [Thought Shield](#) (2)
- [Tongues](#) (6)
- [True Strike](#) (2)
- [Ubiquitous Vision](#) (6)

### Telekinetic:

- [Far Hand](#) (2)
- [Floating Disk](#) (2)
- [Fly](#) (6)
- [Force Shield](#) (2)
- [Inertial Barrier](#) (8)
- [Intellect Fortress](#) (8)
- [Knock](#) (4)
- [Levitate](#) (4)
- [Lock](#) (4)
- [Telekinesis](#) (6/8/10)

- [Telekinetic Sphere](#) (16)
- [Touchsight](#) (6)
- [Unseen Servant](#) (2)

### Telepath:

- [Attraction](#) (2)
- [Aversion](#) (4)
- [Brain Lock](#) (4)
- [Brain Spider](#) (14)
- [Cloud Mind](#) (4)
- [Cloud Mind, Mass](#) (12)
- [Conceal Thoughts](#) (2)
- [Confusion](#) (8)
- [Confusion, Lesser](#) (2)
- [Correspond](#) (8)
- [Daze Creature](#) (4)
- [Detect / Read Thoughts](#) (4)
- [Distract](#) (2)
- [False Sensory Input](#) (6)
- [Id Insinuation](#) (4)
- [Mental Disruption](#) (4)
- [Metaconcert](#) (10)
- [Mind Blank](#) (16)
- [Mind Probe](#) (10)
- [Mind Seed](#) (16)
- [Mind Switch](#) (12)
- [Mind Switch, True](#) (20)
- [Mindlink](#) (6)
- [Mindlink, Thieving](#) (8)
- [Mindwipe](#) (8)
- [Missive](#) (2)
- [Missive, Mass](#) (4)
- [Modify Memory](#) (8)
- [Personality Parasite](#) (8)
- [Phantasmal Killer](#) (8)
- [Psionic Blast](#) (6)
- [Psychic Chirurgery](#) (18)
- [Schism](#) (8)
- [Sending](#) (10)
- [Sense Link](#) (2)
- [Sense Link, Forced](#) (4)
- [Tower of Iron Will](#) (10)
- [Ultrablast](#) (14)

### Warrior:

- [Animal Affinity](#) (4)
- [Bite of the Wolf](#) (2)
- [Call Weaponry](#) (2)
- [Claw of Energy](#) (8)
- [Claws of the Beast](#) (2)
- [Claws of the Vampire](#) (6)
- [Danger Sense](#) (6)
- [Detect Hostile Intent](#) (4)
- [Disrupting Weapon](#) (10)
- [Dissolving Touch](#) (4)
- [Dissolving Weapon](#) (4)
- [Duodimensional Claw](#) (6)
- [Float](#) (2)
- [Freedom of Movement](#) (8)
- [Ghost Shot](#) (8)
- [Graft Weapon](#) (6)
- [Grip of Iron](#) (2)
- [Hammer](#) (2)
- [Haste](#) (6)
- [Hustle](#) (6)
- [Instant Reload](#) (6)
- [Jump](#) (2)
- [Keen Edge](#) (6)
- [Lion's Charge](#) (4)
- [Metaphysical Weapon](#) (2)
- [Painful Strike](#) (4)
- [Precognition, Combat](#) (4)
- [Precognition, Defensive](#) (2)
- [Precognition, Offensive](#) (2)
- [Prescience, Offensive](#) (2)
- [Prevenom](#) (2)
- [Prevenom Weapon](#) (2)
- [Prowess](#) (4)
- [Psychic Vampire](#) (8)
- [Rage](#) (4)
- [Stomp](#) (2)
- [Strength of the Enemy](#) (4)
- [Transformation](#) (12)
- [True Strike](#) (2)
- [Truevenom](#) (8)
- [Truevenom Weapon](#) (8)
- [Vampiric Blade](#) (6)

- [Weapon of Energy](#) (8)

### Water Wyrd:

- [Control Water](#) (10)
- [Create Water](#) (1)
- [Float](#) (2)
- [Freezing Sphere](#) (12)
- [Horrid Wilting](#) (16)
- [Ice Storm](#) (8)
- [Planar Ally](#) (8/12/16)
- [Quench](#) (6)
- [Sleet Storm](#) (6)
- [Water Breathing](#) (6)
- [Water Walk](#) (6)

### Willbender:

- [Attraction](#) (2)
- [Aversion](#) (2)
- [Charm Being](#) (8)
- [Charm Person](#) (2)
- [Command](#) (2)
- [Command, Greater](#) (10)
- [Confusion](#) (8)
- [Confusion, Lesser](#) (2)
- [Control Body](#) (8)
- [Control Plants](#) (16)
- [Control Undead](#) (14)
- [Demand](#) (16)
- [Dominate Being](#) (18)
- [Enthrall](#) (4)
- [False Sensory Input](#) (6)
- [Geas/Quest](#) (12)
- [Geas, Lesser](#) (8)
- [Glibness](#) (6)
- [Good Hope](#) (6)
- [Halt Undead](#) (6)
- [Hold Being](#) (10)
- [Hypnotic Pattern](#) (4)
- [Hypnotism](#) (2)
- [Scare](#) (4)
- [Sleep](#) (2)
- [Suggestion](#) (4/10)
- [Zone of Truth](#) (4)

# Appendix I: DxD20 T/ACtical Character Sheet

**Character Name:**

Alignment / Allegiances:

GM Scenario Levels: Arcane:

Divine:

Heroic:

Mutation:

Psionic:

Tech:

Race (Level Modifier):

Age / Sex / Height / Weight:   /   /   /

Effective Character Level / Experience Points:   /

Class(es) and Level(s):

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## **Attributes:**

Strength:

Str. Mod:

Intelligence:

Int. Mod:

Carrying Capacity:

Dexterity:

Dex. Mod:

Wisdom:

Wis. Mod:

Movement Rate:

Constitution:

Con. Mod:

Charisma:

Cha. Mod:

Reputation:

## **Combat Modifiers:**

Total Hit Points / Current HP:   /

Action Points / Level (- Fate Points):   (-   )   Current Action Points:

Base Attack:

Melee:

Ranged:

Main Weapon:

Grapple:

Initiative Modifier:

Defense Bonus:

Dodge:

Parry:

Fortitude Save:

Reflex Save:

Will Save:

T/AC (Touch AC / Total AC):   /

Flat-Footed AC:

Dodge Mod.:

Nat. AC:

Armor (Substance & Type):

Armor Equipment AC:

Armor Hardness:

Armor HP:



## **Racial Abilities:**

## **Starting Occupation:**

## **Class Abilities:**

## **Chosen Feats:**

## **Skills:** (

## **Spells / Powers** (Caster / Manifester / Mutant Level:   ):

## **Equipment:**

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