

CONTAGION

Modern Horror Roleplaying

CONTAGION

A MODERN HORROR ROLEPLAYING GAME



Brought to you by Aegis Studios.
Visit us on the web at <http://d20.aegisstudios.net>

Contagion contains Open Game Content in accordance with the Open Game License v1.0a. (Hereafter referred to as OGL) The text of the OGL can be found on pages 289 - 290 of this book. The **Contagion** game setting, all proper names, characters, dialogue, fiction, art and specific information defined as Product Identity in the terms of the OGL is Copyright 2004 Aegis Studios. All charts, systems, and rules modifications are hereby designated as Open Game Content in accordance with the OGL.

Credits

CONTAGION DEVELOPED AND WRITTEN BY:

Travis Legge

EDITOR:

Darius McCaskey

ADDITIONAL MATERIAL:

Darius McCaskey, Dean Petty III, Mike Diamond, Dan Edwards, Burns Darsie IV, and Jayme Dobratz

ARTISTIC CONTRIBUTORS:

Darius McCaskey, Travis Legge, Matt Keltner, Lonnie Iske, Burns Darsie IV, Pamela Hillyer, and Jason Huntress

PHOTO MANIPULATION MODELS:

Erin Hyde, Erica Harris, Raven, Travis Legge, Dan Edwards, Dean Petty III, Pamela Hillyer, Tiffanie Townsend, Jayme Dobratz, Cathleen Stark, Corinne Brown, Scott Ashcraft, Mirel Santiago, Matt Keltner, Robert Edgerton, Tony Kurtz, Burns Darsie IV, King, and Phyllis Legge.

PLAYTESTERS:

Scott Ashcraft, Mike Diamond, Cathleen Stark, Tiffanie Townsend, Darius McCaskey, A.J. Schlenkert, Toy Cesar

SPECIAL THANKS:

Travis would like to thank: My beautiful wife Jayme, and my children Amethyst, Trenton, and Saylor whom I adore more than life and breath. The Aegis Studios crew for enduring my crap throughout this production, All the folks who let us pose 'em and make 'em look silly, The guys at Black hawk Hobby and Games Quarterly for all their help and wisdom, And Joss Whedon for some of the best times I've ever had in front of the idiot box. Oh, and Mom and Dad for making me.

P.S. I have to abuse my power to include a personal note: Charisma Carpenter is Fine as Hell. Thank you.

Darius would like to thank: Tiffanie, for always being there when the chips are down; Toy, for helping us get the ball rolling; Yahoo!, for providing awesome services dirt cheap; Jerry, Doyle, Michale and the Doctor, for Saturday Night; my family, for being just dysfunctional enough to be fun; Gary and Char, for being my family; and finally, Stephen King, for being directly responsible for my cynophobia.

<h1>Table of Contents</h1>	
Foreword	Page 5
Chapter 1: Introduction	Page 6
Chapter 2: Character Creation	Page 10
Chapter 3: Abilities	Page 13
Chapter 4: Races	Page 18
Chapter 5: Classes	Page 29
Chapter 6: Skills	Page 52
Chapter 7: Feats	Page 89
Chapter 8: Character Details	Page 104
Chapter 9: Gear	Page 114
Chapter 10: Magic and Spells	Page 147
Chapter 11: Hellspawn	Page 188
Chapter 12: Rules and Mechanics	Page 246
Chapter 13: Running Contagion	Page 278
Appendix	Page 284
Open Game License	Page 289

Foreword

The world you know is a lie.

Monsters walk the earth, their activities hidden by cover-ups, urban legends, and lies. The infernal hordes seek to corrupt mankind: to drag their souls into Hell and eternal torment. Crime, poverty, and misery are spun into shocking tidbits and exposés on the six o'clock news, so that the greedy can profit from those less fortunate than themselves. Every day Earth looks a little bit more like Hell.

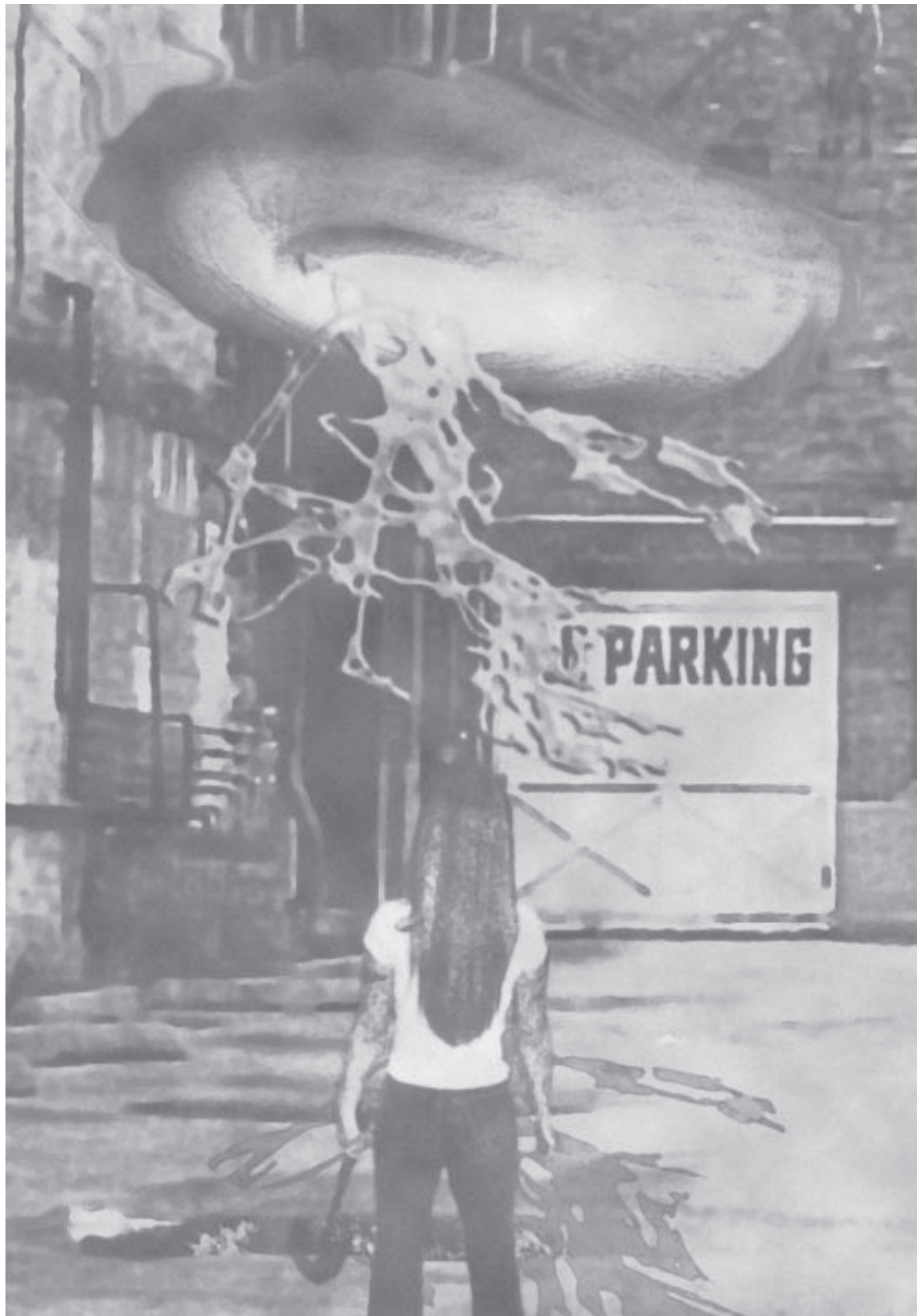
Amid the sorrow and desperation, heroes rise to defend the weak. Men of faith combat the darkness with good deeds. Slayers, chosen by the hand of God, dive into the fray to beat back Hell's army. Everyday Joes find strength and resilience when faced with the evils that surround them; becoming unlikely heroes in a war they do not understand.

Upon discovering this secret war, some choose no side. Be it from a desire to avoid conflict, a sense of self-importance, or simple apathy to the world around them, some choose their own side in the war, refusing to bend knee to Heaven or Hell. Often these are the most selfish of players in this game. Ironically, they can sometimes be the most heroic of all.

Despite the ferocity of this war between good and evil, most people carry on with their everyday lives, completely oblivious to the peril around them. Children still go to school. Single mothers still work two full time jobs to support their families. Traffic jams, fast food culture, and music television continue on their way, unaware of mankind's gradual descent into damnation.

Thank you for your interest in the **Contagion** setting. This book, and the various associated products that will soon be coming out for use with the setting, represent over two years of extremely hard work. I am proud to present to you, at no cost, the **Contagion** Setting Manual.

Travis Legge
Contagion Developer
June 24, 2004



Chapter 1:

Welcome to this world

The world of **Contagion** is frightening, yet familiar. To many people, the world is no different than our own. The laws are the same, the societies are the same, and the same tragedies and triumphs affect the average person. Of course, the average person is clueless about the true nature of the world around them.

A war as old as time rages in the shadows of the **Contagion** setting. The forces of Heaven and Hell vie for supremacy over the souls of man. Good and evil lash out at one another beneath a thin cover of secrecy and misdirection: a cover that becomes thinner and thinner as mankind advances technologically and the world becomes smaller. One day the war will spill into the public eye. Until that time comes, most people will remain ignorant to the dangers that surround them.

Heaven's forces in the war are great and holy. Angels defend the weak, empower the helpless, and stand against their wayward brethren. Slayers are chosen from the ignorant masses, their illusions shattered as they are called to service against the Adversary and his army. Faithful Clergy cast aside their own needs and desires to heal the broken world. Ministers, healers, and confessors to those in Heaven's service, these Clergy are bastions of stability in the often chaotic struggle.

Hell's army is large, versatile, and potent. Demons, still bitter about their fall from Paradise, seek to inflict their misery on every human soul on Earth. Vicious Hellspawn serve the Demons, spreading sin, death, and pain to all they touch. These monsters are unique and individual, each more terrifying than the last. Infernalists willingly give their souls to the service of damnation in exchange for power. These traitors against humanity are vessels for the Adversary's will.

Still, not everyone chooses a side in the conflict. There are Hellspawn who refuse to serve their "masters." Instead, they attempt to eke out a life of their own, away from the war. Often they fail. Some Hellspawn even turn their backs on the mandates of Hell and cast their lot with the divine.

Magi, wizards, and students of the occult dabble with the powers of the universe itself, often to serve their own ends. While an Infernalist may barter his soul for power, these students of the occult seize the power for themselves and often bend knee to no force save their own will.

Strangely enough, the true wild cards in the war are average people who stumble upon the war. Most people initially choose no side upon discovering the truth. It is very difficult for the average man or woman to accept that a very real war is transpiring between the divine and the damned. Once this acceptance is found, a person is left with the choice to pick a side or walk away. More and more people are choosing to become involved on both sides. These men and women could be the deciding factor in the war.

A brief history of the world.

In the beginning...

There was nothing. Then God said "Let there be light..."

Divinity wrestled form from nothingness. The specifics of what happened, who was involved, and how long the whole process took are lost to history. Most people in the world of **Contagion** believe that the world was created by either divine mandate, or an accident of science. Much as it is in the real world...

B.C.

In the era before the birth of Christ (called B.C. or B.C.E. depending on whom you consult) things were very different. Magic, faith, and superstition ruled the lives of the people. Innumerable gods were worshipped by untold numbers of clans, societies and tribes. Science was little more than witchery to most people, and any who questioned the wisdom of the status quo were dealt with quite harshly. Rulers came and went, empires rose and fell, but by modern standards most of these civilizations were barbaric to say the least.

Hellspawn, monstrous minions of evil, flourished in those days. The kingdom of Earth was rife with sin and heresy. Legends arose surrounding these twisted monsters, many of which persist even to this day. These creatures often ruled openly, terrorizing the people and demanding their worship. Many deities of yore were nothing more than Hellspawn masquerading as gods.

These times were not without hope. Heroes and faithful men and women rose to combat the darkness. Few in number, and frequently

alone in their quests, these would- be saviors did what they could to keep the darkness at bay. Often, their efforts were in vain. As the years passed, the Hellspawn grew in power and number. The world began to drown in its own sin.

The Christ is born.

There is much debate about what happened next. Some believe that a poor carpenter's son from Nazareth was a simple wise prophet who said that people should be nice to each other. Others believe that Jesus was the Messiah, son of the one true God and Savior of all mankind. What is known for certain is that this unique and wonderful man walked the earth for 33 years, and spread word of kindness, peace and charity. His presence and message (as well as his inevitable martyrdom) did immeasurable damage to the Hellspawn. Many people found new faith, and turned from their former masters. A new generation of heroes and Clergy rose in the years of Jesus' ministry. In many ways the world was born anew.

The New Era (1-700 AD (approx.))

As word of Jesus' message and death spread throughout the world, people rallied to the banner of hope. Many converted to the fledgling Catholic Church. Countless others were inspired to improve themselves upon hearing the simple philosophies of the Christ.

Of course, the Hellspawn were dismayed at these developments. Their power base relied on people who were afraid, weak, and evil. This cleansing brought about at the birth of the new millennium caused the Hellspawn to wither and lose much ground. The days of open rule were all but over, and the Hellspawn knew it.

In desperate grabs for power the Hellspawn aided in the destruction so prominent at the time. While humanity initiated many of the atrocities of this time (for example, the burning of Rome) the Hellspawn did everything they could to assist the process. The new heroes were challenged. For a time they rose to meet this challenge. For a time...

The Dark Era (700-1400 AD (approx))

The Hellspawn were not about to give up their hold on humanity so easily. A backlash occurred as Rome fell. Much of mankind's knowledge and advancements were lost to wars. The Church rose to take control of temporal power. At first the Hellspawn fought the Church openly, but quickly learned the value of subtlety.

Seeing the vast power and influence wielded by the Church, the Hellspawn realized that an open struggle would be futile. Feeling that discretion was the better part of valor, the Hellspawn went into hiding. In silence they waited for an opportunity to arise. Their patience was rewarded.

As the Church became more interested in temporal power and earthly affairs, the faith of many church officials began to waver. These conditions made it very easy for the Hellspawn to infiltrate the Church and spread corruption. Due in part to the meddling of Hellspawn, the Church began a legacy of atrocities, and became a mockery of itself. Though many faithful people remained within the Church, the institution as a whole became corrupt.

The Rebirth (1400-1890 AD (approx))

Rather suddenly and without warning, the world once again changed. The excesses of the Church had offended the masses, and several Protestant churches emerged. Revolutions dethroned monarchies (and often their Hellspawn masters) throughout Europe. Explorers discovered a New World, and Europeans began to extend colonies to the Americas and Africa.

New discoveries fostered new hopes, and once again the Hellspawn found their power jeopardized. Art, technology, and faith flourished in this new age, as many people were given control of their lives for the first time in centuries.

The Hellspawn took advantage of these changes as well. Their influence became less potent, but far more widespread. For the first time in human history, good and evil were approaching balance.

Industrialization (1890-1999 AD (approx))

The momentum of the Rebirth was increased a hundred fold with the technological leaps made in the 20th century. Assembly lines gave way to automated factories, and communication evolved from Pony Express to broadband Internet access, all in less than a century. The much larger world of the Rebirth shrank quickly as airplanes and teleconferencing connected people on opposite sides of the planet.

Naturally, the Hellspawn saw an opportunity and seized it. Faster communications allowed for any message (even the message of corruption) to reach millions almost instantly. People had countless temptations laid before them, and many fell. The precious balance of the Rebirth was shattered, and Hell gained much ground in the war as the millennium approached.

The New Millennium (2000 AD-present)

As the second millennium AD began, a new phase of battle ensued. It is as if both sides of the war are rallying their forces, preparing for Armageddon. Faithful men and women are rising to fight the darkness. Holy warriors are being chosen from the masses. Hellspawn are being created in unprecedented number, and average people are discovering the truth.

The curtain of ignorance is wearing thin. Slowly people are learning the truth. Formerly neutral parties are being dragged into a war they cannot begin to fathom. All the while the vast majority of mankind goes about their daily lives unaware of the battle that threatens to destroy them all....

...At least for now.



Chapter 2: Character Creation

I was born in England. A poor farmer, I spent the early years of my life in serfdom and servitude. Eventually, I lost my land and became a vagrant. I was brought over in the Year of Our Lord 1096. My creator was a rich man, and other than that was completely lacking in good qualities. There are many stories involving him, our adventures, everything that has happened for the past five hundred years. Those tales, however, are best left to another night. This is a story of now, the 21st century, as seen through eyes half a millennium old. I hope you enjoy it.

I awoke, as always, with the setting of the sun. The foul, acrid air of New Jersey filled my nose as I sat up, preparing myself for yet another night. It was mid February and I was particularly depressed, as the much lamented Apocalypse associated with a new millennium had failed to manifest. I knew that the idea was silly, but one must always hope.

As I rose that evening everything seemed to be normal. I dressed myself in the style of the day. Black leather and vinyl were the current fashion: a look that I can honestly say I hate. Functionality, though, is most important and it is impractical to prance about in the garb of my youth, Halloween being the only exception. I was ready for tonight's trials and intrigues once my looks were perfect: my hair just so; my clothes just so. Freshly primped, I stepped out into the chill

Atlantic air...

This chapter will instruct you on how to create a starting character. Be sure to consult your GM before beginning the character creation process, as he or she may have house rules or specific ideas for his or her campaign.

Feel free as you are creating your character to jump forward to the specific chapters on skills, feats, etc. for more information on those facets of your character. You can make more informed decisions about your character with the information in those chapters.

STEP 1: DETERMINE RAW POTENTIAL

The first step in the character creation process is to determine your character's ability scores. The five methods listed below are just a few of the ways to determine your character's basic traits. There are almost as many methods of generating ability scores as there are Gamemasters, so be sure to check with yours to see how they would like you to proceed. For more information on the abilities and how they function, see Chapter 3: Abilities.

Method 1: The Basic Method.

This method of character creation is designed to assure that every character created has strong potential, yet is still within the bounds of human capability. There is less room for diversity in ability scores with this method than in some others but it does ensure a certain level of potential for each character created.

To utilize the **Basic Method** you assign a value of 8 to each ability score. Then you roll 1d10 for each ability, adding the result to the assigned value of eight. This method will guarantee that all characters will have ability scores ranging from 9 to 18.

Method 2: Random d10 Method.

This method of Character Creation allows for a larger range of possibility in generating ability scores. These scores can slightly exceed the normal range of human ability though, creating characters that have the potential to become quite extraordinary.

To utilize the **Random d10 Method** simply roll 2d10 and add them together. This will generate a score between 2 and 20. If a 2 is rolled, simply consider the ability score to be a 3 (which is the bottom of human potential). Repeat this process for each ability score.

Method 3: Best of d10 Method.

This method of character creation, like the **Random d10 Method**, allows for a wider range of ability scores: though in this method, the scales of probability are tipped more in favor of the character.

To utilize the **Best of d10 Method** simply roll 3d10, discard the lowest die and add the remaining dice together. If more than one die share the lowest value, discard one of the low dice and keep the other. This will generate a score between 2 and 20. If a 2 is rolled (which at this point means that fate probably has it in for your character), simply consider the ability score to be a 3 (which is the bottom of human potential). Repeat this process for each ability score.

Method 4: Basic d8 Method.

This method of character creation allows for a fairly accurate representation of human potential. Not as slanted toward the heroic as the **Basic Method**, this method allows for characters to be flawed and varied.

To utilize the **Basic d8 Method** you begin by assigning a score of 2 to each ability. Then roll 2d8 and add them together. Add the result to the existing ability score to determine the final score. Repeat this process for each ability. This will give your character ability scores ranging between 4 and 18.

Method 5: High Fantasy d8 Method.

This method of character creation allows for characters that far exceed normal human potential. This method is best for high fantasy games: games where the PC's are supernatural or games where extreme heroics are very common.

To utilize the **High Fantasy d8 Method** simply roll 3d8 and add them together. This will generate a score between 3 and 24! While the potential exists for characters to be weak and flawed with this method, there is also the possibility of exceeding the human norm by several degrees, making truly exceptional characters.

Example: Dan is making a character for Travis' upcoming **Contagion** campaign. He checks with Travis and finds out that Travis would like everyone to use the **Basic d8 Method**. Dan gets out his dice and rolls 9, 15, 7, 9, 6, and 11. This means that Dan's character will have Strength 11, Dexterity 17, Constitution 9, Intelligence 11,

Wisdom 8 and Charisma 13.

STEP 2: WHAT ARE YOU?

The next step involves choosing a race for your character. The list below summarizes the races in the world of **Contagion**. More detailed descriptions of the alternate races can be found in Chapter 4: the Others. Make any adjustments to your ability scores as needed and record your racial features and challenges on your character sheet. If your character is human, you receive no racial features or challenges.

Race	Summary
Human	Normal, Everyday People
Elf	Cursed by Hellspace to Never Sleep
Ghost	Living Dead Obsessed by a Driving Goal
Half-Elf	Cursed Hybrids with a Self-Destructive Nature
Vampire	Walking Dead that Prey upon the Living
Werewolf	Furious Engines of Destruction

Example: At this point, Dan decides that his character will be human, as he is new to role-playing. If he had decided to play a member of one of the other races, he would be restricted in his class choices and would receive skill penalties as a starting character.

STEP 3: WHAT DO YOU DO?

Now you must select a class for your character. This step is very important, as it will determine your starting Hit Points, skills, feats and other abilities of your character. Chapter 5: Classes details the character classes for player characters in **Contagion**: you may also consult the list below for a brief summary of the classes.

Class	Summary
Arcane Student	Spellcasters and Scholars of Forbidden Lore
Bruiser	Brawlers and Thugs
Bystander	Average Joes Caught up in the War
Casanova	Tempters and Manipulators
Clergy	Faithful Spellcasters: Servants of the Divine
Pagans	Natural Mystic Spellcasters
Rake	Smooth Criminals
Vagrant	Survivors of the Mean Streets

At this point you should record all class abilities listed for your character's class. These abilities can be found in the class description in Chapter 5.

Example: Looking at the class descriptions, Dan chooses Rake for his character's class. He copies his character's 1st level abilities: Trapfinding and Sneak Attack. He also receives the Simple Weapons Proficiency feat for free as a starting Rake.

STEP 4: WHAT DO YOU KNOW?

At first level, and each level thereafter, a character gets skill points that are used to buy skills. The character's class and

Intelligence modifier determine the number of points received.

If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets 1/2 rank per skill point. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

Class skills are noted with each class's description (see Chapter 5: Classes)

A complete list of skills, along with their description and how they function, can be found in Chapter 6: Skills.

Example: Now Dan selects his starting skills. Being a human, Dan's character will have no skill penalties. Dan reviews the skill list in Chapter 6 and selects Appraise (2 Ranks.) Balance (1 Rank.) Bluff (3 Ranks.) Diplomacy (2 Ranks.) Disable Device (2 Ranks.) Escape Artist (3 Ranks.) Hide (3 Ranks.) Listen (2 Ranks.) Move Silently (3 Ranks.) Sense Motive (2 Ranks.) Spot (3 Ranks) and Knowledge (arcana)(1 Rank.)

Because Dan chose Knowledge (arcana) as one of his skills and it is not one of the Rake's class skills, the two skill points he spent on it purchased only 1 Rank in the skill. If he had spent only one skill point on Knowledge (arcana,) he would have only 1/2 Rank in the skill.

STEP 5: NEAT TRICKS

At this point you may assign Feats to your character. Each character receives 2 feats at character creation, and an additional feat every 3 levels thereafter (at 3rd, 6th, 9th, 12th, 15th, 18th level, and so on.)

Note that many classes also grant bonus feats, which you may access according to the class description. See Chapter 7: Feats for a complete description of the feats available in **Contagion**.

Example: Dan chooses Combat Reflexes and Silver Spoon as his two feats for being a first level character. Dan will bear these in mind as he's finishing up his character.



STEP 6: THE DEVIL IN THE DETAILS

Now you should take a moment to determine the details of your character: the things that will separate one Vampire Rake with Charisma 16 from another. How old is your character? What does your Casanova do for a living? Does your werewolf try to do good, or has he given in to his destructive nature? Fleshing out your character's secondary traits will enhance the role-playing experience for

yourself and the rest of your gaming group. Chapter 8: Character Details will help you develop your alter- ego if you get stuck along the way.

Example: Dan consults Chapter 8 to help him flesh out his character, who he has named Mark Johansson. He rolls 3d4 to determine his starting Wealth bonus and gets a 6. Dan determines that Mark will be a high- class insurance agent by day. He looks at available Occupations: White Collar seems to be the best fit, and so Dan adds 3 to his starting Wealth bonus. Remembering his Silver Spoon feat, Dan doubles his Wealth bonus, coming up with an 18 total. He also gains Knowledge (business) as a class skill and receives a +1 competence bonus to his Diplomacy checks, as it is already a class skill for Mark.

STEP 7: WHAT DO YOU HAVE?

Chapter 9: Gear lists most of the items players will want their characters to have. Many Gamemasters will wish to limit the amount or types of items that characters have in their possession, so be sure to clear any purchases with him or her before recording them on your character sheet. The Gamemaster is encouraged to set prices for any items not listed, or alter listed prices as he or she sees fit.

Example: Now Dan spends some time purchasing equipment for Mark. With a Wealth bonus of 18, Dan is easily able to purchase any incidental gear Mark needs, short of an M-1 Abrams tank.

STEP 8: FINISHING TOUCHES

Finally, record your character's base save bonuses, attack bonuses and starting Hit Points. Once your Gamemaster has reviewed your completed character sheet, you're ready to enter the world of **Contagion**.

Example: Now Dan records his character's base save bonuses (+0 Fort, +2 Ref and +0 Will) and base attack bonus (+0.) Dan notes that all starting characters receive full hit points at 1st level, so Mark will have 5 hit points (6 from his hit die and -1 from his CON modifier.)



Chapter 3: Abilities

Jeremy looked down at his blood soaked chest. Chunks of flesh (Was it human? Please God, don't let it be human!) were crusted in the blood on his arms and stuck under his fingernails. He was fairly certain that some of the blood was his own, judging by the lacerations decorating him from head to toe. Still, he knew better than to hope that it was only his blood. He knew the monster within, and he knew its fury. Jeremy could only pray that it wasn't someone close to him.

Jeremy spun quickly as the balcony doors slid open behind him. Gwen stood in the threshold, her sheer silk slip gently waving in the cool November wind. She was beautiful, even her eyes. Jeremy had always thought that the eyes were the windows of the soul. He had expected a beast to have bestial eyes, empty and vacant, but Gwen's eyes were simply beautiful. Moving with animal grace (the only indication of her true nature) she came next to him, pulling him close in total disregard for the gore dripping from his naked flesh.

"I can't do this..." Jeremy began.

"Dearest child," Gwen whispered seductively in Jeremy's ear. "You had a lapse, a minor loss of temper. It's nothing to torture yourself over."

"I don't even know whose blood this is!" Jeremy screamed, yanking himself away from Gwen. "I am a MONSTER! I can't control this animal inside of me! How long will it be before I get caught? Or kill someone I love? How long before my rage turns on you?"

Sobbing with grief and anger, Jeremy walked through the bedroom, toward the shower. He knew that the last thing that he needed right now was to lose his temper again. Gwen smirked as she watched Jeremy walk away.

"Should that day ever come, dearest Jeremy," she said, too quiet for him to hear. "You will learn the true measure of our fury."

At the core of every character and creature in **Contagion** are the abilities, six numbers that affect almost every die roll made. The score of these abilities ranges from 0 to infinity. The normal human range is 3 to 18, though some extraordinary characters can go even higher. Abilities affect a character's Hit Points, Defense, Skill Checks, Attack Bonus: nearly every facet of a character traces back to the six ability scores in some way.

ABILITY SCORES

Every character in **Contagion** has six basic Ability Scores:

Strength (STR)

Dexterity (DEX)

Constitution (CON)

Intelligence (INT)

Wisdom (WIS)

Charisma (CHA)

It is possible for a creature to have a score of "none" (also referred to as a nonability). A score of "none" is not the same as a score of "0". A score of "none" means that the creature does not possess the ability at all. The modifier for a score of "none" is +0.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.



ABILITY MODIFIERS

Each ability has a modifier ranging from -5 to +infinity. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spellcaster (Arcane Student, Clergy or Pagan.)

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table: Ability Modifiers and Bonus Spells

Score	Modifier	Bonus Spells (by Spell Level)					
		0	1st	2nd	3rd	4th	5th
1	-5				Can't cast spells tied to this ability		
2-3	-4				Can't cast spells tied to this ability		
4-5	-3				Can't cast spells tied to this ability		
6-7	-2				Can't cast spells tied to this ability		
8-9	-1				Can't cast spells tied to this ability		
10-11	0	Does not receive bonus spells. Minimum spellcasting potential.					
12-13	+1						
14-15	+2		1				
16-17	+3		1	1			
18-19	+4	2	1	1			
20-21	+5	2	2	1			
22-23	+6	2	2	2		1	
24-25	+7	3	2	2	2		1
26-27	+8	3	2	2	2	2	
28-29	+9	3	3	2	2	2	1
30-31	+10	4	3	3	2	2	2
Etc...							

Abilities and Spellcasters

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for an Arcane Student; Wisdom for Clergy; Charisma for Pagans. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions in Chapter 5: Classes for details.)



THE ABILITIES

Each ability partially describes your character and affects some of his or her actions.

STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for aggressive and physical characters because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's **Strength** modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like.)

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on Table: Carrying Capacity.

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

If the weight of everything a character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor he or she is wearing).

If the weight of the character's gear falls in his or her 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.

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 his or her 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.

If the weight of a character's gear falls in his or her 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.

<u>Previous Speed</u>	<u>Current Speed</u>
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 his or her 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 his or her speed x3 instead of speed x4.

The figure at the upper end of a character's heavy load range is his or her maximum load. No character can move or perform any other actions while carrying more than his or her maximum load.

Lifting and Dragging: A character can lift up to his or her maximum load over his or her head.

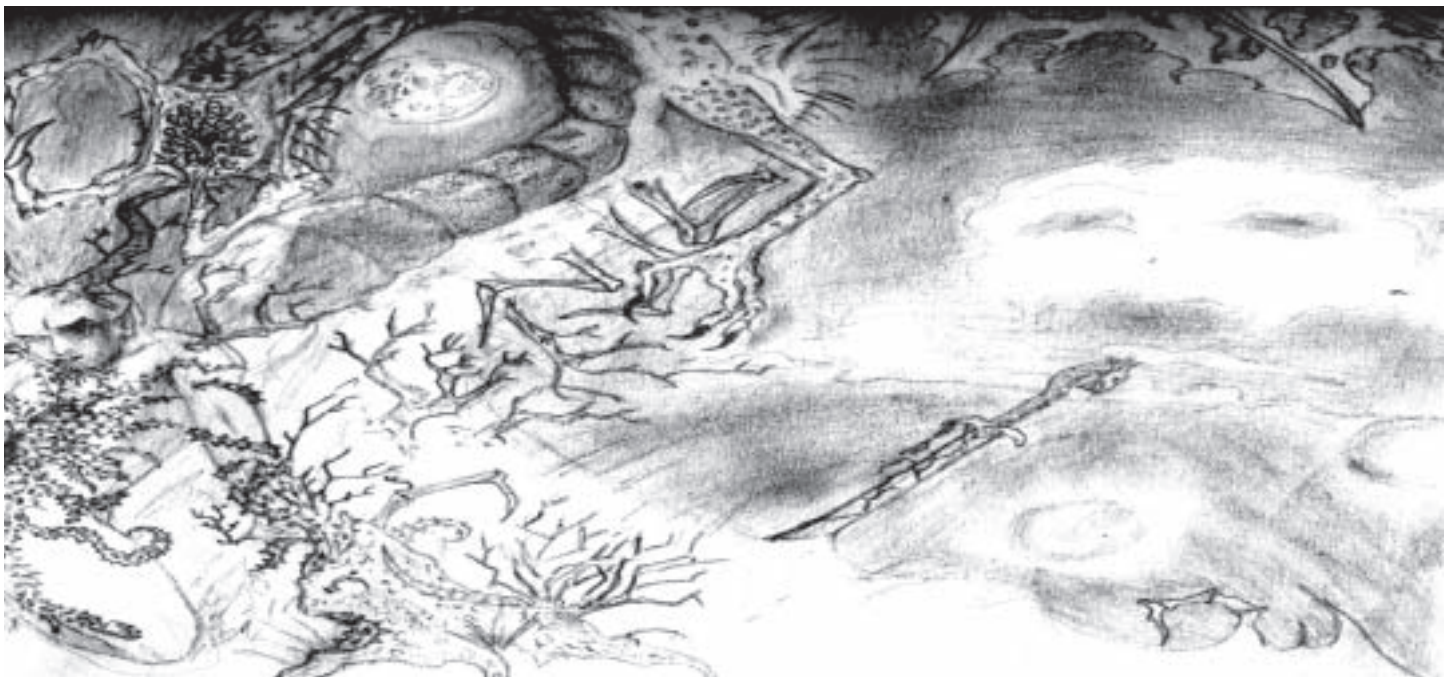
A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his or her 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 can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, 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 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.



DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for characters who are lithe and quick, as well as those who rely heavily on ranged weapons.

You apply your character's **Dexterity** modifier to:

- Ranged attack rolls, including those for attacks made with guns, crossbows, throwing knives, and other ranged weapons.
- Defense (DEF.) provided that the character can react to the attack.
- Reflex saving throws, for avoiding grenades, fireballs, and other attacks that you can escape by moving quickly.
- Balance, Drive, Escape Artist, Hide, Move Silently, Pilot, Ride, Sleight of Hand, and Tumble checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all characters.

You apply your character's **Constitution** modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill used to work through distractions. It is important for characters using field medicine, trying to disarm traps and the like, and is extremely useful for spellcasters. Constitution is the key ability for Concentration checks. If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for scholarly characters, which rely on knowledge over physical prowess. It's also important for any character that wants to have a wide assortment of skills.

You apply your character's **Intelligence** modifier to:

- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Computer Use, Craft, Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge, Navigate, Repair, Research, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

An Arcane Student gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast an Arcane spell

is $10 +$ the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for characters that rely on perception, such as investigators and detectives. It is also very important for Clergy, who use Wisdom to cast spells. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's **Wisdom** modifier to:

- Will saving throws
- Gamble, Listen, Profession, Sense Motive, Spot, Survival and Treat Injury checks. These are the skills that have Wisdom as their key ability.

Clergy get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a Divine spell is $10 +$ the spell's level.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for social characters, and anyone in a leadership role. It is also important for Clergy, since it affects their ability to turn undead, and Pagans as it affects their spells. Every creature has a Charisma score.

You apply your character's **Charisma** modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for Clergy attempting to turn zombies, vampires, and other undead.

Pagans get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a Pagan spell is $10 +$ the spell's level.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her Intelligence.

Chapter 4: the Others

Theresa choked back a laugh.

Lord Macabre (as he had introduced himself) sat across from Theresa gesturing melodramatically as he spoke. His entire persona had been carefully manufactured to conjure the image of Gothic royalty. From the dyed black hair, to the fishnet gloves and velvet cape, Lord Macabre (who Theresa had supposed was actually named Ben Smith, or something equally mundane) waved his hand theatrically, indicating the crowded dance floor.

"My dear," He began in a horrible faux-Romanian accent ala Bella Lugosi. "The night awaits you. Come; let us revel in the decadence of our desires. Let us sate the hunger within."

Theresa cocked an eyebrow at that last statement. Her reaction was momentary, entirely unnoticed by Macabre. She knew she had to act fast, lest she erupt into uncontrollable laughter. Normally she would have simply told her would be suitor to fuck right off and take his fake ass accent with him, but loathe as she was to admit it at the moment, she needed him. Leaning across the table, she licked her lips.

"I have a better idea."

Lord Macabre's carefully affected mask of Goth detachment cracked ever so slightly as Theresa beckoned him closer with her eyes. As soon he was certain that this was real (and he might **actually** score!) he slid over next to Theresa and kissed her. With a great deal more passion than she felt, the kiss was returned.

Sitting in the corner booth, the couple was largely unnoticed as they began kissing deeply. A few more seconds would be all Theresa needed. She gently kissed her way across Lord Macabre's cheek, and down his neck. A whimper of ecstasy slipped from Macabre's mouth as she traced his jugular vein with her tongue. Abruptly, she sank her fangs into his neck.

Terror rushed into the mind of young Macabre, as he realized that it was real. All the silly costumes, the bad movies, all the stories about vampires were true! The knowledge offered him little comfort as his life slipped away, stolen by the walking dead.

Theresa carefully laid Lord Macabre's head on the booth. To a casual observer it appeared as if the young Goth had simply passed out. As far as tidy feedings went, Theresa could have done much better, but the hunger was getting to her and she was pressed for time. Besides, a dead Goth in a Goth nightclub with wounds on his neck would be explained away as some sick kid taking a fantasy too far. The police would seek out someone who had lost the ability to differentiate truth from fiction. Maybe a role-playing game would be blamed for the tragedy. Hell, some idiot Goth might even confess to the crime to try and look cool to his friends. One thing was certain. The humans would never suspect that this boy had actually fallen victim to a vampire. Vampires aren't real.

As Theresa walked out of the nightclub, her long suppressed laughter burst forth.

The world of **Contagion** is filled with monsters, magic and supernatural occurrences. Over time, a few new races have risen, walking alongside humanity, hidden from view by superstition and lies. Some form of Hellspawn intervention brought about most of these races, though each race listed here has by and large tossed aside any shackles to Hell. Of course, like any human, members of these races choose to cast their lots with either Heaven or Hell. Many even remain neutral in the war, far more concerned with living day to day and hiding from humanity than who wins in some ages old ideological struggle.

The following races are suitable for play in the **Contagion** game setting.



ELF

Background:

In the time of Christ, a dream Demon named Lillian terrorized a small village in Scotland. A local band of townfolk gathered to fight the evil creature, luring it out of one of the local's dreams and into physical reality. Proceeding to beat the demon with sticks and rocks, the townfolk miraculously began killing the outsider. As Lillian's physical form passed on, it passed a terrible curse onto the people of the village. They would never be allowed the rest of sleep again. Worse still, they would never die of old age. The townfolk were cursed to eternity without sleep.

As the years have passed, the elves have stayed low in number, though they do occasionally breed. These horrid creatures are doomed to eternal boredom and malaise without even the succor of a single dream. Needless to say, they tend to be irritable and unpleasant to be around. Most Elves desperately want to end their suffering, but are terrified to die, a terrible paradox that they are damned to suffer eternally.

Elves are typically between 6 and 7 feet tall, between 200 and 300 lbs, with extremely pointed ears. Other than those two details, Elves appear Human.
Hit Die: d6 or class, whichever is higher.

Alignment/Allegiance: Any (though most Elves are Lawful)

Ability Modifiers: Elves receive a +2 bonus to Dexterity, and a -2 penalty to Constitution.

Skill Penalties: Elves receive -4 Skill points at 1st level, and -1 skill point per level after that.

Racial Features

Elves receive the following Racial Features:

Immunities:

Elves are immune to magical sleep effects and receive a +2 racial saving throw bonus against enchantment spells or effects.

Low-Light Vision:

An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He or she retains the ability to distinguish color and detail under these conditions.

Skill Bonuses:

Elves receive a +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 she were actively looking for it.

Weapon Proficiency:

Elves receive the Archaic Weapons Proficiency feat as a bonus feat.

Challenges

The following challenges apply to Elves:

Aversion to Death (Ex):

Elves cannot even seek death to escape their horrible curse. If an Elf wishes to attempt suicide, or even attempt an action that is likely to result in the character's death (such as running into a burning building, or fighting a Demon) the Elf must succeed at a Will save DC 20 or abort the potentially lethal action. This aspect of their curse has earned Elves the reputation of being self involved and cowardly, among the few scholars who know of their existence.

Sleepless (Ex):

An Elf may never sleep. No spell, potion, or drug can cause unconsciousness in an Elf. Even a severe beating (reducing the Elf to 0 hp or lower) will simply incapacitate the creature. An Elf at -1 to -9 hp is fully awake and aware, simply unable to move or act. Nothing short of an act of God can cause an Elf to sleep.

Undying (Ex):

Elves do not die of natural causes. They mature at approximately age 25 and remain in that state forever. This does not confer immunity to disease or illness, simply the inability to die from such conditions. If an Elf contracts a terminal illness, the disease will progress as normal until the point of death. The Elf will continue suffering the effects of the disease until a cure can be found. The only way to kill an Elf is through damage dealt via injury, ability drain, etc.

GHOSTS

Background:

Humans are comprised of two things, a spirit and the flesh. Time drags on the flesh and cracks and breaks down as it drags on, but not the spirit: a spirit is forever. Here are those spirits who just wouldn't die; those who choose to go on and fight; to not let even death stop them. These are the truly immortal beings.

Ghosts in the world of **Contagion** are driven, tormented beings. Each has an agenda: a reason to go on. This driving goal should be unique to each Ghost and should also be compelling and challenging to complete. Be sure to take into account the Ghost's motivations as well: how will the reasons behind the driving goal color the Ghost's actions?



Hit Dice: by class

Alignment/Allegiance: Any

Ability Modifiers: Constitution and Strength become nonabilities for Ghosts. Use the Ghost's Charisma modifier for Concentration checks.

Skill Penalties: -12 points at 1st level, -4 points each level thereafter.

Requirements: You must have died and had a reason to stay around.

Elves cannot become ghosts. As Ghosts are Incorporeal dead, they do not heal HP damage. They may only gain Hit Points through magic, or gaining a level.

Racial Features

The following are the racial features of Ghosts:

Incorporeality (Ex):

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects or attacks made with ghost touch weapons). Although it is not a magical attack, blessed holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage.

Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Visual senses, such as scent and blind sight, are either ineffective or only partly effective with regard to incorporeal

creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Invisibility (Ex):

Ghosts are totally and utterly invisible to all beings besides other ghosts or spellcasters using magic that allows them to detect spirits. This power is always active and may not be shut off except by manifesting.

Manifestation (Su):

Ghosts have the ability to allow mortals to see them by concentrating for 1 round. This allows them to appear as a hazy form of what they used to be. At low levels (character level 1-3) the Ghosts appears to be a hazy version of his or her former self at the time of death (including all death wounds, if applicable.) Once the Ghost has mastered the art of manifesting (character level 4+) he or she has control over the appearance of death wounds. He or she may choose to manifest them or not. The Ghost is still incorporeal while manifested.

Ghostly Powers (Su):

Death awakens new power inside the soul of the deceased. As soon as he or she crosses over, he or she begins to sense innate powers and the knowledge of what those powers can do. The Ghost, however, is unaware of how the power accomplishes the desired result: a Ghost may feel he or she can scare people, but doesn't know that his or her face will melt off for a day to do so.

Ghostly powers are separated into groups, called trees. Upon every character level attained after a character becomes a Ghost, he or she may choose a ghost power. You must possess the preceding level in a tree before you may select the next level power; in order to gain a second level power you must possess the first level of that tree, etc. You may, however start a new tree at any time, therefore a 4th level Ghost could have the Level 1 power from each tree, all 4 powers from one tree, two 2nd level powers or any combination, so long as the total levels of ghostly powers doesn't exceed the character's level as a Ghost.

Out Reach Tree:

Level 1 -The Faintest Touch – The Ghost can push or move objects, dust, etc in the physical world. The ghost may only move objects he or she can see, at a limit of 5 pounds. Note that this power cannot be used to cause damage.

Level 2 -Telekinesis – The Ghost can move objects using its Intelligence in place of its Strength score. By spending a full- round action, the Ghost may lift any object that he or she can see and that its mental strength will allow. Melee and ranged attacks with the object are possible: use the weapon of opportunity rules for the object's damage and the Ghost's INT modifier for melee attacks (use

the character's DEX modifier as normal for ranged attacks.)

Level 3 - Poltergeist – Same as Telekinesis, but now the Ghost may control a number of separate objects equal to his or her Intelligence modifier simultaneously. The normal penalties for multiple weapons in combat apply. Use of this power constitutes a full- round action.

Level 4 - Crush the Opposed - The Ghost can attempt to crush anything if given enough time. By taking a full- round action, the Ghost may temporarily increase his Intelligence by 2 for the purposes of using the powers of the Out Reach tree. This power requires concentration and its effects fade one round after that concentration is broken. The Ghost may not raise his or her Intelligence to more than twice its starting value.

Fright Tree:

Level 1 - Scare – The Ghost has the ability to do something creepy: pulling off his face, spewing blood from his mouth, etc. This power is entirely illusory, albeit quite disturbing. To Scare, the Ghost simply takes a full- round action to activate the power. The victim makes a Will save DC (10 + the Ghost's character level + Cha Modifier.) Failing the save indicates the victim has fallen prey to whatever horror the Ghost has conjured up. In addition, the target becomes shaken for one hour per character level of the Ghost. Use of Scare is considered a full- round action.

Level 2 - Fear – The Ghost can now call upon the darkest fears of his or her quarry. This power reaches into the depths of the target's subconscious to dredge up the thing most terrifying to that individual. The victim must make a Will save as per Scare, but if the target fails, he or she is considered panicked. This power requires a full- round action to activate.

Level 3 - Pandemonium – At this level of Fright, the Ghost can terrify multiple targets at once. By spending a full- round action, the Ghost may make use of Scare or Fear on all victims within his or her line of sight. All opponents must make the appropriate Will save individually.

Level 4 - True Fear – With this mastery of dread, the Ghost can quite literally scare a person to death. The prey makes a Will save DC (10 + Ghost's character level + Cha modifier.) Failure results in death. The victim still suffers the effects of Scare (without an additional Will save) on a successful save. The Ghost may only attempt to use True Fear on a victim once per scene. This horrifying assault takes a full- round action to employ.

Control Tree:

Level 1 - Enter the Vessel – By expending a simple action, the Ghost may hide inside the body of a living human. This shelter protects the Ghost from scrying and other means of detection. Likewise, the

Ghost cannot be harmed while inside the vessel, save for it dying, in which case the Ghost must make a Fort save DC (amount of damage dealt by the killing blow.) If the Ghost fails this save, he or she takes 1d10 damage. The target of this power feels a slight chill as the Ghost enters, but is otherwise oblivious to his or her presence.

Level 2 – Take the Reins – The Ghost can control the actions of the target through a telepathic link that he or she establishes with the subject's mind. The Ghost must possess the subject with Enter the Vessel to use this power.

If the Ghost and the subject have a common language, the Controller can generally force the subject to perform, as he or she desires, within the limits of its abilities. If no common language exists, the Ghost can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still."


Once the Ghost has given the target 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 a supernatural power (see the Sense Motive skill description). Giving the vessel a new command is the equivalent of redirecting a spell, so it is a move action.

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.

The victim is allowed a Will saving throw DC (10 + Ghost's Wisdom modifier + ½ the Ghost's character level.)

Level 3 – Take One for the Team – Knives hurt and bullets kill. When a Ghost wants to ensure his or her host stays well, he or she may Take One for the Team. Whenever the Ghost's vessel takes damage, the Ghost may apply up to half the inflicted damage to his or her hit points instead of the host's. The exact amount of damage transferred is solely at the discretion of the Ghost and must be determined before any damage reduction the vessel may possess is applied. This power is considered a free action.

Level 4 – The Becoming – The vessel possessed is no longer a host but a replacement body for the Ghost. The soul of the victim is pushed aside by the Ghost's need to achieve its Driving Goal. The helpless victim becomes a back seat driver while the Controller takes the wheel. The body's Strength, Dexterity, Constitution and hit points (as well as any physical traits such as damage reduction) replace the Ghost's. If the body is killed while usurped by The Becoming, the Ghost must make a Fort save DC (amount of damage dealt by the killing blow) or be destroyed as well. A successful save deals the Ghost 3d10 damage.



The target of this power may make a Will save DC (10 + Ghost's Wisdom modifier + ½ the Ghost's character level) to resist the effects of The Becoming.

Muse Tree:

Level 1 – Muse of Feeling – This power allows the Ghost to read the subject's basic emotional state. The Ghost takes a full- round action and the victim receives a Will save DC (10 + the Ghost's character level + Wisdom modifier.)

Level 2 - Muse of Thought – The Ghost may read the subject's mind. This power only reveals the subject's surface thoughts, which may well be difficult to make sense of if no context is provided. The Ghost takes a full- round action and the victim receives a Will save DC (10 + the Ghost's character level + Wisdom modifier.)

Level 3 - Muse of the Soul – The Ghost can search through the target's memories. There is no limit to the amount of time within a person's memory that the Ghost may access. He or she takes a full- round action and the victim receives a Will save DC (10 + the Ghost's character level + Wisdom modifier.)

Level 4 - Muse of the Being – The Ghost can alter any part of the subjects' memories, ideas, feelings, etc. This power doesn't work on supernatural creatures. The Ghost takes a full- round action and the victim receives a Will save DC (10 + ½ the Ghost's character level + the Ghost's Wisdom modifier.)

Ectoplasm Tree:

Level 1 – Ectoplasmic Generation - The Ghost may generate enough ectoplasm to cover 1 square foot area with a thickness of one half inch per round, per character level. This is the maximum amount of ectoplasm that may be generated or controlled by a Ghost at any time. For example, a 3rd level Ghost can create 1 foot of ectoplasm per round for three rounds, but may not create three feet of ectoplasm each round for three round. To remove ectoplasm from an object, an Escape Artist check is needed at DC (10 + 5 per inch of thickness of the ectoplasm.)

Characters bound to a floor or wall may take a full- round action to remove the plasm and be free. The Ghost must be adjacent to the item or character to generate ectoplasm on it. Generating ectoplasm on various items may cause a wide range of effects. Ectoplasm may be used to clog vents or exhaust systems, jam firearms, cause short circuits, glue objects or doors shut, blind a character (a touch attack to hit), suffocate a character (a touch attack). Ectoplasm may not be generated inside a living being. The ectoplasm will disincorporate in 10 minutes per inch. This is a full round action.

Level 2 – Hock – With this power, a character may generate a mass of ectoplasm up to his or her maximum ectoplasmic generation, contained within a baseball-sized sphere. This sphere may then be thrown at any target within line of sight. Upon contact with a corporeal target, the sphere bursts, showering the area with ectoplasm as a grenade-like weapon. This will cover 5 feet of area per square foot of ectoplasm in the ball at a 1-inch thickness (DC 15 to remove). All carried gear and containers are considered to be covered with ectoplasm. For instance, a Ghost covers 4 gangbangers with a Hock attack. All of the gangbangers take full round actions to remove themselves from the ectoplasm; however, their weapons are covered also, so they must spend ANOTHER full-round action to clean their weapons before they can be used. Each piece of equipment must be cleaned. Containers such as backpacks keep their contents safe from the ectoplasm, though an Escape Artist check must be made to open the container.

Anyone moving through the area covered by ectoplasm, even after a successful Escape Artist check, moves at half speed. This is a full round action.

Level 3 – Fun Factory – With this power the Ghost has telekinetic control over the ectoplasm he or she creates. He or she may shape the ectoplasm into any shape desired, bound only by imagination and volume of ectoplasm generated. The character may write on walls, move ectoplasm across any surface, cause ectoplasm to hang on a ceiling dropping when the character chooses, etc. The Ghost must be able to see the ectoplasm to use this power. Weapons made with this power can strike both corporeal and incorporeal creatures. A Ghost may create any melee weapons he or she is proficient with; melee weapons created by this power do standard damage as per their weapon type. This power cannot create ranged weapons. The ectoplasm mimics an object in form but not necessarily in function. The Ghost may mimic any physical function of an object, but may not mimic a chemical function of an object. For example, a character with this power may mimic the sharpness of a sword, but not the chemical reaction that causes dynamite to explode or an atom bomb to detonate. The GM is the final arbiter on what may be created with this power. This is a full-round action.

Level 4 – Puppet Master – The Ghost who has achieved this level of mastery of ectoplasm is no longer bound to controlling his own ectoplasmic generation. The character may use Hock or Fun Factory on any ectoplasm, regardless of who created it. A Ghost with this level of mastery also no longer needs to see the ectoplasm, simply know where it is. Another aspect of this power allows the character to create an ectoplasmic servant to do his or her bidding. This ectoplasmic entity has 1 size increment per square foot of ectoplasm used to create it, beginning at Fine. The maximum size limit is Large. This entity receives ½ the creator's base hit dice in hit points per size increment. The ectoplasmic constructs have a Strength and

Dexterity equal to 8 plus one per size increment. These constructs do not have Intelligence, Constitution, Wisdom or Charisma scores, take half damage from bludgeoning attacks and share the features common to constructs listed in Chapter II: Hellspawn. They are not subject to Fortitude saves, critical hits or massive damage thresholds. The ectoplasmic construct may be sent by its creator to follow simple instructions (treat as a trained animal per the Handle Animal skill). When they reach 0 hit points they are destroyed. This is a full-round action.



HALF-ELF

Background:

As the name implies, Half-Elves are born of one human and one Elven parent. Half-Elves are very difficult to detect as such, appearing entirely human with the exception of slightly pointed ears. Half-Elves live far longer than their human parents, but do grow old and eventually die.

The curse of Lillian thins when an Elf and a human breed. Half-Elves can sleep, but share their Elven parents sense of boredom and self-loathing. This leads Half-Elves to be thrill seekers, and often

take unnecessary risks with their own lives, an extremely dangerous practice in the world of **Contagion**.

If a Half-Elf breeds with a human, the child is human. If a Half-Elf breeds with an Elf, the child is a Half-Elf. Two Half-Elves breeding produces a Half-Elf as well.

Hit Die: by Character Class

Alignment/Allegiance: Any.

Ability Modifiers: +2 Charisma, -2 Constitution

Skill Penalties: None.

Racial Features:

Half-Elves receive the following Racial Features.

Immunities:

Half-Elves are immune to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

Long Lived (Ex):

Half-Elves live longer than Humans, reaching maturity at about age 25, then aging approximately 1 year for every ten years that pass thereafter.

Low-Light Vision:

A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Skill Bonuses:

Half-Elves receive a +1 racial bonus on Listen, Search, and Spot checks. Half-Elves also receive a +2 racial bonus on Diplomacy and Gather Information checks.

Challenges

The following challenges apply to Half-Elves:

Death Wish (Su):

Half-Elves have an inexplicable death wish. Whenever placed in a dangerous situation, a Half-Elf must make a Will save at DC 15, or take a foolish and self-destructive course of action. Scholars believe this desire stems from their Elven self-loathing and madness, but no one can say for certain.

Hunted by the Damned:

Demons don't like to see their curses backfire, and in the eyes of most of Hell's army, Half-Elves are walking examples of that very situation. Most Hellspawn will go out of their way to destroy Half-Elves, even to the point of jeopardizing their well-laid plans. There is no game system for this phenomena, but the GM should definitely keep it in mind.

VAMPIRE

Background:

Vampires have existed for millennia. Stalking their prey through eternal nights, these creatures seem to have always been

there, at the edge of the darkness. Still, very little is known about these immortal beasts.

It is true that a Vampire can live forever. They are not invincible, and succumb to various weaknesses, depending on how well fed they are. Because of this fact, most Vampires make feeding a very high priority. Their senses are honed to make them excellent hunters and they are often quite persuasive. Many Vampires have hordes of mortals from whom they can feed with impunity. These gatherings of food are often guarded jealously by the undead that bother to maintain them.

The modern society of Vampires is factitious and enigmatic to the outside observer. The rule of thumb is that the powerful Vampires in a given area make the rules. If a Vampire who lived in the middle ages rules the city, then chances are he will run his city like a medieval kingdom. If he lived during the French Revolution, he may despise such organization and encourage democracy among the Vampires of the city. This tendency frustrates those scholars who seek to quantify Vampires.

Vampires tend to have rebellious streaks as well. Immortal creatures that have little to fear from such fleeting concepts as laws, a majority of Vampires are concerned with their own agendas, which usually consist of feeding and whatever else comes to mind to fight off boredom.

Vampires tend to actively dislike both sides in the War, choosing neither Heaven nor Hell. Whether the demons realize it or not, they are simply bowing to Lucifer, just as they bowed to God. Most Vampires can barely stand any sort of rules or authority. They are truly a rebellious lot.

Most modern Vampires are utterly unaware of their true origins, though many scholars agree that demons must have had something to do with it. Rumors persist from Europe of an extremely ancient band of Vampires who seek to rule the earth, and are still in service of Hell, but these rumors are largely mocked and disbelieved.

Vampires appear as they did in life, only with pale skin.

Hit Die: d10 or class, whichever is higher.

Alignment/Allegiance: Any (though Good Vampires are extremely rare).

Ability Modifiers: Constitution becomes a nonability (see Variable Constitution Score below). Use Charisma modifier for Concentration checks. The Vampire also receives a +2 Strength bonus.

Skill Penalties: -8 skill points at 1st level. -2 skill points per level after that.

Type: Undead. Vampires have the following traits in common with standard Undead:

Darkvision (Ex): Vampires have darkvision with a range of 60 feet.

Immunities: Vampires are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects (with the exception of those listed below). They are not subject to critical hits, subdual damage, ability damage, ability drain,

energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless (with the exception of those effects listed below). Please note that conventional weapons cannot kill Vampires, unless the Vampire is suffering from Ghuldom. Once reduced to 0 hp by conventional means, the Vampire no longer takes damage from any source other than Fire, Sunlight, Crosses, Garlic, Rowan and red thread, or Holy water. Decapitation and Staking will still kill the creature. These weaknesses are subject to the Vampire's current CON score (see table below). When a Vampire dies, its body is reduced to ash.

Racial Features

Vampires receive the following Racial Features:

Blood Drain (Ex):

A Vampire can suck blood from a living victim with its retractable fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. For each point of temporary Constitution damage dealt in this fashion, the Vampire gains a point of temporary Constitution.

Create Vampire (Su):

Upon being turned, a Vampire gains the ability to pass on his or her curse. A humanoid or monstrous humanoid slain by a Vampire's blood drain attack, then fed at least one point of the Vampire's blood (i.e. temporary Constitution,) rises as a Vampire 1d6 minutes after its death. These new Vampires are not under the control of their creator in any way. Should this unfortunate feat befall a player character, simply change his race to Vampire and make the required adjustments to his character sheet. **Note:** If a member of the Clergy class becomes a Vampire, he loses all class features (See the Clergy class description in Chapter 5 for details.)

Hunt (Su):

Vampires are predators: however, one of the first things a Vampire learns is that a careless predator soon becomes someone else's prey. A Vampire instinctively knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Vampire (but not behind him or her). The Vampire can use this bonus at the start of an encounter. Anything not concealed can be spotted with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result. This check will also reveal any weak (1 HD) humans in the area as such. The Vampire not only spots potential prey with this ability, he can identify perils as well. With a successful check, he or she can determine the relative strength of nearby dangers. A successful Spot check relates the danger's strength compared to the Vampire: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace (Su):

When a vampire uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight

of Hand, those using Investigate, Listen, Search, or Spot to detect the vampire's activity take a -4 penalty.

Challenges

The following challenges apply to Vampires:

Variable Constitution Score

A Vampire's Constitution score at the time the character is turned determines the Vampire's Starting Constitution score. From that point on, the Vampire must drink blood to gain temporary Constitution points, though the character's CON modifier never changes regardless of the Vampire's current Constitution score.

A Vampire can hold temporary Constitution points equal to his starting Constitution score + character level. Extra Constitution points taken beyond the Vampire's capacity are wasted, and do him or her no good at all. A Vampire's current Constitution score determines what other challenges affect him, as indicated on the table below.

Table: Vampire Challenges	
Current Constitution	Challenge/Immunities
0 Current CON	Ghuldom (see below)
1-4 Current CON	Extremely Susceptible: Cannot enter homes uninvited. Casts no reflection in mirrors. Takes 1d12 damage per round from sunlight, contact with crosses, garlic, Rowan and red thread, or holy water. Cannot cross running water. Takes triple damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weaponry.
5-10 Current CON	Very Susceptible: Cannot enter homes uninvited. Casts faint reflection in mirrors. Takes 1d12 damage per round from sunlight, contact with crosses, and holy water, but only 1d6 damage per round from contact with garlic, or Rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weapons.
11-15 Current CON	Moderately Susceptible: Can enter homes uninvited, but may only remain for 1 minute per character level, unless invited. Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, contact with crosses, and holy water, but only 1d3 damage per round from contact with garlic, or Rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. Half damage from conventional weapons. Turn Resistance: +2.

16-21 Current CON	Mildly Susceptible: Can enter homes uninvited, but may only remain for 1 hour per character level, unless invited. Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, but only 1d6 damage per round from contact with crosses, and holy water: no longer takes damage from contact with garlic or Rowan and red thread, Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. One-Quarter damage from conventional weapons. Turn Resistance: +4.
22-30 Current CON	Lightly Susceptible: Can enter homes uninvited, and may remain indefinitely, Casts full reflection in mirrors. Takes 1d10 damage per round from sunlight, but only 1d3 damage per round from contact with crosses and holy water: no longer takes damage from contact with garlic or Rowan and red thread. Can cross running water. Takes normal damage from fire. Stake through the heart will not affect the creature but decapitation will kill. One-Quarter damage from conventional weapons. Turn Resistance: +6.
31 + current CON	Nearly Invulnerable: Can enter homes uninvited and may remain indefinitely. Casts full reflection in mirrors. Takes 1d8 damage per round from sunlight but no damage from contact with crosses and holy water: no longer takes damage from contact with garlic or Rowan and red thread. Can cross running water. Takes half damage from fire. Stake through the heart will not affect the creature and decapitation will only paralyze for 1d10 rounds. Immune to damage from conventional weapons. Turn Resistance: +8.

Each day at sunrise, the Vampire loses 1d4 points of temporary Constitution. A Vampire must also sacrifice temporary Constitution in order to heal. 1 point of temporary CON spent in this fashion will heal 1d10 hp. If a Vampire ever reaches 0 temporary Constitution, he is reduced to being a Ghul (see Ghuldome below).

Ghuldome (Su)

A Vampire reaching 0 current Constitution is reduced to being a flesh eating Ghul. Ghuls are weak and stupid creatures, reminiscent of zombies. While suffering the effects of Ghuldome, the Vampire loses most of its strengths and weaknesses, retaining only Ability scores, Darkvision, typical Undead immunities, and the Blood Drain special ability. In this state, the character is fully susceptible to the strengths and weaknesses typical to Undead. The Ghul will wander, searching for human flesh to devour, using Blood Drain. The Vampire will remain in this state until regaining temporary CON points equal to its starting Constitution.

DHAMPIRS

For information regarding Half-Vampiric Dhampirs, see Living Dead available at your local retailer, or online at www.aegisstudios.net



WEREWOLF

Background:

Werewolves are arguably the most cursed creatures in existence. Two minds trapped in a single body, aware of each other's existence, yet unable to control each other's actions. Nothing good ever falls upon these beings, bound to live alone... with each other. An internal struggle for the soul is continuously raging. The mortal side can't even trust himself, as inevitably anyone he seeks for help winds up mutilated, disemboweled, or worse. The human side wakes after every change unable to remember what atrocities he has committed, only to find his friends and loved ones dead around him. The wolf side awakens only to find himself in a world of confusion, a new place surrounded by concrete and strange lights instead of trees.

Many years ago, a group of Pagans were conducting a ritual to eject a powerful and deranged Hellspawn from the Earthly plane. As the ritual neared its completion, the Hellspawn cursed the Pagans, promising them that their hatred and anger would haunt them until the end of time. It is presumed that the curse was levied under a full moon, which explains the lunar correlation between Werewolves and their torment.

For centuries men and women have walked the earth, haunted by this terrible affliction. Their rage has isolated them, bringing them fear and loathing of themselves, each other, and the world around them. Werewolves tend to despise Demons and Hellspawn as well. Even those who do not know the true story of their origins (and these days, most do not) still feel an instinctual hatred of the minions of darkness.

Occasionally werewolves seek each other out and live in packs in the faint hope that they can help one another contain their curse. While sometimes these unions can endure the years, often they crumble in a storm of violence and death. Imagine five people with anger management issues and the strength to throw a pick up truck trying to live together and you will see why most of these "packs" fail.

Alignment/Allegiance: Any Chaotic

Hit Die: d10 or class whichever is higher

Ability Modifiers: Wisdom: -2, Charisma: -2

Skill Penalties: -12 at 1st level, -3 per level after that.

Racial Features

Werewolves receive the following Racial Features:

Lycanthropy (Su):

Most Werewolves are descended from the clan of Pagans who were cursed so many years ago. The blood has thinned now, and only a small percentage of people who can trace their lineage to the Pagans actually become werewolves. A Werewolf born as a human first goes through the change around 18 years old. It begins like the legends. At first young werewolves just experience strange feelings, waking up with blood on their hands, unaware of where they have been. They feel less comfortable around other humans. Eventually the beast takes total control. From that point on the beast has a hold. The soul of the human has now been tainted. Some find a way to embrace it, using it to enact revenge. Others go through mind breaking quests to rid themselves of the curse. It's a lost cause. Werewolves are damned.

The curse of Lycanthropy can also be passed to a mortal, though this is rare. Should a werewolf bite a mortal who is genetically predisposed to Lycanthropy (Meaning that several generations back there was a Werewolf in the family; GM Discretion) and the mortal survives, he will surely change on the next Full Moon. Once infected with Lycanthropy, the mortal is forever changed. He is now a werewolf, with all the bonuses and limitations of those born with the curse. Should this unfortunate feat befall a player character, simply change his race to Werewolf and make the required adjustments to his character sheet. **Note:** If a member of the Clergy class becomes a Werewolf, he loses all class features (See the Clergy class description in Chapter 5 for details.)

Lycanthropy has the following system effects:

Shapeshifting (Su): This Supernatural Ability allows the Werewolf to change between his three forms: the **Human** form, the **Blitzkrieg** form, and the **Wolfen** form. A Werewolf has limited control

over his ability to change (see **Lunacy**, below.) Stat adjustments for the Werewolf's forms follow.

Human form: All stats are as normal.

Blitzkrieg form: This is the hybrid form between man and wolf. A Werewolf in this form is approximately nine feet tall, bipedal, with legs like a wolf, and humanoid arms. The creature has a wolf's head, which is proportionate to the rest of its body, giving it a massive mouth, and very sharp fangs. Fur covers the creature and his or her hands and feet both have enormous, razor-sharp claws.

Stat modifiers for a Werewolf in **Blitzkrieg** form: Initiative +4, Speed 50 ft., Defense +8, touch +5, flat footed +5, (1d6+ character level) bite, (1d8+ character level) claws, Damage Reduction 10/silver/wolfsbane/magic, Darkvision 60 ft., Str +4, Dex +3, Con +4, Climb +10, Hide +5, Jump +8, Move Silently +6, Swim +10, Survival +5 (when tracking by scent). Calculate all bonuses and modifiers for a Werewolf in this form separately, and these modifiers are cumulative.

Wolfen form: This is the wolf form of the Werewolf. In many respects, this form is identical to a normal, natural wolf, though a character in this form retains his access to Feats, Skills, and hit points. Obviously, if a Feat or Skill requires speaking or the use of hands, a **Wolfen** Werewolf cannot perform the task.

Stat modifiers for a Werewolf in **Wolfen** form are: Medium-sized animal, +2d8 hp (rolled each time this form is assumed.) Defense +4, touch +2, flat-footed +2, Atk +3 melee (1d6+1, bite; 1d4+1 claws); Full Atk +3 melee (1d6+1, bite; 1d4+1 claws), Damage Reduction 5/silver/wolfsbane/magic, Con +2, low-light vision, Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent). Calculate all bonuses and modifiers for a Werewolf in this form separately, and these modifiers are cumulative.

Challenges

The following challenges apply to all Werewolves:

Rage:

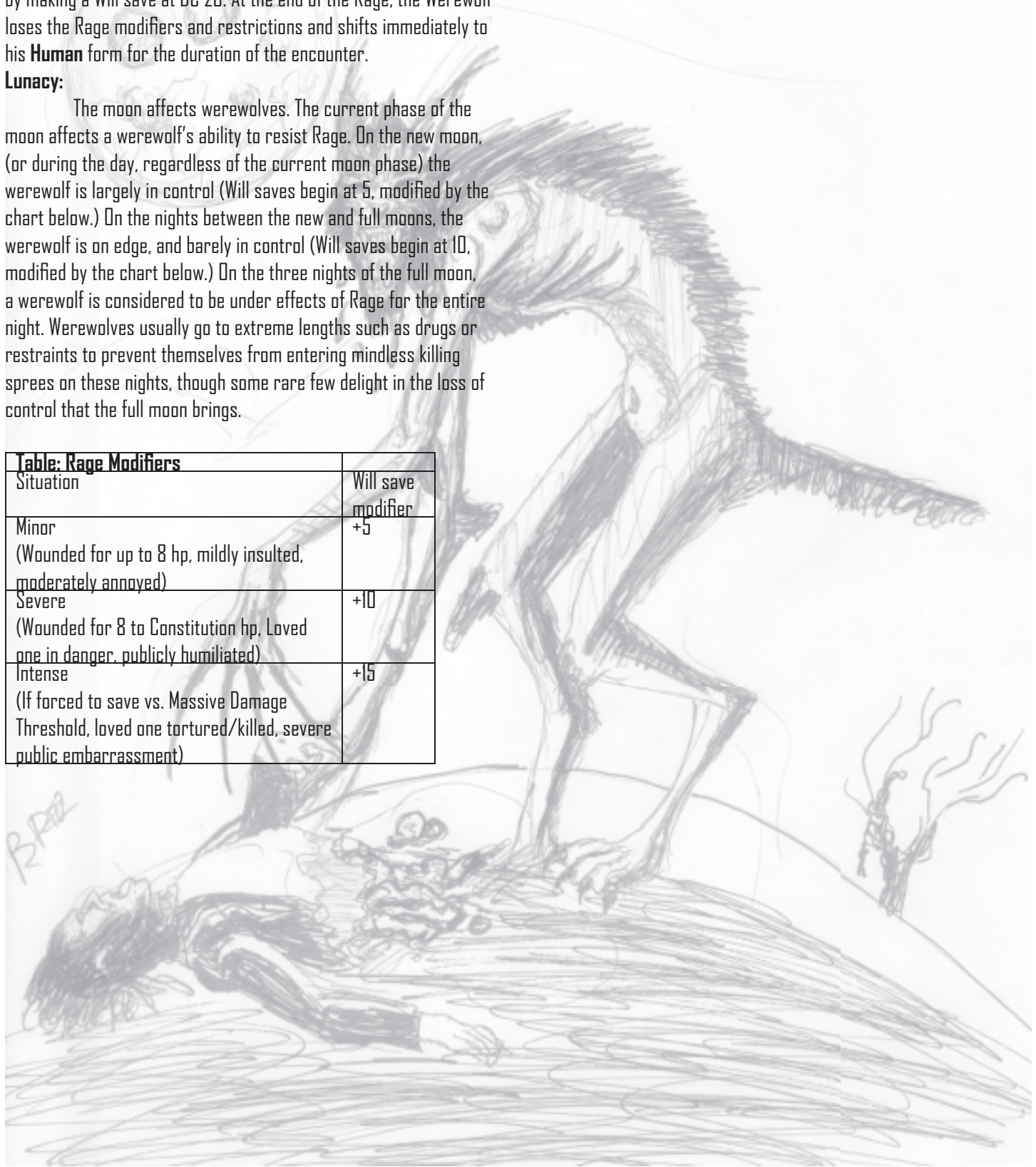
A Werewolf can fly into a rage with little provocation. Any stimulus that angers the werewolf can cause the GM to call for a Will save (see Lunacy below). If the save fails, the werewolf immediately assumes his **Blitzkrieg** form and enters a Rage. In a Rage, a Werewolf temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves (except for those saves made to control his Shapeshifting), but he takes a -6 penalty to Defense. The increase in Constitution increases the Werewolf's hit points by 2 points per level, but these hit points go away at the end of the Rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) These modifiers are cumulative with the modifiers granted by being in **Blitzkrieg** form.

While raging, a Werewolf cannot use any Charisma-, Dexterity-, or Intelligence- based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration. He can use any Feat he has while enraged. A fit of Rage lasts until the Werewolf destroys the target of his anger, is removed from the presence of the target of his anger, is knocked unconscious or is killed. A Werewolf may prematurely end his Rage by making a Will save at DC 20. At the end of the Rage, the Werewolf loses the Rage modifiers and restrictions and shifts immediately to his **Human** form for the duration of the encounter.

Lunacy:

The moon affects werewolves. The current phase of the moon affects a werewolf's ability to resist Rage. On the new moon, (or during the day, regardless of the current moon phase) the werewolf is largely in control (Will saves begin at 5, modified by the chart below.) On the nights between the new and full moons, the werewolf is on edge, and barely in control (Will saves begin at 10, modified by the chart below.) On the three nights of the full moon, a werewolf is considered to be under effects of Rage for the entire night. Werewolves usually go to extreme lengths such as drugs or restraints to prevent themselves from entering mindless killing sprees on these nights, though some rare few delight in the loss of control that the full moon brings.

Table: Rage Modifiers	
Situation	Will save modifier
Minor (Wounded for up to 8 hp, mildly insulted, moderately annoyed)	+5
Severe (Wounded for 8 to Constitution hp, Loved one in danger, publicly humiliated)	+10
Intense (If forced to save vs. Massive Damage Threshold, loved one tortured/killed, severe public embarrassment)	+15



Chapter 5: Character Classes

The crowd seemed to follow her as if she was their goddess, her every movement divine witness. Her black mane hovered about her shoulders like a murder of crows. Her barely contained bust (held in check by a vinyl corset two sizes too small) heaved in time with the music and her eyes were deep blue pools of despair. This was the woman I sought.

She noticed my approach. I was about fifteen feet away when our eyes met. Few that I have met had eyes so beautiful. I was almost lost in them. As she gravitated closer, her gaze became more enchanting. It was not until her flesh touched mine that I was freed of the spell. Looking down, I saw that she had placed her arms around me and was leaning in for a kiss.

As her lips touched mine, I pulled her close. Goading her tongue into my mouth, I allowed her one caress before biting into the tart veins in her tongue. I drank of her blood until I was full and she was exhausted. I knew that she was a sinner. Her blood had tasted sweeter than most. She must have committed some atrocity or another throughout the course of time that had branded her soul forever marked. In retrospect I should have killed her right then. For the rest of my immortal nights I shall regret my hesitation.

The inhabitants of the **Contagion** setting are many and varied. Here we present classes for use in your **Contagion** campaign. Masters of lore and ritual, the **Arcane Student** offers a glimpse of arcane magic in the world of **Contagion**. The **Bruiser** uses physical prowess to fight for good, evil, or themselves. **Bystanders** are the normal people in the world of **Contagion**, from the banker to the zoologist and everyone in between. The seductive **Casanova** uses sex and seduction to achieve his or her goals and manipulate his or her pawns. Faith guides the **Clergy** as they struggle to protect and shepherd the weak and the righteous. **Pagans** rely on the old ways of mystical beliefs and practices. The **Rake** takes what he or she wants with little regard for anything but him- or herself. Finally, the **Vagrant** class explores life on the unforgiving streets of **Contagion**. The **Slayer** and the **Zombie Veteran** from the Living Dead (available at your local retailer or on the web at www.aegisstudios.net) also make great characters for the **Contagion** setting.

CLASS DESCRIPTION FORMAT

Description

This section contains a brief description of the class, its origins and beliefs and its features. It also contains suggested Occupations for members of that class.

Hit Die

The die type used by characters of the class to determine the number of hit points gained per level. A player rolls one die of the given type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A

1st-level character gets the maximum hit points rather than rolling (although the Constitution modifier is still applied).

Action Points

The number of action points gained per level.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty, or a Racial Skill Modifier).

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3.

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Class Features: Level-dependent class features, each explained in the section that follows.

Defense Bonus: The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.

Class Features

This entry details special characteristics of the class, including bonus feats and unique features that are gained as a character attains higher levels in the class.

Bonus Feats

Many classes offer a selection of bonus feats to choose from. A character gains a bonus feat upon attaining a level specified on the class table. These bonus feats are in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

ARCANE STUDENT

Description

The Arcane Student class represents those men and women who delve into the world of the occult. Spending much of their time in research, these students learn the terrible truths of the world of **Contagion**. Many Arcane Students attempt to remain neutral and impartial as they learn of the War and the secrets of the Hellspawn. Despite their ties with the supernatural, they often try to maintain some semblance of scientific detachment in their studies.

Studying the occult often becomes an addiction for these souls. As they encounter the creatures that walk the shadows, they soon discover that for every secret they unearth, a dozen lurk beneath. Survival in the world of magic also tends to breed the philosophy that the more you know, the more you need to know.

Arcane Students can come from all walks of life, as the desire to learn about the supernatural may be gained in any number of ways. One person may begin in a simple scholarly pursuit, learning secrets beyond anything they had ever imagined. Another could have lost loved ones to Hellspawn and turned to libraries and Internet databases as a means of discovering the truth. Some Arcane Students are rebellious teenagers dabbling in dark arts until they get in far too deep, their only hope of survival to go back to the books, and learn more about the terrible world they have discovered.

Suggested Occupations: Academic, Doctor, Hedge Wizard, Hellspawn Scholar, Investigative, Religious, Student and Technician.



Hit Die

d6

Action Points

The Arcane Student gains a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Arcane Student's class skills (and the key ability for each skill) are: Computer Use (INT), Craft (INT), Decipher Script (INT), Disable Device (DEX), Drive (DEX), Escape Artist (DEX), Forgery (INT), Investigate (INT), Knowledge (any (INT)), Profession (WIS), Research (INT), Sleight of Hand (DEX).

Skill points at 1st level: (6+Int modifier) x4

Skill Points at Each Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+0	+0	+2	Educated, Spell Resistance	+0
2nd	+1	+0	+0	+3	Antimagic Circle	+1
3rd	+1	+1	+1	+3	Antimagic Glyph	+1
4th	+2	+1	+1	+4	Ward vs. Undead	+1
5th	+2	+1	+1	+4	Ward vs. Aberrations	+2
6th	+3	+2	+2	+5	Ward vs. Fey	+2
7th	+3	+2	+2	+5	Ritual Magic	+2
8th	+4	+2	+2	+6	Ward vs. Outsiders	+3
9th	+4	+3	+3	+6	Scribe Scroll	+3
10th	+5	+3	+3	+7	Improved Ritual Magic	+3

Class Features

The following are the class features of the Arcane Student:

Simple Weapons Proficiency

The Arcane Student receives the Simple Weapons Proficiency feat for free at 1st level.

Educated

The Arcane Student receives the Educated Feat for free at first level. This feat allows the Arcane Student to select two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Spell Resistance

At 1st level, the Arcane Student gains Spell Resistance. The Arcane Student's Spell Resistance is equal to the character's Arcane Student level x2.

Antimagic Circle

At 2nd level, the Arcane Student gains the ability to draw an Antimagic Circle. With a successful Craft (Writing) check at DC 15, the Arcane Student can create a temporary Antimagic field within a designated circle. The character must draw the circle on an immobile surface such as a floor or a parking lot. The Arcane Student must remain inside the circle for the circle to function, and if the markings within the circle are defaced or destroyed, the circle ceases to function. An Antimagic Circle may have a diameter up to a maximum of the Arcane Student's class level x2 yards. An Antimagic Circle takes 1 minute per yard of diameter to craft.

Antimagic Glyph

At 3rd level, the Arcane Student gains the ability to create small Antimagic fields centered on objects rather than locations. By drawing an Antimagic Glyph (Craft (Writing) DC 15) on an object the Arcane Student causes that object to behave as though it were inside an Antimagic Circle. This makes the object immune to spells and spell like abilities, as well as causing any enchantments laid upon the object to fail. This immunity is extended to any person or creature holding the object. The warded object may not be larger than the Arcane Student's class level x class level x class level in feet, nor can it be placed on an object smaller than 2x2 inches. The Glyph lasts until the markings are defaced or destroyed.

Ward vs. Undead

At 4th level, the Arcane Student can create a ward that affects any undead creature. This ward can be created as either a Circle or a Glyph.

Circle vs. Undead: This ward prevents any Undead from entering the

circle of his own free will. If forced to touch the object (such as being dragged into it), the Undead takes 3d6 damage from the circle upon entering, and each turn that the Undead remains within it. The circle is created by the same means as an Antimagic Circle, and is subject to the same limitations.

Glyph vs. Undead: This Glyph protects an object from Undead. An Undead cannot touch an object warded in this fashion of his own free will. If forced to touch the object (such as being stabbed with a warded knife), the Undead takes 3d6 damage from the ward, in addition to any damage that the weapon deals. Damage from a warded object ignores Damage Resistance, Regeneration, and Fast Healing. The glyph is created by the same means as an Antimagic Glyph and is subject to the same limitations.

Ward vs. Aberrations

At 5th level, the Arcane Student can create a Ward vs. Aberrations. This ward functions exactly as a Ward vs. Undead, except it affects Aberrations.

Ward vs. Fey

At 6th level, the Arcane Student can create a Ward vs. Fey. This ward functions exactly as a Ward vs. Undead, except it affects Fey.

Ritual Magic

At 7th level, the Arcane Student learns to harness diverse magical effects through rituals. Through extensive study and research, the Arcane Student may learn several complex and elaborate rituals with an almost unlimited number of applications. Researching a ritual takes 1 week per spell level, and requires a Research check at DC 25 + spell level. A character may take 10 or 20 on this roll. This check is made at the end of the Research period, so it is entirely possible to waste several weeks looking into a particular ritual for nothing. Increasing the Research DC may reduce research time. Simply add 1 to the Research check DC for each day of research time reduced to a minimum research time of three days. Once a spell is located, an Arcane Student may add it to their archives and never need research it again, unless some odd circumstance prevents the Arcane Student from copying the ritual, or his or her notes are somehow destroyed.

Casting time for any ritual is one hour per spell level. 0-level spells take 30 minutes to cast. Casting a ritual requires a Knowledge (Arcana) check DC 25 + spell level. A character may take 10 on this roll, but may not take 20. Failing this check by 10 or more often results in dire consequences, as the mystical energy being channeled by the Arcane Student goes awry. This can cause any effect from direct damage dealt to the character (and any allies unfortunate to be near him at the time) to summoning an angry Demon. The exact effects of ritual failure are left for the GM to decide.

It is important to note that any spell in ritual form will require the same components (Verbal, Somatic, Material, Focus, XP costs, etc.) as the normal spell. An Arcane Student may not cast any spell that he or she does not meet the Intelligence requirement to cast. An Arcane Student may only cast Arcane spells. Divine spells, which require faith to perform, may not be replicated (though spells which appear in both lists may be used.)

The Difficulty Class for a saving throw against the Arcane Student's spell is 10 + the spell's level + the Arcane Student's Intelligence modifier.

Ward vs. Outsiders

At 8th level, the Arcane Student gains the ability to create a Ward vs. Outsiders. This ward functions exactly as a Ward vs. Undead, except it affects Outsiders.

Scribe Scroll

At 9th level, the Arcane Student gains the ability to Scribe Scrolls. Note that an Arcane Student may only scribe a scroll for a spell that he has in his archives.

Improved Ritual Magic

At 10th level, the Arcane Student becomes far more efficient with Ritual Magic. Research moves much more quickly, taking only 1 day per spell level. Research time may now be reduced to 1 day by adding to the DC of the Research Check (as above). Casting time for Ritual Magic is also greatly decreased, becoming 30 minutes per spell level, or 15 minutes for a 0-level spell. This reduced casting time also applies to any rituals already in the Arcane Student's archives.



BRUISER

Description

The Bruiser makes his way with his fists. Perhaps a victim of a hard knock life, a child of the streets, or simply a sadist who enjoys hurting others, the Bruiser is a physical, combat oriented character. Of course, the dark and violent nature of the world of **Contagion** offers several opportunities for people to learn to rely on their fists to solve problems.

Many Bruisers begin their lives faced with mundane difficulties. Perhaps as a child they were victims of

schoolyard bullies, or lived on the border between two hostile gang's territories. Regardless, the Bruiser defends themselves, or others, and survives on prowess and wits. Things don't change much for these folks when the minions of Hell enter their lives. Gangbangers are replaced with vampires and zombies, but the score remains the same. Fight to win or roll over and die. Bruisers choose to fight. Tooth and nail, if necessary.

A Bruiser is very likely to come from an underprivileged or criminal background. The rich and secure rarely have the opportunity to hone the fighting skills and attitude required to be a Bruiser. A Bruiser can be a criminal thug, a poor minority kid trying to make his way in the world, a self styled vigilante, or even a schoolhouse bully. Many Bruisers fit more than one of these stereotypes.

Suggested Occupations: Athlete, Blue Collar, Criminal, Law Enforcement, Military, and Rural.

Hit Die

d10

Action Points

Bruisers gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Bruiser'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 Language (none), Repair (INT), Speak Language (none), and Swim (STR).

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus
1st	+1	+1	+0	+0	Pushing the limit	+1
2nd	+2	+2	+0	+0	Bonus feat	+2
3rd	+3	+2	+1	+1	TKO	+2
4th	+4	+2	+1	+1	Bonus feat	+3
5th	+5	+3	+1	+1	Can of Whup Ass	+3
6th	+6	+3	+2	+2	Bonus feat	+3
7th	+7	+4	+2	+2	Beyond the Limit	+4
8th	+8	+4	+2	+2	Bonus feat	+4
9th	+9	+4	+3	+3	Room Sweeper	+5
10th	+10	+5	+3	+3	Bonus feat	+5

Class Features

The following are class features of the Bruiser:

Simple Weapons Proficiency

The Bruiser receives the Simple Weapons Proficiency feat for free at 1st Level.

Pushing the Limit

At 1st Level, the Bruiser can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check. The effort requires a full-round action and provides a +2 bonus on the check.

TKO

At 3rd level, the Bruiser can throw a haymaker that will easily knock out his lesser opponents. The Bruiser declares a target for the TKO and takes a -4 penalty to his Defense for the round. On the Bruiser's action, he may then attack normally with either unarmed combat or a bludgeoning weapon. If the attack is successful, it automatically knocks unconscious any target with fewer HD than the Bruiser. The target is considered to have suffered a total hp loss in subdual damage (though no Fortitude checks are required). If the target's HD are equal or greater than the Bruiser's, the attack is considered to do double damage. In the case of a critical hit, the total is figured as normal, then doubled. This damage is always considered subdual. TKO is a full round action.

Can of Whup Ass

By 5th level, the Bruiser has mastered the fine art of beating the crap out of his opponents. This ability is reflected in all hand to hand and melee combat. The Bruiser receives a +2 bonus on all melee and hand-to-hand damage.

Beyond the Limit

At 7th Level, the Bruiser can perform incredible acts of strength. This functions exactly like Pushing the Limit, except that the effort requires a full-round action and provides a +4 bonus to one Strength check.

Room Sweeper

At 9th Level, the Bruiser becomes adept at fighting multiple opponents at once. With Room Sweeper, the Bruiser receives a number of free attacks equal to the Bruiser's Strength modifier each round which can be used on ANY character within the Bruiser's threatened area, regardless of whether or not the character is provoking an attack of opportunity. If no characters are within the Bruiser's threat area, this ability does not activate.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Bruiser gains a bonus feat. This feat must be selected from the following list, and the Bruiser must meet any prerequisites.

Archaic Weapons Proficiency, Athletic, Blind-Fight, Body Combat, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Frightful Presence, Hearty Brawler, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Power Attack, Streetfighting, Supernatural Strike, Toughness, Weapon Focus.

BYSTANDER

Description

The Bystander class represents the average Joe. Anyone who does not fall into one of the other classes can easily be a Bystander. Many characters in the world of **Contagion** are simply normal people dragged into the machinations of the Hellspawn.

Whether you are a cheerleader for a high school football team, a dockworker, an EMT, or a police officer, you can easily fit into the Bystander class. Focusing on the acquisition of skills, this class makes diversity its largest benefit.

Of course, Bystanders are often in over their heads, lacking in understanding of the evil that they come to face, and fearful of the truth. Normal people dragged into a War they want nothing to do with.

Suggested Occupations: Any (that's kind of the point).

Hit Die

d6

Action Points

The Bystander receives a number of action points equal to 3 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Bystander can choose any ten skills to be class skills, with the exception of Spellcraft (which a Bystander may learn by taking the Arcane Skills feat (see chapter xx: Feats)).

Skill Points at 1st Level: (6 + Int modifier) x4.

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

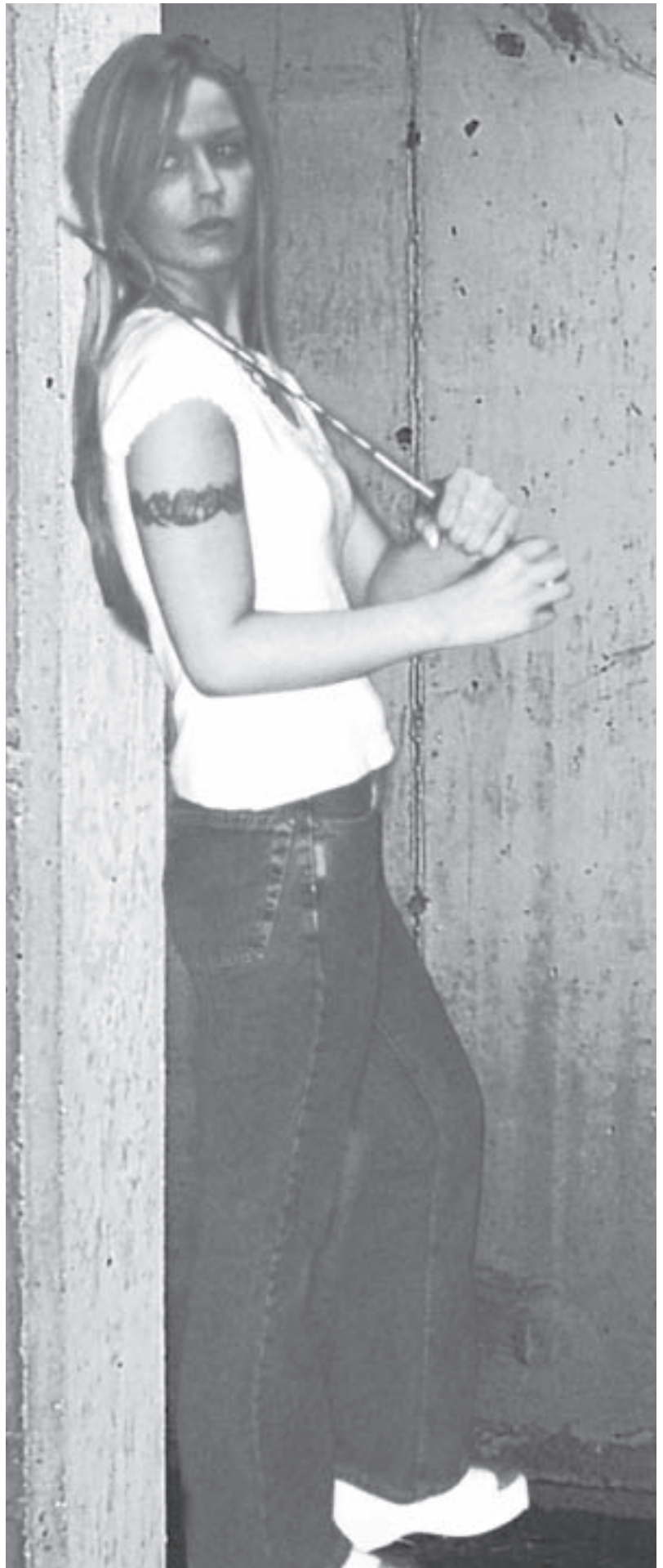


TABLE: THE BYSTANDER

Level	Base				Special	Defense Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save		
1 st	+0	+0	+0	+1		+0
2 nd	+1	+0	+0	+2	Versatility 1	+0
3 rd	+2	+1	+1	+2		+1
4 th	+2	+1	+1	+3	Versatility 2	+1
5 th	+3	+1	+1	+3		+2
6 th	+3	+2	+2	+4	Versatility 3	+2
7 th	+4	+2	+2	+4		+3
8 th	+4	+2	+2	+5	Versatility 4	+3
9 th	+5	+3	+3	+5		+4
10 th	+6	+3	+3	+6	Skill Bonus	+5

Class Features

The following are the class features of the Bystander class:

Versatility

As indicated above, the Bystander class may choose any 10 skills (except Spellcraft) as Class skills. Furthermore, the Bystander may add two new Class skill to his list of Class skills at 2nd, 4th, 6th, and 8th level (giving a Bystander 12 class skills at 2nd level, 14 at 4th level, and so on.) these skills do not include the Class skills that a character receives from a starting Occupation.

Skill Bonus

At 10th Level, the Bystander receives a permanent +2 bonus to all skill checks involving any of his/her class skills. This ability reflects the massive experience gained by normal people over the years.



CASANOVA

Description

The Casanova class uses deception, seduction, and trickery to achieve their goals. Often relying on sex as a tool, and honeyed words as weapons, the Casanova makes her way through the world of **Contagion** on the backs of those weak enough to succumb to her temptations.

Many Casanovas are beautiful and they know it. They learn early in life that desire is a means to an end, and they never seem to develop moral issues about using others. Whether it's climbing the corporate ladder, getting a record deal, or distracting a security guard so her associates can slip past, the Casanova knows her talents and uses them to peak effect. Because of this knack for manipulation, Casanovas who discover the truth tend to think that they can get away with manipulating Hellspawn, using them as they would anybody else. Often this backfires, and costs the Casanova her life or soul, but occasionally these wily types can outsmart even the devil.

Casanovas can come from any background, but many have used their talents to elevate themselves to fame, fortune and power. Not difficult when you possess the ability to sway those around you, and the emotional detachment to use it.

Suggested Occupations: Celebrity, Creative, Dilettante, Entrepreneur, Student, and White Collar.

Hit Die

d6

Action Points

Casanovas gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Casanova's class skills (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA), Disguise (CHA), Drive (DEX), Gather Information (CHA), Knowledge (all but Arcana, Earth and Life Sciences, Physical Sciences, and Tactics (INT)), Listen (WIS), Profession (WIS), Sense Motive (WIS), Spot (WIS).

Skill points at 1st level: (7+Int modifier) x4

Skill Points at Each Level: 7 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+1	+1	+0	Bonus feat, Charm	+0
2nd	+1	+2	+2	+0	Silver Tongue	+1
3rd	+1	+2	+2	+1	Bonus feat	+1
4th	+2	+2	+2	+1	Flirt's Favor	+1
5th	+2	+3	+3	+1	Bonus feat	+2
6th	+3	+3	+3	+2	Dazzle	+2
7th	+3	+4	+4	+2	Bonus feat	+2
8th	+4	+4	+4	+2	Captivate	+3
9th	+4	+4	+4	+3	Bonus feat	+3
10th	+5	+5	+5	+3	Homewrecker	+3

Class Features

The Casanova receives the following class features:

Bonus Feats

At 1st, 3rd, 5th, 7th and 9th level the Casanova receives a bonus feat. These Feats must be chosen from the following list, and the Casanova must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Deceptive, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Run, Trustworthy, and Windfall

Simple Weapon Proficiency

The Casanova receives Simple Weapons Proficiency for free at 1st level.

Charm

At 1st Level, the Casanova gets a bonus on all Charisma-based skill checks made to influence members of the opposite gender. (Or those of the same gender whose sexual orientation would predispose them to finding the Casanova attractive.) The bonus is equal to the character's Casanova level.

Silver Tongue

At 2nd level, the Casanova develops a knack for deception and flirtation. With this ability, he or she applies ½ his or her Casanova level, rounded down, as a bonus on any Bluff, Diplomacy, or Gamble checks the character makes while attempting to lie, cheat, seduce, or otherwise bend the truth. If conditions are appropriate, this bonus may stack with Charm.

Flirt's Favor

At 4th level, the Casanova has the ability to acquire minor aid from anyone he or she could



Charm. By batting her eyes, smiling and showing off his dimples, or even leaning forward to reveal a bit of cleavage, the Casanova can use their flirtatious ways as a commodity. By making a Flirt's Favor check, a Casanova can gain important information, acquire the loan of equipment or documents, gain access to otherwise restricted areas, or receive other minor assistance in the course of an adventure.

A Casanova must simply engage the target in conversation to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Casanova level. The GM sets the DC based on the scope of the favor being requested, and the amount of time spent interacting with the target. The DC ranges from 10 for a simple favor, with only a round or two if interaction to as high as 30 for formidable and highly dangerous, expensive, or illegal favors, which may take hours, if not days to negotiate (though for obvious reasons, the highlights should be role-played and the rest simply summarized.). This DC may be reduced by 5 points at GM discretion by particularly provocative flirtations, although abusing this tactic could backfire, as some people find such forwardness to be distasteful. In such a case, add +5 to the DC. A Casanova can't take 10 or 20 on this check, nor can the character 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 Casanova's use of favors to ensure that this ability isn't abused. The GM may disallow any favor deemed disruptive to the game.

Dazzle

A 6th level Casanova has the ability to Dazzle a target through sheer force of personality, a winning smile, and flirting. The target must have an Intelligence score of 3 or higher to be susceptible to a Dazzle attempt, must be a valid target for Charm, must be within 30 feet of the Casanova, and must be able to see, hear, and understand the Casanova.

To Dazzle a target, the Casanova must use an attack action and make a Charisma check (DC 15), adding his or her Casanova level 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 + Casanova's class level + Casanova's CHA bonus). If the save fails, the target receives a -3 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Casanova level.

Captivate

An 8th level Casanova has the ability to temporarily beguile a target through the use of words and bearing. The target must meet all the requirements listed under Dazzle to be susceptible to Captivate.

To Captivate a target, the character must use an attack action and

make a Charisma check (DC 15), adding his or her Casanova 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 + Casanova's class level + Casanova's CHA bonus). If the saving throw fails, the Casanova becomes the target's sole focus. The target pays no attention to anyone else for 1 round. 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 Casanova can concentrate to keep a target captivated for additional rounds. The Casanova concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the character stops concentrating, or when the target succeeds on the save.

Homewrecker

At 10th level, the Casanova becomes so skilled at discerning what people want that they can now transcend many of the limitations placed on their previous class features. Sexual orientation ceases to be an obstacle to the Casanova who has progressed this far. They are simply so alluring that people will find themselves having thoughts and responses that they would never have under normal circumstances.

At this point, the Casanova is also able to seduce with far less effort. So long as the target of Charm, Flirt's Favor, Dazzle, or Captivate can either see or hear the Casanova, they become a valid target. Furthermore, the Casanova no longer needs to be in the target's presence, though must still be able to interact freely with the target (such as during a phone call or internet chat) unless they have used Charm, Flirt's Favor, and Captivate on the target previously, and have used at least one of these on the target within the past 24 hours. If these requirements are met, any of the aforementioned abilities may be used over videotape or other prerecorded medium. The rolls are resolved when the target views the material in this case. The target must still have an Intelligence of at least 3 and be able to understand the Casanova for Homewrecker to function.

CLERGY

Description

The Clergy class represents those rare people in the world of **Contagion** who have unwavering faith in God. Far beyond simply showing up at church on Sunday and dropping a few bucks in the collection plate, these men and women truly believe in God's word and God's way. Their direct connection to the Lord gives them the power to work miracles in his name, though no Clergy would be presumptuous enough to take personal credit for God's work.

Clergy are not always associated with the church. In fact, the opposite is more often the case. Anyone who has true pure faith can become a member of the Clergy. These people are healers and

guardians, and often oppose Hellspawn in a slightly indirect fashion. They shepherd the weak. They try to undo Hellspawn corruption wherever they discover it.

Clergy can be virtually anyone. Workers at soup kitchens, missionaries, street preachers, and ordained priests are all possibly members of the Clergy class. Their kind work and peaceful ways combined with unwavering faith in God give them the tools needed for this class.

Suggested Occupations: Academic, Blue Collar, Creative, Doctor, Emergency Services, Novitiate, Religious, Rural, and Student.

Alignment

Lawful Good (if using Allegiances, the Clergy must choose an Allegiance to Law and Good.)

Race

Clergy may only be human. If a racial change should occur, the character will lose all Clergy class features, and may not atone to retrieve them. Their connection to God has been severed.

Hit Die

d6

Action Points

Clergy gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Clergy's class skills (and the key ability for each skill) are: Concentration (CON), Decipher Script (INT), Diplomacy (CHA), Drive (DEX), Treat Injury (WIS), Knowledge (history) (INT), Knowledge (religion) (INT), Perform (oration) (CHA), Research (INT), and Spellcraft (INT).

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.



Table: The Clergy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	-----Spells Known-----					Def. Bonus	
						0	1st	2nd	3rd	4th		5th
1st	+0	+2	+0	+2	Turn Undead	3	2	—	—	—	—	+1
2nd	+1	+3	+0	+3	Aura	4	2	—	—	—	—	+1
3rd	+1	+3	+1	+3		4	3	1	—	—	—	+2
4th	+2	+4	+1	+4		5	3	2	—	—	—	+2
5th	+2				Potent							
6th	+3	+4	+1	+4	Turning	5	3	2	1	—	—	+3
7th	+3	+5	+2	+5		5	3	3	1	—	—	+3
					Intense							
8th	+4	+5	+2	+5	Aura	6	4	3	2	—	—	+4
9th	+4	+6	+2	+6		6	4	3	2	1	—	+4
10th	+5	+6	+3	+6		6	4	4	3	1	—	+5
					Immaculate							
		+7	+3	+7	Aura	6	4	4	3	2	1	+5

Class Features

All of the following are class features of the Clergy:

Spells

A Clergy casts divine spells, which are drawn from the Clergy spell list. Like other spellcasters, a Clergy only knows a certain number of spells, determined by level, as stated in Table: Clergy.

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

Clergy meditate or pray for their spells. Each Clergy must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to maintain his communion with God and retain the ability to cast spells. If the Clergy fails to meet this requirement, he loses the ability to cast spells until the requirement is met. The Clergy must also adhere to a strict code of conduct. Sin and vice are anathema to the divine power accessed by the Clergy. If the Clergy should commit an act outside his or her religious doctrine, or Alignment dictates, he or she loses the ability to cast spells until they atone for their transgression (see **Ex-Clergy** below)

NOTE: Clergy receive a number of Spells Known per level. There is no restriction on the number of times that a Clergy may cast a spell per day. So long as the Clergy fulfills the above requirements, he or she may cast spells as often as is needed. Clergy cast Divine spells from the spell list below.

CLERGY SPELLS

These are the spells available to **Clergy**, including brief descriptions. These are all considered to be divine spells when cast by Clergy.

0-LEVEL CLERGY SPELLS

- Create Water:** Creates 2 gallons/level of pure water.
- Cure Minor Wounds:** Cures 1 point of damage.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Detect Poison:** Detects poison in one creature or object.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Resistance:** Subject gains +1 on saving throws.
- Virtue:** Subject gains 1 temporary hp.

1ST-LEVEL CLERGY SPELLS

- Aegis of the Gods:** Subject receives +4 bonus to one type of saving throw.
- Awakening:** Awakens all sleeping creatures in area of effect.
- Bless:** Allies gain +1 on attack rolls and saves against fear.
- Bless Water** ^M: Makes holy water.
- Command:** One subject obeys selected command for 1 round.
- Comprehend Languages:** You understand all spoken and written languages.
- Courage:** Grants +1 AC/Defense bonus and 3 temporary hp.

- Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- Detect Evil:** Reveals creatures, spells, or objects of Evil alignment.
- Detect Undead:** Reveals undead within 60 ft.
- Divine Favor:** You gain +1 per three levels on attack and damage rolls.
- Ease Pain:** Cures 1d6 subdual damage per level.
- Endure Elements:** Exist comfortably in hot or cold environments.
- Protection from Evil:** +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.

2ND-LEVEL CLERGY SPELLS

- Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- Aura of Glory:** Target gains 1d4+1 Charisma.
- Calm Emotions:** Calms creatures, negating emotion effects.
- Consecrate** ^M: Fills area with positive energy, making undead creatures weaker.
- Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- Delay Poison:** Stops poison from harming subject for 1 hour/level.
- Divine Heart:** Makes subject immune to fear effects.
- Enthral:** Captivates all within 100 ft. + 10 ft./level.
- Hold Person:** Paralyzes one humanoid for 1 round/level.
- 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.
- Shield Other** ^F: You take half of subject's damage.
- Silence:** Negates sound in 15-ft. radius.
- Zone of Truth:** Subjects within range cannot lie.

3RD-LEVEL CLERGY SPELLS

- Center:** As courage but grants +1 AC/Defense and +13 hp.
- Continual Flame** ^M: Makes a permanent, heatless torch.
- Compel Truth:** Prevents a target from lying for the duration of the spell.
- Create Food and Water:** Feeds three humans (or one horse)/level.
- Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- Dispel Magic:** Cancels spells and magical effects.
- Magic Circle:** As protection spells, but 10-ft. radius and 10 min./level.
- Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- Prayer:** 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.

Restful Death: Prevents corpse from becoming Undead.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL CLERGY SPELLS

Control Water: Raises or lowers bodies of water.

Convert: Temporarily changes target's alignment.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divine Eminence: Increases one of the subject's ability scores to 18+1/3 Caster levels.

Expunge: Adds 1d6 to caster's turning damage.

Holy Channel: Allows caster to heal target at range.

Imbue with Spell Ability: Transfer spells to subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration^M: Restores level and ability score drains.

Spell Immunity: Subject is immune to one spell per four levels.

Tongues: Speak any language.

5TH-LEVEL CLERGY SPELLS

Atonement^{F X}: Removes burden of misdeeds from subject.

Awe: Allows caster to turn any enemies in area as if they were Undead.

Break Enchantment: Frees subjects from Enchantment, alterations, curses, and petrification.

Brothers in Arms: Allows targets to donate HP amongst themselves.

Celestial Remedy: Allows 4 rounds of continuous healing.

Command, Greater: As command, but affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Evil: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Hallow^M: Designates location as holy.

Raise Dead^M: Restores life to subject who died as long as thirty minutes/level ago.

Spell Resistance: Subject gains SR 12 + level.

True Seeing^M: Lets you see all things as they really are.

Turn Undead (Su)

At 1st level the Clergy has the power to affect undead creatures by channeling the power of his faith through his holy

symbol. A Clergy may attempt to turn an unlimited number of times per day. A Clergy with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks.

Turning Check: First, roll a turning check to determine how powerful a creature you can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the Hit Dice of the most powerful creature you can affect, relative to your Clergy level. With a given turning attempt, you can't turn any creature whose Hit Dice exceeds the result of your turning check.

Turning Check Result	Most Powerful Creature Affected (Maximum Hit Dice)
0 or lower	Clergy level -4
1-3	Clergy level -3
4-6	Clergy level -2
7-9	Clergy level -1
10-12	Clergy level
13-15	Clergy level +1
16-18	Clergy level +2
19-21	Clergy level +3
22 or higher	Clergy level +4

Turning Damage: If your turning check result is high enough to let you turn at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6 and add your Clergy level and your Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of undead (or other) creatures you can turn on this attempt. You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them. Effect and Duration of Turning: Turned creatures flee from the Clergy by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Clergy moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Acolyte can be standing within 10 feet of the creature without breaking the turning effect; she just can't approach any closer to the creature.) The Clergy can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion, without breaking the turning effect.

Destroying Undead: If the Clergy has twice as many Clergy levels (or more) as the undead has Hit Dice, she destroys any creature that she would normally turn.

Aura (Ex)

At 2nd level a Clergy develops a particularly powerful Aura corresponding to his alignment. In other words, he sticks out like a sore thumb. Evil creatures will notice his faith, and make a will save (DC 15) or either be filled with fear (50% chance) or rage (50% chance) at the presence of the holy. A Clergy can be detected and recognized as such by an evil creature with a spot check DC of the Clergy's level-20 anywhere within the creature's line of sight. A creature afflicted with fear suffers a -4 penalty to all skill checks, saving throws and attack rolls. A creature affected by rage must make a Will save (DC 10+ Clergy level) to resist attacking the Clergy immediately.

Potent Turning

At 5th level the Clergy receives the Potent Turning ability. This ability allows the Clergy to turn an additional 3d6 Hit Dice worth of Undead.

Intense Aura (Ex)

At 7th level, the Clergy's Aura becomes purer. The Clergy has grown closer to God and this reflects in his Aura. It also scares the bejesus out of Undead and the like, increasing the chances of the Aura inducing fear in the unholy who observe it. The Intense Aura functions as does Aura, but the chances are 60% to induce fear and 40% to induce rage.

Immaculate Aura (Su)

At 10th level, the Clergy is awe inspiring in his conviction. His Aura percentages change to 80% chance to induce fear and 20% chance to induce rage.

Ex-Clergy

A Clergy who grossly violates the code of conduct required by God (and his or her Alignment) loses all spells and class features. He cannot thereafter gain levels as a Clergy until he atones. Atonement can take several forms, and it is ultimately at GM discretion to determine when a failed Clergy has paid sufficient penance to regain God's favor.

PAGAN

Description

The Pagan class represents mystics who gain their power through worship of deities other than God. Nature worshippers, shamans, and Wiccans all fall within the realm of the Pagan class. In the world of **Contagion**, Pagans access power unfettered to Heaven or (usually) Hell.

Most Pagans come from older cultures, or at the very least emulate their ways. A Native American learning the medicine of his people, an Aboriginal shaman, or a Celtic priestess can all easily fit into the Pagan class. Pagans are often very staunch in their beliefs, and difficult to sway from their chosen methods. Hellspawn often find them frustrating to attempt to manipulate. Some clever Hellspawn have taken to impersonating figures of Pagan lore in an attempt to sway them. This tactic is very effective, and many a Pagan has found themselves duped into the service of demonic forces.

Pagans tend to live on the fringes of western society, yet maintain very central roles within their own. Medicine men, wise women and psychics are all examples of Pagans.

Suggested Occupations: Adventurer, Athlete, Apothecary, Creative, Doctor, Hedge Wizard, Novitiate, Rural, and Student.

Hit Die

d8

Action Points

Pagans gain a number of action points equal to 5 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Pagan's class skills are as follows: Concentration (CON), Craft (chemical, pharmaceutical, visual arts) (INT), Diplomacy (CHA), Gather Information (CHA), Knowledge (art, behavioral sciences, earth and life sciences, theology and philosophy) (INT), Perform (act, dance, sing, stand-up) (CHA), Profession (WIS),



Sense Motive (WIS), Sleight of Hand (DEX), Spellcraft (INT), Spot (WIS), Treat Injury (WIS).

Skill Points at 1st Level: (5+Int modifier) x4

Skill Points at Each Level: 5 + Int modifier.

Level	Base				Special	Defense Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+1	+1	Bonus Feat	+1
2nd					Rebuke undead	+1
3rd	+1	+3	+2	+2	Bonus feat	+2
4th					Combat casting	+2
5th	+2	+4	+3	+3	Brew potion	+3
6th	+3	+5	+4	+4	Bonus feat	+3
7th	+3	+5	+4	+4	Discern lie	+4
8th	+4	+6	+4	+4	Turn humans	+4
9th	+4	+6	+4	+4	Bonus feat	+5
10th					Empower spell	+5

Class Features

The following features pertain to the Pagan class:

Spells

The Pagan class may cast spells due to their beliefs in the "old ways". A Pagan's selection of spells is quite broad, reflecting the wide variations in traditional beliefs that do not fall within the Judeo-Christian purview. The Pagan begins play knowing four 0-level spells (cantrips/orisons) and two 1st-level spells. At each level, the Pagan gains one or more new spells as indicated below). These spells can be common spells chosen from the Pagan's spell list or they can be unusual spells of the Pagan's own devising.

The Pagan is limited to casting a certain number of spells of each level per day, but need not prepare those spells in advance. Sufficiently high Charisma scores may increase the number of spells that may be cast per day.

A Pagan may use a higher-level slot to cast a lower-level spell. However, the Pagan may only learn new spells upon gaining a level in the Pagan class.

The Difficulty Class for a saving throw against the Pagan's spell is 10 + the spell's level + the Pagan's Wisdom modifier. The Pagan doesn't acquire her spells from books or scrolls, nor does she prepare them through study. Instead, she meditates or prays for her spells, receiving them through her own strength of faith or as divine inspiration. The Pagan must spend one hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on the Pagan's spell preparation. In addition, the Pagan receives bonus spells based on her Charisma score, as shown on the chart in Chapter I.

PAGAN SPELLS

These are the spells available to the **Pagan**, including brief descriptions. Pagans use both Arcane and Divine spells. The Pagan Spell list is detailed below.

0 LEVEL PAGAN SPELLS

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Imbue Elemental Energy: Adds damage to weapon via elemental energy.

Know Direction: You may discern which direction is north.

Light: Makes object shine like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Resistance: Subject gains +1 on saving throws.

Sneeze: Causes target to sneeze loudly.

Spark: Spark ignites flammable object.

Strangled Steel: Prevents opponents from drawing weapons.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL PAGAN SPELLS

Aegis of the Gods: Subject receives +4 bonus to one type of saving throw.

Air Supply: Mask of air protects from gases.

Awakening: Awakens all sleeping creatures in area of effect.

Bless: Allies gain +1 on attack rolls and saves against fear.

Blood Trail: Assists in tracking a wounded foe.

Calm Animals: Soothes animals, making them docile.

Chameleon Skin: Allows caster to blend into environment, adding to Hide checks.

Charm Animal: Makes animal regard caster as friendly.

Command: One subject obeys selected command for 1 round.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Spirits: Can detect spirits within range.

Eagle Eyes: Caster receives a +10 bonus to spot checks.

Ears of the Prey: Caster receives a +10 bonus to Listen checks.

Ease Pain: Cures 1d6 subdual damage per level.

Elemental Weapon: Adds 1d6 damage of elemental type to weapon.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone within a 40-ft. radius.

Glimmer Warning: A shimmering light warns when the caster is the target of a spell.

Longstrider: Increases caster's base speed by +10.

Protection from Evil: +2 to DEF and saves, counter mind control, hedge out elementals and outsiders.

Razor Claws: Grants caster sharp claws that deal 1d6 damage.

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.

Scent of the Hound: +4 bonus to tracking, spot checks, etc.

Skin like Wood: Skin becomes like bark. +1 DEF +3 HP.

Whispering Branches: Learn about recent events in a natural area.

2ND-LEVEL PAGAN SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Animal Trance: Entrances onlooking animals.

Aura of Glory: Target gains 1d4+1 Charisma.

Bear's Endurance: Adds +4 to target's Constitution.

Blood for Blood: Gain HP from damaging opponents.

Bull's Strength: Target gains +4 bonus to Strength.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Target gains +4 bonus to Dexterity.

Circle of Sounds: Disguises target creature's voices as animal sounds.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Divine Heart: Makes subject immune to fear effects.

Entrhall: Captivates all within 100 ft. + 10 ft./level.

Flame Blade: Caster creates a blazing beam of red-hot fire dealing 1d8+1 per 2 caster levels damage.

Hold Person: Paralyzes one humanoid for 1 round/level.

Mass Revelation: Reveals spirits to all creatures within 20' of caster.

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.

Silence: Negates sound in 15-ft. radius.

Spider Climb: Allows caster to traverse walls and ceilings.

Stick Servant: Allows caster to animate a pile of sticks.

Surface: Keeps target above water for duration of the spell.

Wind Armor: Strong, swirling winds surround the target creature, granting it a deflection bonus to DEF of +4 against melee attacks and +6 against ranged weapon attacks.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PAGAN SPELLS

Awaken Element: Creates a small elemental creature, loyal to the caster.

Center: As courage but grants +1 Defense and +13 hp.

Continual Flame ^M: Makes a permanent, heatless torch.

Compel Animal: Caster can make an animal perform a single task.

Compel Truth: Prevents a target from lying for the duration of the spell.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Magic Circle: As protection spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Neutralize Poison: Neutralizes poison in targets.

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.

Restful Death: Prevents corpse from becoming Undead.

Speak With Plants: Allows caster to speak with plants.

Summon Sentinel: Temporarily creates elemental loyal to caster.

Water Breathing: Allows target to breathe underwater.

4TH-LEVEL PAGAN SPELLS

Air Walk: Allows creatures to walk on air.

Blight: Withers a single plant of any size.

Command Plants: Allows caster to issue commands to plants and plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divine Eminence: Increases one of the subject's ability scores to 18+1/3 caster levels.

Expunge: Adds 1d6 to caster's turning damage.

Floor of Fire: Caster creates an immobile, horizontal sheet of flame.

Holy Channel: Allows caster to heal target at range.

Imbue with Spell Ability: Transfer spells to subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration ^M: Restores level and ability score drains.

Scrying: Allows caster to watch target at a distance.

Spell Immunity: Subject is immune to one spell per four levels.

Spirit of Wolf: Increases target's base speed by half.

Tattoo Item: Allows item to be stored magically in a tattoo.

Tongues: Speak any language.

Wall of Earth: Creates a wall of earth.

5TH-LEVEL PAGAN SPELLS

Baleful Polymorph: Turns subject into a Small animal.

Break Enchantment: Frees subjects from enchantment, alterations,

curses, and petrification.

Brothers in Arms: Allows targets to donate HP amongst themselves.

Celestial Remedy: Allows 4 rounds of continuous healing.

Command, Greater: As command, but affects one subject/level.

Commune With Nature: Gain information about surrounding natural area.

Control Winds: May alter wind in area surrounding caster to generate a number of effects.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Evil: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Hallow^M: Designates location as holy.

Spell Resistance: Subject gains SR 12 + level.

Tree Stride: Allows caster to teleport from one tree to another.

True Seeing^M: Lets you see all things as they really are.

Wall of Fire: Creates an immobile curtain of fire.

Wind Bindings: Holds target creature in place with wind.

Pagan Level	—Spells per Day by Spell Level—					
	0	1	2	3	4	5
1	5	3	—	—	—	—
2	5	4	—	—	—	—
3	5	4	2	—	—	—
4	6	5	3	—	—	—
5	6	5	3	2	—	—
6	7	5	3	3	—	—
7	7	6	4	3	2	—
8	7	6	4	3	3	—
9	7	6	4	4	3	2
10	8	7	5	4	4	3

Pagan Level	—Pagan Spells Known—					
	0	1	2	3	4	5
1	4	2	—	—	—	—
2	5	2	—	—	—	—
3	5	3	1	—	—	—
4	6	3	2	—	—	—
5	6	4	2	1	—	—
6	7	4	3	2	—	—
7	7	5	3	2	1	—
8	8	5	4	3	2	—
9	8	5	4	3	2	1
10	9	5	4	3	2	2

Rebuke Undead

Starting at 2nd level, the Pagan gains the supernatural ability to affect the undead, such as zombies, skeletons, ghosts, and vampires in a manner similar to Clergy. However, the Pagan's skills lie in the realm of commanding and rebuking the undead through mystical power, as opposed to turning them. Furthermore, the Pagan affects undead as if she were a Clergy of one level lower than her current Pagan class.

A Pagan may rebuke, command or bolster the undead. She may destroy the undead if of sufficient levels. She cannot dispel the turning of a Clergy.

Rebuked: A rebuked creature cowers as if in awe (can take no actions, -2 penalty to Defense) for 10 rounds.

Commanded: A commanded creature falls under the mental control of the Acolyte. The Acolyte can give mental orders to a commanded creature as an attack action. The Acolyte can command any number of creatures whose total Hit Dice don't exceed her Acolyte level. She may voluntarily relinquish command in order to establish command on different creatures.

Bonus Feats

At 1st, 3rd, 6th, and 9th level, the Pagan gets a bonus feat. The bonus feat must be selected from the following list, and the Pagan must meet all of the prerequisites for the feat to select it. Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Creative, Dodge, Educated, Empower Turning, Endurance, Exotic Melee Weapons Proficiency, Fortune, Guide, Improved Damage Threshold, Improved Natural Healing, Improved Turning, Stealthy, Trustworthy, and Windfall.

Simple Weapon Proficiency

The Pagan receives Simple Weapons Proficiency for free at 1st level.



Combat Casting

At 4th level, the Pagan becomes adept at casting spells during combat. She gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Pagan can create potions, which carry spells within themselves.

The Pagan can create a potion of any spell of 3rd level or lower that she knows. The spell must target a character or characters. Brewing a potion takes one day. When the Pagan creates a potion, she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Pagan's own level.

The purchase DC of the raw material to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Pagan must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Pagan makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, the raw materials are used up but the XP are not spent. The Pagan can try again the next day.

When the Pagan creates a potion, she makes any choices that she would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the Pagan must expend the material component or pay the XP cost when creating the potion.

Discern Lie

At 7th Level, the Pagan develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Pagan must be able to see and hear (but not necessarily understand) the individual under scrutiny.

The Pagan can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 8th level, the Pagan gains the supernatural ability to affect humans, allowing her to command them, as Rebuke Undead, or drive them off in the fashion of the Clergy's Turn Undead ability. The Pagan's allegiance does not affect the type of effects she has on humans. The ability does not affect humanoids or other creatures. Unlike other turning abilities, the Pagan must spend an action point to turn or rebuke humans.

A Pagan may turn, rebuke, or command humans. She cannot destroy the targeted humans with this ability, nor can she dispel the turning of another individual.

Empower Spell

At 10th level, the Pagan learns to cast spells to greater effect. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, as appropriate. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level. Therefore, a Pagan can only empower 1st, 2nd, or 3rd-level spells.

RAKE

Description

The Rake class represents those who make their way through thievery, trickery, and gambling. These con artists often walk the world of **Contagion** in self serving bliss until some faction of the War drops into their lives unexpectedly, often destroying well-laid plans.

The Rake is a master of his craft. Many rakes are cat burglars, fences, and assassins for hire. Rakes tend to be the wildest of the wild cards in the War, often holding to no ideology save their own, and choosing sides in any conflict based on personal morals, not doctrines of Good and Evil. Hellspawn tend to target Rakes for manipulation because they are good at what they do and (at least the Hellspawn believe) easily manipulated.

Rakes tend to be criminals, though not all criminals are thugs by any means. Insider traders, frauds, and computer hackers can be Rakes as easily as burglars and thugs.

Suggested Occupations: Adventurer, Blue Collar, Criminal, Entrepreneur, and White Collar.

Hit Die

d6

Action Points

Rakes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Rake's class skills (and the key ability for each skill) are Appraise (INT), Balance (DEX), Bluff (CHA), Climb (STR), Craft (any) (INT), Decipher Script (INT), Diplomacy (CHA), Disable Device (INT), Disguise (CHA), Escape Artist (DEX), Forgery (INT), Gather Information (CHA), Hide (DEX), Jump (STR), Listen (WIS), Move Silently (DEX), Perform (CHA), Profession (WIS), Search (INT), Sense Motive (WIS), Sleight of Hand (DEX), Spot (WIS), Swim (STR), Tumble (DEX)

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Table: The Rake

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding	+3
2nd	+1	+0	+3	+0	Evasion	+4
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1	+4
4th	+3	+1	+4	+1	Uncanny dodge	+5
5th	+3	+1	+4	+1	Sneak attack +3d6	+5
6th	+4	+2	+5	+2	Trap sense +2	+6
7th	+5	+2	+5	+2	Sneak attack +4d6	+6
8th	+6	+2	+6	+2	Improved uncanny dodge	+7
9th	+6	+3	+6	+3	Sneak attack +5d6, trap sense +3	+7
10th	+7	+3	+7	+3	Special ability	+8

Class Features

All of the following are class features of the Rake:

Simple Weapon Proficiency

Rakes receive Simple Weapons Proficiency for free at 1st Level.

Sneak Attack

If a Rake can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The Rake's attack deals extra damage any time her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Rake flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Rake levels thereafter. Should the Rake 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 Rake can make a Sneak Attack that deals subdual damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a Sneak Attack, not even with the usual -4 penalty.

A Rake 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 Rake 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 Rake cannot Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding

Rakes (and only Rakes) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rakes (and only Rakes) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.



to

A Rake 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 her party) without disarming it.

Evasion (Ex)

At 2nd level and higher, a Rake can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Rake is wearing light armor or no armor. A helpless Rake does not gain the benefit of Evasion.

Trap Sense (Ex)

At 3rd level, a Rake gains an intuitive sense that alerts her to danger from traps, giving her 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 when the Rake reaches 6th level, and to +3 when she reaches 9th level.

Trap Sense bonuses gained from multiple sources stack.

Uncanny Dodge (Ex)

Starting at 4th level, a Rake can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Defense (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to Defense if immobilized.

If a Rake already has Uncanny Dodge from a different source she automatically gains Improved Uncanny Dodge (see below) instead.

Improved Uncanny Dodge (Ex)

A Rake of 8th level or higher can no longer be flanked.

This defense denies another Rake the ability to Sneak Attack the character by flanking her, unless the attacker has at least four more Rake levels than the target does.

If a character already has Uncanny Dodge (see above) from another source, the character automatically gains Improved Uncanny Dodge instead, and the previous conditions that grant Uncanny Dodge stack to determine the minimum Rake level required to flank the character.

Special Abilities

On attaining 10th level, a Rake gains a special ability of her choice from among the following options.

Crippling Strike (Ex)

A Rake with this ability can Sneak Attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her 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 Rake can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she 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), the Rake can attempt to roll with the damage. To use this ability, the Rake must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to Defense, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Rake's Evasion ability does not apply to the defensive roll.

Improved Evasion (Ex)

This ability works like Evasion, except that while the Rake still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless Rake does not gain the benefit of Improved Evasion.

Opportunist (Ex)

Once per round, the Rake 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 Rake's attack of opportunity for that round. Even a Rake with the Combat Reflexes feat can't use the Opportunist ability more than once per round.

Feat

A Rake may gain a bonus feat in place of a special ability.

VAGRANT

Description

The Vagrant class represents the homeless and downtrodden in the world of **Contagion**. Vagrants are down on their luck, poor, and live off the streets. This unique environment tends to place them in the shadows. They are often found in parts of town that the citizenry would like to forget. Of course, these areas are also the primary battlegrounds upon which the War is fought.

The Vagrant class is easily the most likely to encounter Hellspawn carrying out their evil deeds. Many creatures prey on the homeless. For a very long time, the Vagrants of the world put up little resistance. Over the past few years, however, that resistance has begun to gain strength. The "worthless street trash" are joining the War, and fighting back like never before. Maybe Heaven is intervening, encouraging these poor souls to become warriors. Perhaps it is a simple matter of people who have nothing to lose protecting their one relatively safe place to sleep. Regardless of the motivations involved, the Vagrants are no longer playing doormat to the armies of Hell.

Now if the rest of the world would stop looking at the poor, pathetic bums like they were crazy every time they mentioned flesh eating demons...

Suggested Occupations: None (that's kind of the point.)

Hit Die

d6

Action Points

A Vagrant receives a number of action points equal to 3 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Class skills of the Vagrant class (and the key ability for each skill) are: Bluff (CHA), Diplomacy (CHA), Forgery (INT), Hide (DEX), Knowledge (Streetwise) (INT), Handle Animal (CHA), Move Silently (DEX), Search (WIS), Spot (WIS), Listen (WIS).

Skill Points at 1st Level: (4 + Int modifier) x4

Skill Points per Level: 4 + Int modifier

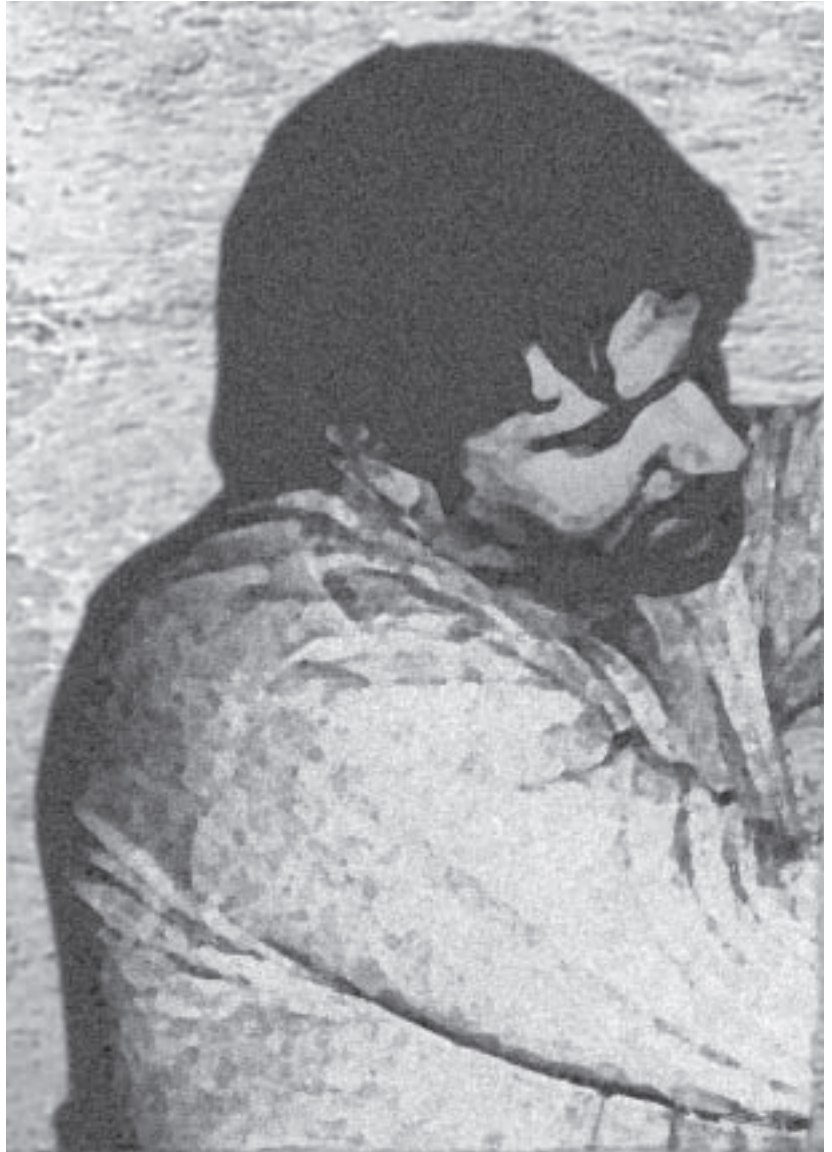


TABLE: THE VAGRANT						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def. Bonus
1st	+0	+0	+0	+0	Panhandle	+0
2nd	+1	+0	+0	+0	Wherever I May Roam	+0
3rd	+1	+1	+1	+1		+1
4th	+2	+1	+1	+1		+1
5th	+2	+1	+1	+1	Odd Jobs	+2
6th	+3	+2	+2	+2		+2
7th	+3	+2	+2	+2	Innocuous Presence	+3
8th	+4	+2	+2	+2		+3
9th	+4	+3	+3	+3		+4
10th	+5	+3	+3	+3	Survivor	+5

Class Features

The following are the class features of the Vagrant:

Panhandle

At 1st level, the Vagrant learns how to get money from people by begging. To use Panhandle, the Vagrant must spend 1 hour in a well-populated area and make a Panhandle Check (Charisma modifier + Vagrant Level) at DC 15. Success grants the character ten dollars, with an additional ten dollars for every 5 points by which the Vagrant exceeded the Panhandle check DC (so a check result of 25 on the Panhandle check would equal 30 dollars). Failure might earn the Vagrant a dollar or two. Failing this check by 10 or more will result in the police being alerted and the Vagrant either run off or arrested.

Wherever I May Roam

At 2nd level, the Vagrant gains the ability to acclimate exceptionally well to his or her surroundings. Once a Vagrant has spent 1 hour in a specific location (an area no larger than four city blocks in size) he receives a +2 circumstance bonus to all Hide, Listen, Move Silently, Search, and Spot checks made within the designated area. This bonus remains as long as the Vagrant remains in the area, and 1 day per Vagrant level after the Vagrant leaves, should they leave and come back.

Odd Jobs

At 5th level, the Vagrant develops a knack for locating Odd Jobs that can earn him a quick buck. By making a Panhandle Check (DC 20) the Vagrant can typically find someone who needs a car washed, a lawn mowed, a package delivered, etc. The GM is the final arbiter of what jobs are available and how much money is gained from a particular job, though the Vagrant may attempt to haggle with the person hiring them (usually requiring a Diplomacy check). A Vagrant must have an appropriate skill, or at the very least be able to make an unskilled check to complete an odd job successfully.

Innocuous Presence

At 7th level, the Vagrant has mastered the fine art of being unobtrusive. Upon gaining this ability, it is assumed that the Vagrant is simply ignored by those around him unless he takes specific action to draw attention to himself (such as entering combat, trying to walk into a guarded building, Panhandling, etc.). Gangbangers will leave him alone, commuters will simply walk by him, and vampires will even consider him



beneath eating. He is not invisible, just beneath everyone's notice. This ability is useful in keeping the Vagrant out of trouble, and grants a permanent bonus to the Vagrant's Hide and Move Silently Checks equal to half of the character's Vagrant level, rounded up.

Survivor

By 10th Level, the Vagrant has spent so much time in harsh conditions, that he has grown accustomed to things that normal people would grow ill, or perhaps even die from. This ability grants the Vagrant Energy Resistance to Cold and Heat at 5, Low Light Vision, +10 to all Fortitude saves to resist poison, disease, and death from exceeding Massive Damage Threshold. These bonuses are permanent upon achieving 10th level in the Vagrant class.

NOTE: Members of the Vagrant class may not possess a Wealth modifier. They get their money as they go along, wandering the streets.

MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities.

Class and Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

Level

"Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained

"Class level" is the character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points

A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus

Add the base attack bonuses for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

To use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

Saving Throws

Add the base save bonuses for each class together.

Defense Bonus

Add the Defense bonuses for each class together.

Skills

A multiclass character uses his or her character level to determine the maximum ranks the character can have in a skill. If a skill is a class skill for any of a multiclass character's classes, then use character level to determine a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

When a multiclass character gains a level in a class, he or she spends that level's skill points as a member of that class. Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the character has levels in, are considered cross-class skills when ranks in those skills are purchased at this level.

Class Features

The character gets all class features (bonus feats or other special abilities) of all classes for the levels he or she possesses.

Feats

All characters (Multiclass or not) receive a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st-level character gets.

Ability Increases

All characters (Multiclass or no) increase one ability score by +1 every four character levels, regardless of individual class level.

Adding a Second Class

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced class.

The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st-level character).

Picking up a new class is not exactly the same as starting a character in that class. When picking up a new class, a character doesn't receive maximum hit points but should roll the new Hit Die.

Advancing a Level

Each time a multiclass character attains a new level, the character either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his or her 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 bonuses on attack rolls, 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 multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.

In general, a character can have levels in as many different classes as there are classes.



Chapter 6: Skills

Abandoning her limp frame on the chair, I turned to leave. Even as I spun around, I sensed their approach. There were three large men: two white, one black. All of them had their hair cut short and wore black trenchcoats. They were looking right at me and closing in fast.

I was aware that I stood little chance of getting away without their notice, so I decided I would wait for them. As they walked closer, I grabbed the roll of quarters out of my pocket and packed them into my fist. One can never be too ready. Besides, judging from the lumps in their coats, they were hiding a surprise or two themselves.

The men placed themselves in a semi-circle around me, attempting to cut off any escape route. This did not suit me well, as I absolutely detest any type of violence. I looked the three men in the eyes, one by one. Once they all knew that I had sized them up, I turned and began to walk away, Right past the man on my left. He didn't appreciate that very much.

Skills are perhaps one of the most important aspects of any **Contagion** character. They allow you to sneak up on your enemies (Move Silently,) notice an important clue (Spot,) and fast-talk your way past the bouncer at a bar (Bluff.) Each class listed in Chapter 5: Classes emphasizes a different set of skills and these skills improve as your character advances in level.

SKILL SYSTEMS

Using Skills

To make a skill check, roll:

1d20 + skill modifier

(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)

Skill Ranks

A character's ranks in a skill are based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

Ability Modifier

The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

Miscellaneous Modifiers

Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armor, among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.



Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed.

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Table: Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

Untrained Skill Checks

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

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 or a change to the skill check's DC.

The GM can alter the odds of success 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, or working under conditions that are significantly better than normal.

2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.

3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.

4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. Bonuses on a character's skill modifier or a reduction in the DC of the check have the same result—they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.



Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity.

See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face 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 a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20. Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

<u>Example Ability Check</u>	<u>Key Ability</u>
Forcing open a jammed or locked door	Strength
Lying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll.

Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

SKILL DESCRIPTIONS

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty

The skill name line and the line beneath it include the following information:

Key Ability:

The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have "None" given as their key ability because the use of these skills never requires a check.

Trained Only:

If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Penalty:

If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

Check:

What a character can do with a successful skill check, and the check's DC.

Try Again?:

Any conditions that apply to repeated attempts to use the

skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special:

Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained:

Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Time:

How much time it takes to make a check with this skill.

SKILL LIST

The following skills are used in the **Contagion** game setting. This list is by no means exhaustive and should a player wish to elect a skill not found in this chapter or not under the purview of another skill, the GM is encouraged to create the skill in question.

Appraise (INT)

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.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

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 character with the Diligent feat gets a +2 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

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%).

Balance (Dex) Armor Penalty

Check: The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7-12 in. wide	10	Uneven or angled	10
2-6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a -5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10 when making a Balance check, but can't take 20.

A character with the Focused feat gets a +2 bonus on all Balance checks.

Time: Balancing while moving one-half the character's speed is a move action.

Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's 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. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

<u>Example Circumstances</u>	<u>Sense Motive Modifier</u>
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one-way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Special: A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

Climb (Str) Armor Penalty

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character

falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small footholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
—	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

*These modifiers are cumulative; use any that apply.

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.

Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

Computer Use (Int)

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
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

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).

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

Computer Hacking: When a character hacks, he or she attempts 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 all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session over. The character can go back to the site in the future; when he or she does, 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 his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her 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. 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.



to
on
is
If

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 Computer Use skill description). 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.

Do Your Stuff: Finally, the character can actually do what he or she 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), he or she 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 his or her 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.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

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.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

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 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

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 computer security or defend security.)

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

Type of Operation	DC	Time
Shut down passive remote (Including cameras and door locks)	20	1 round 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)

Check: A character makes a Concentration check whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a Disable Device or Treat Injury check, or casting a ritual or spell). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check. If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted.

A successful Concentration check still doesn't allow a character to take 10 when in a stressful situation; he or she must roll the check as normal.

The check DC depends on the nature of the distraction.

Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Special: A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15. You can also use Concentration to cast a spell, use a spell-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 spell's level, if casting a spell or using a spell-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 succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity, however.

This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.

A character with the Focused feat gets a +2 bonus on all Concentration checks.

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.

Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part

of another action (when attempted actively).

	DC
Distraction	10
Damaged during the action ¹	10 + damage dealt
Taking continuous damage during the action ²	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappled or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

¹ Such as during the casting of a spell with a casting time of 1 round or more, or an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

² Such as from catching on fire.

If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The cost of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. If the character can afford the items needed, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but 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, thus incurring negligible ruined materials.

Craft (chemical) (Int)

Trained Only

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

Acids and Bases:

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

Type of Acid	Purchase Cost	Craft DCs		Time
		Acid	Base	
Mild (1d6/1d10) ¹	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

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

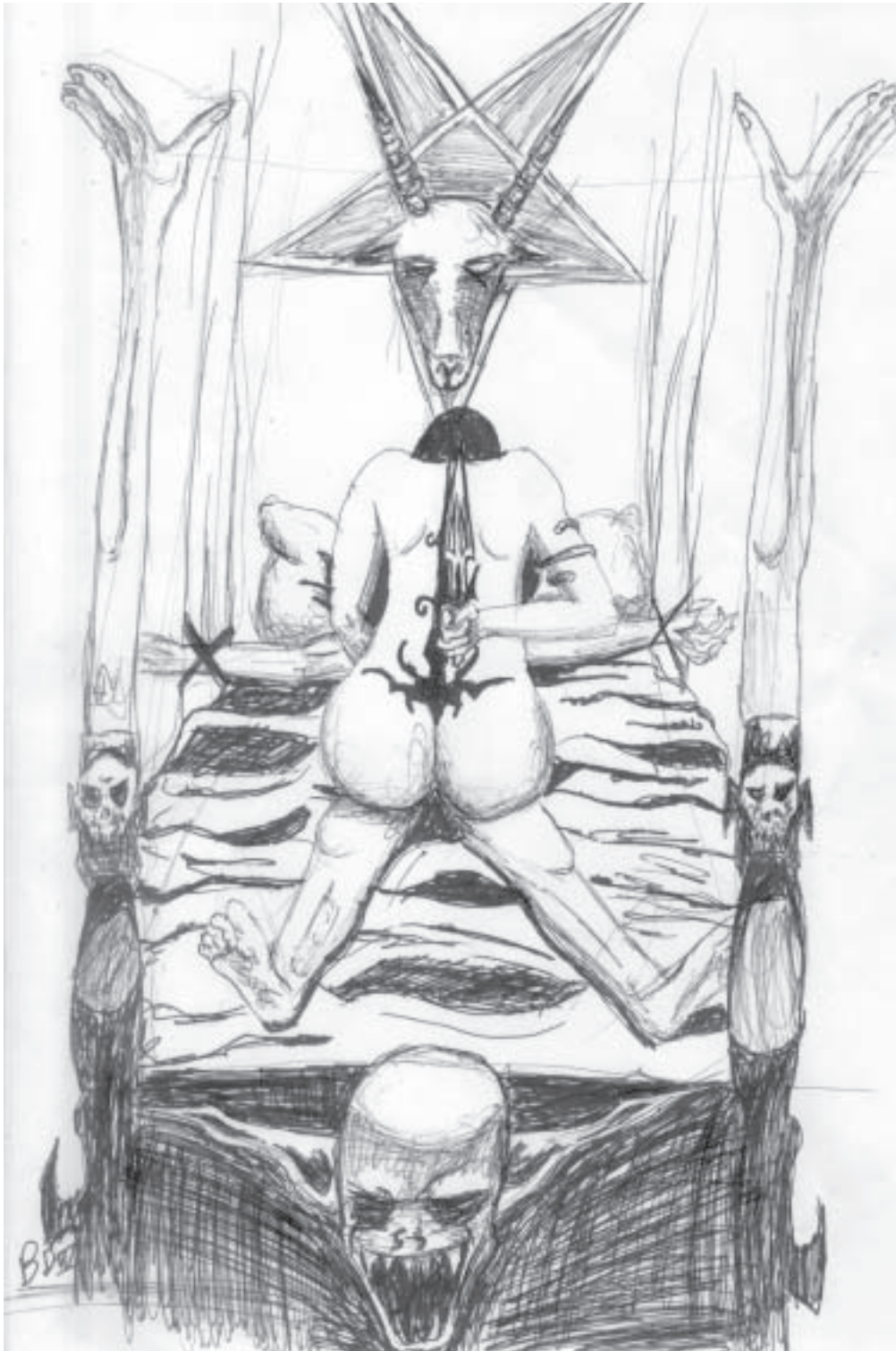
Explosives:

Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase Cost	Craft DC	Time
Improvised (1d6/5 feet) 1	6	10	1 round
Simple (2d6/5 feet)	12	15	10 min.
Moderate (4d6/10 feet)	16	20	1 hr.
Complex (6d6/15 feet)	20	25	3 hr.
Powerful (8d6/20 feet)	25	30	12 hr.
Devastating (10d6/25 feet)	30	35	24 hr.

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



Poisonous Substances:

Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

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

Purchase Cost: The cost to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase cost modifier. Remember to apply this modifier to the purchase cost when buying the poison on the black market.

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

Time: The amount of time required for the Craft check.

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

Table: Poisons

Poison	Type	Save	Initial Damage	Secondary	Purchase	Restriction	Craft	Time
		DC		Damage	DC		DC	
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogens	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	4	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	4	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

¹ Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Special: A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

Craft (electronic) (Int)

Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase Cost	DC	Craft Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

Craft (mechanical) (Int)

Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase Cost	DC	Craft Time
Simple (tripwire trap)	5	15	1 hr.
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks.

Craft (pharmaceutical) (Int)

Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Save DC	Fortitude DC	Purchase DC	Craft Time
14 or lower	5	15	1 hr.
15-18	10	20	3 hr.
19-22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks.

Craft (structural) (Int)

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

Type of Scratch-Built Structure (Examples)	Purchase Cost	DC	Craft Time
Simple (bookcase false wall)	5	15	12 hr.
Moderate (catapult, shed house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

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

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

Craft (visual art) (Int)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase cost of 5.

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

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

Craft (writing) (Int)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No purchase cost is necessary to use this Craft skill.

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

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Decipher Script (Int) Trained Only

Check: A character can decipher writing in an ancient language or in 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 he or she avoids 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.

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 Studious feat gets a +2 bonus on all Decipher Script checks.

Time: Decipher Script takes 1 minute or more, depending on the complexity of the code.

Demolitions (Int) Trained Only

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 his or her 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 he or she has 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, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

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.

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.

Diplomacy (Cha)

Check: A character can change others' attitudes with a successful check (see the table below. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special: A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

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				
	Hostile	Unf.	Indif.	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 his or her 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 a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7

Disable Device (Int) Trained Only

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultra-high security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he or she has 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 his or her 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). Opening a locked car calls for a car opening kit. 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, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Disguise (Cha)

Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2

1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?: No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special: A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Drive (Dex)

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.

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.

Time: A Drive check is a move action.

Escape Artist (Dex) Armor Penalty

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

Special: A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.



Forgery (Int)

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.

Factor	Check Modifier	Time
Document Type		
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	
Unfamiliar (seen once for less than a minute)	-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

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 his or her forgery is.

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 his or her 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 ¹	+4
Examiner only casually reviews the document ¹	-2

¹ 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 the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

Try Again?: No, since the forger isn't sure of the quality of the original forgery.

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 can take 10 when making a Forgery check, but can't take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gamble (Wis)

Check: To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since

paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) 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, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

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.

Time: A Gamble check requires 1 hour.

Gather Information (Cha)

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.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and 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
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

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 Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

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.

Time: A Gather Information check takes 1d4+1 hours.

Handle Animal (Cha) Trained Only

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

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 his or her 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.

Try Again?: Yes.

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Hide (Dex) Armor Penalty

Check: A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+2	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is 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 he or she has 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 him or her 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, he or she 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.) This check, however, is at a -10 penalty because the character has to move fast.

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, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

Special: A character can take 10 when making a Hide check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

Intimidate (Cha)

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.) Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time: An Intimidate check is a full-round action.

Investigate (Int) Trained Only

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 he or she has 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: 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 or more, 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 he or she has found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

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 his or her check.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Jump (Str) Armor Penalty

Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.



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

¹ Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below. All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

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

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

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Knowledge (Int) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories mid session (though you are encouraged to create new ones ahead of time if you so choose).

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.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcana: The occult, magic and the supernatural, astrology, numerology, Hellspawn and similar topics.

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

Behavioral Sciences: Psychology, sociology, and criminology.

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

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

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

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

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

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

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

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

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience. Also can include information on Hellspawn

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she 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.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

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

Listen (Wis)

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 he or she wants 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 1st-level Fast hero sneaking up on someone
20	A tiger stalking prey
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

† This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single $1d20$ roll and use it for all the listeners' skill 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 character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

Move Silently (Dex) Armor Penalty

Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

Special: A character can take 10 when making a Move Silently check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time: Move Silently is a move action.

Navigate (Int)

Check: Make a Navigate check when a character is trying to find his or her 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 wend his or her 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, he or she moves via the best reasonable course toward his or her goal. If

the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, 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 his or her 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 he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her 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.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

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

Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

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

Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

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

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

Sing: The character is a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.

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

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

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

Try Again?: Not for the same performance and audience.

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 he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Pilot (Dex) Trained Only

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.

Special: A character can take 10 when making a Pilot check, but can't take 20.

Time: A Pilot check is a move action.

Profession (Wis)

Check: A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus



increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

<u>Ranks</u>	<u>Wealth Bonus Increase</u>
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career- related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

Read/Write Language (None) Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.
- A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided for reference.

This list is by no means exhaustive; there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Repair (Int) Trained Only

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, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	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 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.

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 do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table 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.

Research (Int)

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 his or her 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.

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.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.



Ride (Dex)

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check. Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

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

Special: If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Search (Int)

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

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

Sense Motive (Wis)

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dex) Trained Only; Armor Penalty

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time: A Sleight of Hand check is an attack action.

Speak Language (None) Trained Only

The Speak Language skill doesn't work like a standard skill.

- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.
- To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.)

The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Spellcraft (INT) Trained only

Use this skill to identify spells as they are cast or spells already in place. You may also use this skill to activate magical devices.

Spellcraft DC	Task
13	Identify a glyph of warding. 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 spellbook or scroll (Arcane Student). 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 (Arcane Student). One try per day. No extra time required.
15 + spell level	When casting detect magic, 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	Identify a symbol. 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 wall of iron spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll). One try 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 dimensional anchor to be cast on a magic circle spell. Requires 10 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.

Activating Devices Table

Task	Spellcraft 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	20
Emulate an ability score	See text
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 Spellcraft 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: 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 Arcane spells, Wisdom for divine spells, or Charisma for 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 Spellcraft 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. Spellcraft 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 Spellcraft 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 Spellcraft check (see above).

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. Spellcraft 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 Spellcraft 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.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

Action: Varies, as noted above.

Try Again: See above. If you ever roll a natural 1 while attempting to activate a Magical item and you fail, then you can't try to activate that item again for 24 hours.

Special: If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

Synergy: If you have 5 or more ranks in Knowledge (Arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Spellcraft 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)

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

Special: A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).



Survival (Wis)

Check: A character can keep his or herself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand. With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

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.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

Swim (Str) Armor Penalty

Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

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 he or she carries, including armor and weapons.

A character can take 10 when making a Swim check, but can't take 20.

A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Treat Injury (Wis)

Check: The DC and effect depend on the task attempted.

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 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 he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least 1/2 hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character 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 day.

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 -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character that is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery (DC 20): 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 0 the patient has fallen.

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.

Treat Disease (DC 15): 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. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

Treat Poison (DC 15): 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 his or her ranks in this skill.

Try Again?: Yes, for restoring hit points, 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 he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to restore hit points, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Tumble (Dex) Trained Only; Armor Penalty

Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly: The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful Tumble check (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful Tumble check (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

A character can take 10 when making a Tumble check, but can't take 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.



Chapter 7: Feats

Pushing her way through the dense crowd, Arianna made her way to the bar and secured one of the few vacant stools. She sat and beckoned for the bartender. A Captain and Coke appeared in her hands a moment later and just as quickly disappeared down her gullet.

Halfway through her second drink, she felt a tap on her shoulder. She saw Tania; drink in hand, with a clove dangling between her spindly fingers as she spun around.

"I've been looking for you," Tania began.

"So I'm told," replied Arianna, absently brushing a wayward strand of hair from her brow.

Tania stared at the boy in the seat to Arianna's left. Rapidly, the young Goth was crushed beneath the weight of Tania's aura. Growing increasingly uncomfortable, the boy rose from his seat and vacated Tania's overbearing presence.

"You shouldn't do that, Tania." Arianna said as Tania claimed her prize. "Magic grants power, but it is a power to be used--"

"Blah, blah, blah, boring lecture," Tania said, rolling her eyes. "What's the good in knowing a spell if you're afraid to cast it?"

Arianna cast an accusatory glance at Tania. "Someday," she began, "your flippant attitude toward the sacred will come back and bite you on the ass."

"Probably so," said Tania, even as she dismissed Arianna's warning with a gesture of her clove. "But I wasn't seeking you out to debate the finer points of mystical morality. As much as I loathe to admit it, I need your help."

Arianna had to stifle a smile. It wasn't Tania's style to ask anyone for help, especially not in such a straightforward fashion. She was far too proud for that. Still, that had to mean that the circumstances were serious. At this realization, Arianna's levity quickly evaporated.

Raising her hand to draw the barkeep's attention, Arianna pivoted in her seat to face Tania directly. Only now, under closer scrutiny, did it become apparent to her that Tania was actually quite upset. A mundane would never have noticed, for Tania was quite adept at masking her true feelings. After all, a card-carrying member of the tragically hip crowd would have to be. Arianna, however, was no mundane. Her magical skill kept her far more in tune with her surroundings and with the people she interacted with. Things were bad, and the more she looked, the worse they seemed to be.

"What happened?"

Tania laughed, an uncomfortable forced chuckle.

"I screwed up is what happened."

Feats are little tricks, edges, and techniques that help characters get through the nightly hell of the **Contagion** setting. All starting characters have at least one Feat, and most have two or more. These edges help level the playing field in the War, allowing those who would normally perish quickly to become true heroes (or villains!) This section details Feats usable with **Contagion** as well as the format that Feats are presented in.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

Feat Name The name of the feat, followed by a brief description of the feat.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

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

Special: Additional facts about the feat.

FEAT LIST

Acrobatic

You are well trained in acrobatics.

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

Advanced Combat Martial Arts

You are a master martial artist.

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 Firearms Proficiency

You have learned how to fire fully automatic weapons accurately.

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting.)

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

You have become an unparalleled master of dealing dual death with two weapons at once.

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her 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.

Agile Riposte

You may dance around opponents, taking advantage of openings they offer in their sloppy attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

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

You have learned how to pilot one type of aerospace craft.

Prerequisite: Pilot 4 ranks.

Benefit: Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft.) The character is proficient at operating that class of aircraft. The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

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.

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

You are sharp and perceptive.

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Animal Affinity

You have a natural rapport with animals, be they wild or domestic.

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

Anything Goes Combat

In your hands almost anything becomes a deadly weapon.

Prerequisite: Intelligence 13, Dexterity 13.

Benefit: You are the master of the improvised weapon. You treat any object, including weapons you are not proficient with, as a simple melee weapon using the values listed in this feat instead of the values usually used for that object or weapon. You may still use weapons you have proficiency with using that weapon's normal values. Determine the size of the object or weapon and consult the table below.

Size	Damage	Threat	Crit	Reach
Tiny	1d2	20	x2	5
Small	1d4	20	x2	5
Medium	1d6	20	x2	5
Large	1d8	20	x2	5
Huge	1d10	20	x2	5

If the GM determines that there is no way the object in question could do regular damage, it instead deals subdual damage. Additionally, any object used as a weapon via this feat can deal subdual damage at your discretion without penalty.

Special: You may not take weapon feats applied to these weapons. For example, you cannot take Weapon Focus: Anything Goes Combat or Weapon Focus: Beer Mug.

Anything Goes Long

You can throw nearly anything (pencils, staplers, candelabras, playing cards) with deadly accuracy.

Prerequisite: Base attack bonus +4, Dexterity 13

Benefit: You may throw anything as a ranged weapon without suffering a non-proficiency penalty on your attack roll. Any object you can put your hands on is treated as a simple weapon, with the accompanying bonuses. Damage is based on weapon size, as listed below.

Size	Damage	Threat	Crit	Range
Tiny	1d2	20	X2	0
Small	1d4	20	X2	0
Medium	1d6	20	X2	0
Large	1d8	20	X2	0
Huge	1d10	20	X2	0

If the GM determines that there is no way the object in question could do regular damage (i.e. you are throwing a feather pillow) it instead deals subdual damage.

Notes: This does not give you the ability to use any object in melee combat; for that, see the Anything Goes Combat Feat.

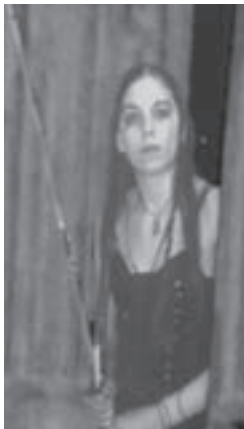
Arcane Skills

You have access to arcane skills.

Benefit: The character gains the following class skills: Concentration, Craft (chemical), and Spellcraft.

This feat does not in and of itself grant spellcasting ability.

Normal: Arcane skills are special class skills available to certain classes. Other classes may not buy ranks in these skills without this feat.



Archaic Weapons Proficiency

You are proficient with archaic melee weapons.

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

Armor Proficiency (Heavy)

You may use heavy armor proficiently.

Prerequisites: Armor Proficiency (Light), Armor Proficiency (Medium).

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

Armor Proficiency (Light)

You are considered proficient with light armor

Benefit: When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Armor Proficiency (Medium)

You may use medium armor proficiently.

Prerequisite: Armor Proficiency (Light).

Benefit: See Armor Proficiency (Light).

Normal: See Armor Proficiency (Light).

Athletic

You have a knack for athletic pursuits.

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

Attentive

You pick up on clues and subtleties that others would miss.

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

Attribute Training

You increase your personal potential.

Benefit: You gain 1 point in the chosen attribute.

Special: This training requires a minimum of 1 month in addition to any normal time requirements. This feat may be chosen more than once, and stacks with itself.

Brawl

You hit like a truck.

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 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Body Combat

You may add an unarmed attack to your attack routine.

Prerequisite: Improved Unarmed Strike, Dexterity 15

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only when your off-hand weapon is an unarmed attack such as a kick, knee, elbow smash or head butt or an armored variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet.

Special: You can learn later feats for which Ambidexterity or Two-Weapon Fighting are prerequisites based on the 'virtual' feats learned with Body Combat, but you can then only use those feats when you fulfill the limitations of Body Combat.

Notes: Unarmed attacks are of a size code two less than the user, and so are always light weapons. With this feat, an armored boot, kneepad, elbow guard, helmeted head or similar object works like a gauntlet, with or without spikes, and they can all be used with this feat if you are proficient with them.

Builder

You are technically gifted.

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 he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

Burst Fire

You can focus several bullets on one target in a short burst.

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets 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 +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cautious

You have a steady hand.

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device

skill can't be used untrained.

Cleave

You are skilled at fighting your way through a crowd.

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.



Cleave Asunder

Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield.

Prerequisite: Sunder, Cleave, Power Attack, Strength 13.

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

Clinch

You have mastered the art of fighting at very close quarters.

Prerequisite: Base attack bonus +3, Dodge.

Benefit: Move in under the guard of an opponent standing within five feet, as a move-equivalent action. He gets an attack of opportunity against you while you do this. You don't actually move anywhere, just step slightly closer to your opponent, but you do get the benefit of the

Mobility feat (if you have it). After you have moved in close, you get a +4 cover bonus to Defense, and a +4 circumstance bonus to attack rolls against the opponent you closed in on. If you and your opponent are ever more than 5 feet away from each other, you lose this bonus. You also lose the bonus if you move in on or attack someone else.

Special: To use this feat your weapon must be of a size class two categories smaller than your opponent's. So a tiny dagger works against a medium-sized longsword, but not against a small shortsword. A natural weapon or unarmed attack has a size code two sizes smaller than the creature using it.

Combat Expertise

An experienced combatant, you can think well in a fight.

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

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 attacks and gain a +2 dodge bonus to Defense.

Combat Martial Arts

You have learned how to strike opponents and make it count.

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.

Combat Reflexes

It's all in the reflexes.

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. With this feat, the character may

also make attacks of opportunity when flat-footed.

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: The Combat Reflexes feat doesn't allow a Rake with the Opportunist talent to use that talent more than once per round.

Combat Throw

You have learned how to use leverage to your best advantage, tossing attackers around like rag dolls.

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 him or her.

Confident

Your strength of personality works to your benefit.

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Creative

You are a creative and talented person.

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

Dead Aim

You are an evil shot.

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.



Deceptive

Lies and deception come easily to you.

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

Defensive Martial Arts

You have learned “soft” styles of martial arts.

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Divine Blood

You have divine spellcasting abilities in your background, such as a saint in your family tree, or you have had a divine experience, revelation, or epiphany, which has left you with modest divine abilities.

Prerequisite: Wisdom 10.

Benefit: Choose three 0-level divine spells (“orisons”). You may cast each of these spells once per day, regardless of class or caster level. If you do not normally have the ability to cast spells, you are considered to be a first level spellcaster when casting these spells.

Special: You may only take this feat as a 1st-level character.

Dodge

You are adept at getting the hell out of the way.

Prerequisite: Dexterity 13.

Benefit: During the character’s action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

You can shoot two bullets rapidly at the same target.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

You have learned how to shoot from moving vehicles.

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her 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 his or her attack action either before or after the vehicle’s movement.

Ducking Shot

You are skilled at dodging while using your ranged weapon.

Prerequisite: Point Blank Shot, Dodge, Dexterity 13.

Benefit: You get a +4 dodge bonus to Defense against attacks of opportunities caused while making a ranged attack in an area threatened by your enemies.

Notes: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

Educated

You are well read and studied in a particular field.

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

Elusive Target

You are very hard to hit.

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple 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: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Endurance

You don't tire very easily.

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

Empower Turning

You can turn more creatures with a single turning check.

Prerequisite: Ability to turn one or more creature types, Charisma 13.

Benefit: If you take a -2 penalty on your roll to turn a group of creatures, you can add +2d6 to your turning damage roll.

Exotic Firearms Proficiency

You have trained with one type of military- grade weaponry.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers. The character makes attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

Exotic Melee Weapon Proficiency

You are adept with one exotic weapon.

Prerequisite: Base attack bonus +1.

Benefit: Choose one exotic melee weapon. The character is proficient with that melee weapon in combat. The character makes attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

You could be a sniper.

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Fleet Footed

You can turn corners without losing momentum.

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

You are not easily distracted.

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

Force Stop

You can drive quite offensively.

Prerequisites: 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. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

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. Move them forward a distance equal to the character's turn number. The vehicles 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.

Fortune

You have unusually good luck.

Benefit: 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. You must take the result of the reroll, even if it's worse than the original roll.

Frightful Presence

You scare the bejesus out of people.

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + 1/2 the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

Gearhead

You are mechanically inclined.

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

Great Cleave

You can cut a swath of death through hordes of enemies.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Great Fortitude

You are one tough SOB.

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Guide

You are at home in nature.

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Hearty Brawler

You really know how to take a punch

Prerequisite: Toughness

Benefit: You gain a subdual-based damage reduction equal to your Constitution modifier. This only applies to subdual damage dealt in hand-to-hand combat.

Special: This feat cannot be used against magical weapons or attacks.

Example: If you have a Constitution modifier of +3, you can subtract

the first three points of subdual damage from each subdual attack. If a punch only did 2 points of subdual damage, you would take no damage from the strike. If a punch did 5 points of subdual damage, you would only suffer 2 of those 5 points.

Heroic Surge

When the chips are down, you can call upon a short burst of extra energy.

Benefit: The character may take an extra move action or attack 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 his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

Hellspawn Heritage

You have a Hellspawn in your distant ancestry. The exact nature of that creature is immaterial (though it may be a source of adventure), as the overpowering human genetic tide has reduced its special abilities to a few salient features.

Benefit: You gain a +1 inherent bonus on one saving throw of your choice. You also gain low-light vision, which allows you to see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions.

Special: You may only take this feat as a 1st-level character.

Improved Brawl

You hit like a tank.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her 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

You are a human battering ram.

Prerequisites: Strength 13, Power Attack.

Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

Improved Combat Focus

You have practiced the arts of two-on-one combat, enhancing your Combat Focus.

Prerequisite: Combat Focus.

Benefit: When using the Combat Focus feat, you may specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

Improved Combat Martial Arts

You are well versed in the martial arts.

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

Tossing your opponents around is easy for you.

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.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Damage Threshold

You tend to survive damage that would kill a weaker person.

Benefit: The character increases his or her massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Grapple

You are skilled at grappling opponents.

Prerequisites: Brawl, Dexterity 13.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 competence bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat provoke an attack of opportunity when they initiate a grapple.

Improved Disarm

Enemies have a hard time hanging on to their weapons when they fight you.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint

Psych!

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Initiative

You react faster than most in combat situations.

Benefit: The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

You have mastered the art of hitting people and making them unconscious.

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

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. Ability 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. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

Improved Trip

You sweep people off their feet.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed. If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Improved Turning

Your turning attempts are more powerful than normal.

Prerequisites: Ability to turn a creature type.

Benefit: You gain a +2 bonus on your turning checks. This feat may be taken multiple times, though each time must be applied to a different creature type which you may normally turn.

Improved Two-Weapon Fighting

You have begun to learn ambidextrous combat techniques.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Improvised Weapons

You are able to attack with any object in your environment.

Prerequisite: Base attack bonus +2 or higher

Benefit: When you use a weapon that you are not proficient with, or an improvised weapon for which no proficiency is possible, you suffer only a -2 penalty to hit.

Normal: The normal penalty in this situation is -4.

Iron Will

You are strong willed.

Benefit: The character gets a +2 bonus on all Will saving throws.

Jack of All Trades

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 skills. You cannot, however, gain ranks in a skill unless you are normally allowed

to gain ranks in the skill.

Knockout Punch

You have learned the art of hitting people and making them unconscious.

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.

Light Sleeper

You wake up easily.

Benefit: You can make Listen rolls even while asleep. On a successful roll, you wake up. You also fall asleep easily, so you still get your rest even if you wake up several times per night.

Lightning Reflexes

You have a quick reaction time.

Benefit: The character gets a +2 bonus on all Reflex saving throws.

Magical Affinity

You have a knack for magical endeavors.

Benefit: You gain a +2 bonus on all Spellcraft checks.

Magical Heritage

You have magical ability in your background, such as a sorcerer in your bloodline, or you gained access to magic at a particularly young age (by discovering a spellbook in your attic, for example). As a result, you mastered some basic spellcasting.

Prerequisite: Intelligence 10.

Benefit: Choose three 0-level arcane spells ("cantrips"). You may cast each of these spells once per day per your arcane spellcasting level (minimum 1). If you are not a spellcaster, then you are treated as a first level spellcaster for purposes of casting these spells.

Special: You may only take this feat as a 1st-level character.

Medical Expert

You are well trained in the medical sciences.

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

Meticulous

Your attention to detail tends to yield positive results.

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Mobility

You are a practitioner of the fine art of dipping.

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Nimble

You are lithe and nimble.

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.

Personal Firearms Proficiency

You have been trained in the use of 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.

Point Blank Shot

You are particularly good at short- range shots.

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

You can hit things hard: sloppy, but hard.

Prerequisite: Strength 13.

Benefit: On the character's action, before making attack rolls for a round, the character 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 the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

You can fire into a crowd without injuring innocent bystanders.

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

You can draw a holstered weapon quickly.

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action. A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

You are very fast at reloading a weapon.

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Run

You can beat feet when the need arises.

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

Shot on the Run

You can accurately move and fire a weapon simultaneously.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Silver Spoon

You were born into privilege and monetary advantage

Benefit: After calculating your Wealth modifier, including bonuses

from professions and Windfall (if applicable) double it.

Special: This feat may only be taken at first level. Obviously members of the Vagrant class may not take this Feat.

Simple Weapons Proficiency

You are proficient with simple weapons like clubs.

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with simple weapons.

Skip Shot

You can ricochet bullets off of walls to hit your opponent.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a 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 his or her attack roll, and the character's attack deals -1 die 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.

Skilled

You are more skilled than normal.

Benefit: You gain an additional 4 skill points.

Special: A character may gain this feat multiple times.

Spring Attack

A melee version of Shot on the Run.

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal.) A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Stealthy

You are sneaky.

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Strafe

You have mastered the art of putting many bullets in a very

small area.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting

You learned to scarp on the streets.

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.

Studious

You spend way too much time in the library.

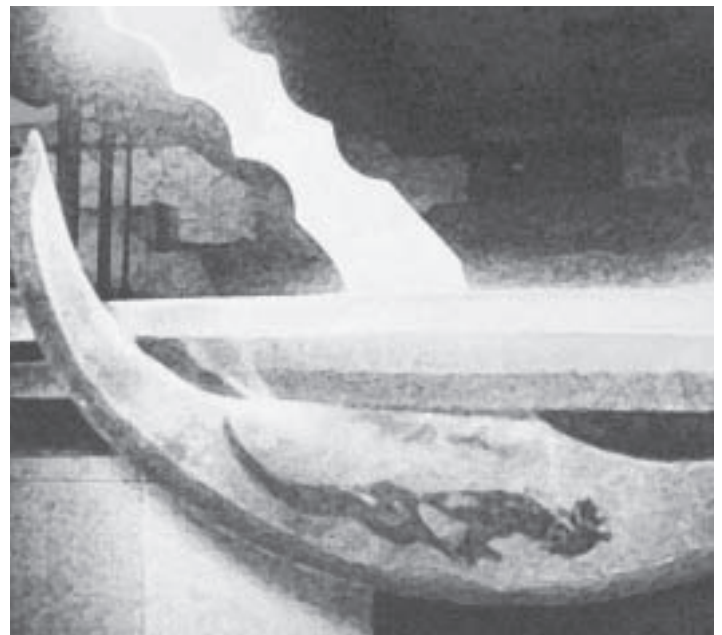
Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Sunder

You can attack your opponent's weapon without risking your own tail.

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity. The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.



Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

You are skilled at operating a certain type of surface vehicle.

Prerequisite: Drive 4 ranks.

Benefit: Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle. 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, he or she selects a different class of surface vehicle.

Supernatural Strike

You may score critical hits against creatures that are normally unaffected by critical hits.

Prerequisite: Base attack bonus +2.

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.

Surgery

You have learned modern surgical techniques.

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty.

Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

Toughness

You are thick and hard to kill.

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Track

You are an excellent tracker.

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 his or her 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 decking, or indoor floors. The quarry leaves only traces, such as scuffmarks. If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

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.

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: 1	
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
Poor visibility:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+8
Tracked target hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category represented.	
2 Apply only the largest modifier from this category.	

Trustworthy

Regardless of whether or not you deserve it, people trust you.

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

You are starting to figure out how to aim two weapons at once.

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand. The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

You are very practiced at one on one sparring.

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 his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.) The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.

Uncanny Reaction

You think so quickly on your feet, it almost seems supernatural. Often, you are moving before anyone else knows what is happening.

Prerequisite: Alertness, Improved Initiative, Lightning Reflexes, Dex 13+

Benefit: Instead of the standard 1d20, you roll twice for initiative and take the highest result. Your initiative modifiers are then added to the rolled number normally.

Vehicle Dodge

You are adept at defensive driving in combat situations.

Prerequisites: Dexterity 13, Drive 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 Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Expert

You are good with vehicles.

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Vehicle Specialization

You are proficient with one type of vehicle.

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

Your attacks favor speed and accuracy over brute force.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain. A character can choose unarmed strike or grapple as a weapon for the purposes of this feat. With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

Weapon Focus

Your study has made you a master of your chosen weapon.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat. The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Weapon Juggle

You can change and pick up weapons as a free action.

Prerequisite: Dexterity 13, Fast Draw, Perform (juggling.)

Benefit: You can juggle weapons and similarly sized objects during combat. You can draw, sheathe, or shift them from hand to hand as a free action. You can even pick them up from the ground as a free action, as long as you can kick at them. You can do this at the start and end of your turn, but not on somebody else's turn or in the middle of an attack sequence. These actions never trigger attacks of opportunity.

Whirlwind Attack

You may cut down several foes with one swing.

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Windfall

You are extremely adept at your chosen profession.

Benefit: The character's Wealth bonus 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. Obviously members of the Vagrant class may not take this Feat.



Chapter 8: Character Details

As I pushed past, the ogre had the audacity to put his hands on me! He grabbed me by my shoulder, and spun me to face him. With breath that smelled like a pungent mixture of vomit and feces, he said, "We want the girl." At that point, and I assume he was trying to be intimidating, I felt his grip tighten on my shoulder. His two friends reached slowly into their jackets, not quite eager to release whatever secrets they held there.

"She's all yours, my friend," I replied. "I have got what I came for." That's when things got strange. The other white boy pulled a syringe out of his jacket. He lunged toward me, screaming, and carrying on about needing the entire girl. The white boy who had hold of me, grabbed with his other hand in a feeble attempt to restrain me, and their black friend pulled a bowie knife. I decided that I didn't want my blood in the hands of what I was assuming to be a couple of fuck ups with more knowledge than sense. Idiots who were out hunting whatever supernatural they could find. I assumed that they must have seen me feed off of the girl.

ALLEGIANCES

The allegiances system is optional. A character may forego having Allegiances, and select an alignment, or may alternatively be allowed to remain unaligned, letting nothing dictate the character's behavior except for role-playing. Note that some classes have certain requirements regarding Allegiances and Alignments. To play these classes, you must select the appropriate Allegiance or Alignment.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group

This includes a leader or superior, a family, a group of

linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization

This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation

This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

Belief System

This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy

This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy

This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

ALIGNMENT

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 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.

GOOD VS. 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 VS. 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, judgmentalness, and a lack of adaptability. 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. She is 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 more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

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

Lawful Good, “Crusader”

A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”

A neutral good character does the best that a good person can do. He is devoted to helping others. He works within the law but does not feel beholden to it.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”

A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his 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.

Lawful Neutral, “Judge”

A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

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. She doesn'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, she would rather have good neighbors and rulers than evil ones. Still, she's 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 naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”

A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he 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 his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society's restrictions and a dogooder's zeal.

Lawful Evil, “Dominicator”

A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He

is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. 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.

Some lawful evil people and creatures commit themselves to evil with 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 the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”

A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following law, traditions, or codes would make her any better or nobler. On the other hand, she doesn't have the restless nature or 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 without honor and without variation.

Chaotic Evil, “Destroyer”

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

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

ACTION POINTS

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use

them wisely. A character can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point 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 action point on a skill check or ability check when he or she is taking 10 or taking 20.

When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

A character can only spend 1 action point in a round. If a character spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa.

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

Character Level	Action Point Dice Rolled
1st–7th	1d6
8th–14th	2d6
15th–20th	3d6

The number of Action Points gained at 1st level, and each level thereafter, is listed in your character's class description.

AGE

Consider your character's age carefully. Many people forget as they get older what it was like to be younger and the trials and tribulations of youth. Likewise, younger people often don't fully understand what the responsibility of adulthood. Also, younger characters may have difficulty getting into bars and transporting themselves. Bear this in mind when picking an age for your character.

With age, a character's physical ability scores decrease and his or her 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.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character that reaches his or her maximum

age dies of old age at some time during the following year.

The maximum ages are for player characters. Many people in the world of **Contagion** die from accidents, disease, or violence before getting to venerable age.

Table: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 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 (in inches) 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. Alternatively, you may simply choose your character's height and weight.

Table: Random Height and Weight

Sex	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4' 10"	+2d10	120 lb.	× (2d4) lb.
Female	4' 5"	+2d10	85 lb.	× (2d4) lb.

WEALTH

Wealth is a measure of money and possessions. In the modern world, Wealth can make or break a character. The following rules detail wealth in the **Contagion** setting.

Every character has a Wealth bonus that reflects his or her purchasing power—a composite of income, credit rating, and savings. A character's Wealth bonus translates into monthly income and liquefiable assets.

Wealth Bonus

To determine a character's starting Wealth bonus, roll 3d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall or Silver Spoon feat.

Over the course of play, the character's Wealth bonus may decrease as the character purchases expensive items, or liquidates assets and increase as the character gains levels.

A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb. If the character assumes debt at a current Wealth bonus of +0 he or she is then subject to bankruptcy (see below).

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition	Available income (in USD)
+0	Impoverished or in debt	\$0 per month, less than \$500 assets
+1 to +4	Struggling	(Bonus x \$100) monthly income (Bonus x \$1000) in assets
+5 to +10	Middle class	(Bonus x \$200) monthly income (Bonus x \$3000) in assets
+11 to +15	Affluent	(Bonus x \$300) monthly income (Bonus x \$5000) in assets
+16 to +20	Wealthy	(Bonus x \$500) monthly income (Bonus x \$8000) in assets
+21 to +30	Rich	(Bonus x \$1000) monthly income (Bonus x \$10000) in assets
+31 or higher	Very rich	(Bonus x \$5000) monthly income (Bonus x \$25000) in assets

Purchasing Equipment

There are several ways for a character to purchase equipment in the **Contagion** setting. These include Outright Purchase, Saving, Loans, or the Wealth Check.

The first, and simplest method of buying goods and services is Outright Purchase. Simply keep track of money gained through monthly income, and spend what is needed to pay for what you need. This can involve a lot of bookkeeping, but is the most realistic method of handling finances. It should be noted here that assets are considered to include living space and therefore rent and utilities are not counted against a character's monthly income. A character may also liquidate assets, gaining money by reducing his or her Wealth bonus. Simply calculate the asset total for the character's current Wealth bonus, subtract the dollar amount that the character wishes to liquidate, and calculate the character's new Wealth bonus based on remaining assets (round down to the nearest Wealth bonus). The character's Wealth bonus will remain at this reduced value until increased by gaining a level (see below).

The second method of payment is Saving. To save, simply set aside money from monthly income over the course of several months until you can afford the desired equipment. This method is also very heavy on the bookkeeping, but quite realistic.

For the impatient character (or if you REALLY need something right away) there are Loans. A loan represents the character going to an institution (usually a bank, though this could just as easily be a friend or a loan shark depending on the story) and borrowing the money. This allows for large sums of money to be generated, and doesn't cost the character very much. For every \$3000 dollars borrowed, reduce the character's Wealth Bonus by 1 rating, reducing his or her monthly income accordingly until the full amount of the loan is paid off. The GM

will have to track loan payments, and usually, no one will loan a character money that can't afford to pay them back.

The fourth method is the Wealth Check. Wealth checks are a way of using dice to determine what characters can afford and what gear they might reasonably have access to. Every object and service has a purchase DC. To purchase an object, make a Wealth check using the character's Wealth bonus against the purchase DC.

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and can decrease as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases. Note that this Wealth bonus decrease only occurs when using the Wealth Check purchasing method.

Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal.

Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth

Any time a character using the Wealth check method purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	+1 point
1-10 points higher than current Wealth bonus	1 point
11-15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus	2d6 points

¹This stacks with the loss from a Purchase DC above the character's current wealth bonus.

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.



Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service. Essentially the character is destitute.

Bankruptcy

If a character assumes debt or somehow enters a situation where Wealth would be lost while at a Wealth bonus of +0, the character goes bankrupt. A bankrupt character cannot buy anything, loses their home, and is forced out onto the streets. Consider multiclassing into the Vagrant class.

Regaining Wealth

A character's Wealth bonus recovers as the character advances.

Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus, up to the character's starting Wealth bonus.

Wealth Awards

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award, and an increase in the character's Wealth bonus. The character may also receive a Wealth award from doing exceptionally well in his or her chosen profession. Ultimately this is at GM discretion. A good rule of thumb is to allow the Wealth bonus to increase by no more than 2 points at a single time, unless extreme circumstances (like stealing a million dollars) occur.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character

sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3.

OCCUPATION

A character may hold other jobs as his or her career unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she also gains a one-time competence bonus for that skill.

Some starting occupations provide a bonus feat (in addition to the two feats a 1st-level character already receives). A character still must meet any prerequisites for these bonus feats. Finally, a starting occupation increases the character's Wealth bonus.

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.

Academic

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

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Bonus Increase: +3.

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 of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

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

Wealth Bonus Increase: +1.

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.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Bonus Feat: Select either Archaic Weapons Proficiency or Brawl.

Wealth Bonus Increase: +1.

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 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (chemical, mechanical, pharmaceutical, or writing), Disable Device, Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Repair, Research.

Bonus Feat: Select either Arcane Skills or Educated.

Wealth Bonus: +3.

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.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

Wealth Bonus Increase: +2.

Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

Prerequisite: Age 15+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

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 of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Computer Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (arcane lore or art), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

Wealth Bonus Increase: +2.

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, bank robbers, and other types of career criminals.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

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 his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6.

Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (pharmaceutical), Computer Use, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury.

Wealth Bonus Increase: +4.

Emergency Services

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

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury, Swim.

Wealth Bonus Increase: +2.

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 of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +4.

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 mentoring.

Prerequisite: Intelligence 10.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

Bonus Feat: Select either: Magical Heritage or Magical Affinity.

Wealth Bonus: +2.

Hellspawn Scholar

Hellspawn scholars fall into two categories—learned Hellspawn and mundane folk who have spent time studying Hellspawn culture, magic, and other supernatural occurrences.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, earth and life sciences, history, physical sciences, tactics, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select either Arcane Skills or Educated.

Wealth Bonus: +1.

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 others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police.

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or

she receives a +1 competence bonus on checks using that skill.

Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen.

Bonus Feat: Select one of the following: Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Military

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

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Armor Proficiency (light), or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

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. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (writing), Decipher Script, Diplomacy, Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy), Sense Motive.

Bonus Feat: Select either: Divine Heritage or Magical Affinity.

Wealth Bonus: +2.

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 of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.

Wealth Bonus Increase: +2.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

Wealth Bonus Increase: +1.

Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

Wealth Bonus Increase: +3.

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 two of the following skills as permanent class skills.

If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

Wealth Bonus Increase: +3.

Chapter 9: Gear

Theresa checked her clip. Again.

It was a nervous habit she'd developed over in Iraq. Waiting for the next ambush, never knowing when some terrorist insurgent was going to lob a pipe bomb at you. It used to help calm her down, but that was back when her worst enemy was only human.

She knew he was coming for her. Mikhail. He had been hunting her for weeks. It seemed a bit ass backwards when she stopped to think about it, a werewolf hunting her. It was supposed to be the other way around.

As Theresa shoved the clip back into her .45 for the sixth time, Billy walked into the room carrying a large wooden crate.

"Your contact is pretty weird," began Billy, "He was looking around all wild eyed, like he was nervous or something."

"Yeah," she replied as she popped the top off of the wooden crate. "Alfred's got PTSD: shell shock, from Desert Storm. He's a bit on the kooky side."

Theresa pulled a handful of silver bullets from the crate, .45 caliber silver bullets. Excellent quality.

"But he knows how to put down a rabid dog, I'll give him that."

Characters need tools to get things done. This chapter focuses on many of the common types of gear characters will need to survive the nights of **Contagion**. The gear in this chapter is by no means exhaustive and if players wish their characters to have items not listed, the GM is encouraged to use real-world objects and prices for the players.

EQUIPMENT BASICS

Prices

An object's Purchase DC determines the price of an object in USD. To find an item's dollar value, simply multiply the Purchase DC by \$10 dollars for items with a purchase DC of 1-15. Items with a purchase DC of 16-25 have a dollar value equal to the Purchase DC x \$100. For truly expensive items (Purchase DC 26 or higher) multiply the Purchase DC by \$1000 to determine the cost. As always, these prices are subject to GM discretion.

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 make a Wealth check to see if he or she has 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.) The Wealth check works the same as for buying the object, except that the character takes a -10 penalty on the check, and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has

a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object's purchase DC is higher than his or her Wealth bonus.

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

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, 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 ¹	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

¹Add 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, either deduct the amount from the character's available income/assets or make a Wealth check against the purchase DC given in Table: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the character 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 that 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; 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.

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

Concealed Weapons and Objects

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 he or she heads out into public can usually take 10 unless he or she is 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
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	-4
Large	-8
Huge or larger	Yeah, right
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 varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table: Concealing Weapons and Objects) + 10

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).

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.

GENERAL EQUIPMENT

This section covers the wide variety of general gear available to characters of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that characters (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 his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check 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 making a Wealth check to acquire the item on the black market.



Table: General Equipment

Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes				
Aluminum travel case				
10 lb. Capacity	Med	5 lb.	10	—
40 lb. Capacity	Large	10 lb.	11	—
75 lb. capacity	Large	15 lb.	12	—
Briefcase	Med	2 lb.	7	—
Contractor's field bag	Med	2 lb.	6	—
Day pack	Small	2 lb.	5	—
Handbag	Small	1 lb.	4	—
Range pack				
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—
Patrol box	Med	4 lb.	9	—
Clothing				
Clothing outfit				
Business	Med	3 lb.	12	—
Casual	Med	2 lb.	8	—
Formal	Med	3 lb.	15	—
Fatigues	Med	3 lb.	9	—
Uniform	Med	2 lb.	9	—
Ghillie suit	Med	5 lb.	6	—
Outerwear				
Coat	Med	2 lb.	8	—
Fatigue jacket	Med	2 lb.	7	—
Overcoat	Med	3 lb.	9	—
Parka	Med	3 lb.	9	—
Photographer's vest	Med	1 lb.	6	—
Windbreaker	Med	1 lb.	6	—
Tool belt	Small	2 lb.	9	—
Computers and Consumer Electronics				
Camera				
35mm	Small	2 lb.	17	—
Digital	Tiny	0.5 lb.	14	—
Disposable	Tiny	0.5 lb.	4	—
Film	Dim	—	3	—
Film developing (roll)	—	—	3	—
Cell phone	Dim	—	9	—
Computer				
Desktop	Large	10 lb.	22	—
Notebook	Med	5 lb.	23	—
Upgrade	—	—	See text	—
Digital audio recorder	Tiny	1 lb.	10	—
Modem				
Broadband	Tiny	1 lb.	6	—
Cellular	Tiny	1 lb.	6	—
PDA	Tiny	0.5 lb.	16	—
Portable satellite phone	Small	2 lb.	17	—
Portable video camera	Small	2 lb.	16	—
Printer	Med	3 lb.	12	—
Scanner	Med	3 lb.	12	—
Walkie-talkie				
Basic	Tiny	1 lb.	7	—
Professional	Tiny	1 lb.	15	—
Surveillance Gear				
Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defater	Tiny	1 lb.	5	—
Cellular interceptor	Tiny	0.5 lb.	23	—
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)
Metal detector	Small	2 lb.	11	—
Night vision goggles	Small	3 lb.	17	—
Tap detector	Tiny	1 lb.	7	—
Telephone tap				
Line tap	Tiny	0.5 lb.	13	Lic (+1)
Receiver tap	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lb.	23	—
Professional Equipment				
Boit cutter	Med	5 lb.	6	—
Caltrops (25)	Small	2 lb.	5	—
Chemical kit	Med	6 lb.	16	—
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	—
Duct tape	Tiny	1 lb.	3	—
Electrical tool kit				

Basic	Large	12 lb.	14	—
Deluxe	Huge	33 lb.	21	—
Evidence kit				
Basic	Med	6 lb.	7	—
Deluxe	Med	8 lb.	15	—
Fake ID	Fine	—	See text	Illegal (+4)
First aid kit	Small	3 lb.	5	—
Forgery kit	Small	3 lb.	12	—
Handcuffs				
Steel	Tiny	1 lb.	7	—
Zip-tie (25)	Dim	0.5 lb.	6	—
Instrument, keyboard	Large	12 lb.	12	—
Instrument, percussion	Huge	50 lb.	14	—
Instrument, stringed	Large	7 lb.	13	—
Instrument, wind	Tiny	1 lb.	8	—
Lockpicks				
Car opening kit	Tiny	1 lb.	6	Lic (+1)
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit				
Basic	Large	22 lb.	13	—
Deluxe	Huge	45 lb.	20	—
Medical kit	Med	5 lb.	15	—
Multipurpose tool	Tiny	0.5 lb.	9	—
Pharmacist kit	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	Med	7 lb.	12	—
Spike strip	Huge	22 lb.	13	—
Surgery kit	Med	5 lb.	16	Lic (+1)
Survival Gear				
Backpack	Med	3 lb.	10	—
Binoculars				
Standard	Small	2 lb.	7	—
Range finding	Small	3 lb.	15	—
Electro-optical	Small	4 lb.	16	—
Chemical light sticks	Tiny	1 lb.	2	—
(5)				
Climbing gear	Large	10 lb.	11	—
Compass	Dim	0.5 lb.	5	—
Fire extinguisher	Med	3 lb.	8	—
Flash goggles	Tiny	2 lb.	15	—
Flashlight				
Penlight	Dim	0.5 lb.	3	—
Standard	Tiny	1 lb.	4	—
Battery flood	Small	2 lb.	6	—
Gas mask	Small	5 lb.	13	—
GPS receiver	Tiny	1 lb.	15	—
Map				
Road atlas	Tiny	1 lb.	4	—
Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	Med	7 lb.	8	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.)	Large	12 lb.	5	—
Sleeping bag	Med	4 lb.	9	—
Tent				
2-person dome	Med	4 lb.	11	—
4-person dome	Med	7 lb.	12	—
8-person dome	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	5	—
Weapon Accessories				
Box magazine	Tiny	0.5 lb.	4	—
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	—
Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	Tiny	0.5 lb.	7	—
Laser sight	Tiny	0.5 lb.	15	—
Scope				
Standard	Tiny	0.5 lb.	11	—
Electro-optical	Small	3 lb.	18	—
Speed loader	Tiny	0.5 lb.	3	—
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)

Bags and Boxes

With the wide variety of equipment available to **Contagion** characters, 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 character owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she 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 in Chapter 6 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 Outfits

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

Rules for operating computers appear under the Computer Use skill (see Chapter 6: skills). 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, he or she doesn't have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has 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.

Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA

Personal digital 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) or an expenditure of \$60 on average.

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.

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

Surveillance equipment can come in handy in the world of **Contagion**, from the Clergy tracking the movements of Hellspawn to

the Rake engaging in corporate espionage.

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 (also called "starlight") 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 various 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).

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 square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt in Chapter 12: Rules and Mechanics for the effect of caltrops on vehicles.

Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description in Chapter 6.

Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. 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 or Social Security card 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). Using a Lock Release Gun takes 1d4 rounds.

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 square 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.

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.

Range finding: In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the 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

hand ax, 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 the War. 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

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 he or she is going and what to expect when he or she gets 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. The purchase DC listed is for a 150' coil.

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: This device consists of two parts: the detonator itself and the activation device. The activation device is an

electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-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 his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the 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 his or her target. If the character changes targets or otherwise loses sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she 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

	Purchase DC
Housing	
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Entertainment	Purchase DC
Movie ticket	5
Theater ticket	7
Sporting event ticket	7

Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation	Purchase DC
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8
Luxury	10

Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

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 character'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. Services are identified on Table: Services.

Table: Services

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Knowledge (civics) ranks
Medical services	
Long-term care	10
Restore hit points	12
Surgery	15
Treat poison/disease	10

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 his 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 character shows up for trial. If the character 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, his or her role in society, his or her 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 assumes the court views the suspect positively. 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 his or her 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.

WEAPONS

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her

Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage (Dam.): The damage the weapon deals on a successful hit.

Critical (Crit): The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type (Dam. Type): Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment (Range): Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire (Rate): Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine (Mag.): The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be

reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC (Purch. DC): This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.



Table: Ranged Weapons

Weapon	Dam.	Crit.	Dam. Type	Range	Rate	Mag.	Size	Weight	Purch. DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	lic (+)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S, A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	lic (+)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	lic (+)
Colt Python ¹ (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5	lic (+)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	4	lic (+)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	8 box	Med	4 lb.	18	lic (+)
Glock 17 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	lic (+)
Glock 20 ¹ (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	lic (+)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	4	lic (+)
Ruger Service-Six (.38S revolver)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	4	lic (+)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	lic (+)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	lic (+)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TLC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	lic (+)

Longarms (require the**Personal Firearms Proficiency feat)**

AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft.	S	1 box	Huge	35 lb.	22	lic (+)
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17	lic (+)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	lic (+)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	Single	5 int.	Large	11 lb.	16	lic (+)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	lic (+)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
M-60 (medium machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	Single	6 int.	Large	7 lb.	15	lic (+)
Remington 710 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	lic (+)
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Illegal (+4)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	lic (+)

Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)

M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M2A3 LAW (rocket launcher)	10d6 ²	—	—	150 ft.	—	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies ²	—	—	70 ft.	—	1 int.	Large	7 lb.	14	Mil (+3)

Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)

Compound bow (Archaic) ²	1d8	20	Piercing	40 ft.	—	—	Large	3 lb.	10	—
Crossbow (Simple)	1d10	19–	Pierce	40 ft.	—	1 int.	Med	7 lb.	9	—
Flamethrower (no feat needed) ³	3d6	—	Fire	—	—	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Pierce	30 ft.	—	—	Med	2 lb.	4	—
Pepper spray (Simple)	Spec ²	—	Spec ²	5 ft.	—	1 int.	Tiny	0.5 lb.	5	—
Shuriken (Archaic)	—	20	Pierce	10 ft.	—	—	Tiny	0.5 lb.	3	—
Lazer (Simple)	1d4 ²	—	Elec.	5 ft.	—	1 int.	Small	2 lb.	7	—
Whip (Simple)	1d2	20	Slash	15 ft.3	—	—	Small	2 lb.	4	—

¹This mastercraft weapon grants a +1 bonus on attack rolls.²This weapon does special damage. See the weapon description.³See the description of this weapon for special rules.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python

The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli I21 M1

The Benelli I21 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst

Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack

rolls with the weapon.

M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, tazers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when

using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

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 squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Tazer

A tazer 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 tazer is a full-round action

that provokes attacks of opportunity.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition.

Table: Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	9
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow; bolts come in quivers of 12.

Ammunition weight

To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up.

Shotgun shells are a little heavier; use the weight value for one damage step higher.

Damage	Weight per Number of Rounds					
	10	20	30	40	50	100
2d4	0.5lb	0.5lb	0.5lb	0.5lb	1.0lb	1.5lb
2d6	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d8	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d10	0.5lb	1.0lb	1.0lb	1.5lb	1.5lb	3.0lb
2d12	1.0lb	2.0lb	3.0lb	4.0lb	5.0lb	10.0lb

EXPLOSIVES AND SPLASH WEAPONS

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 nonproficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects

within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.



Table: Explosives and Splash Weapons

Grenades and Explosives										
Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons										
Weapon	Direct Hit Damage	Splash Damage	Critical ²	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail	1d6	20	Fire	—	10 ft.	Small	1 lb.	3	—	—

¹ This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

² Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called “plastic” explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check

to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The purchase DC given is for a box of 6 grenades.

Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 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 he or she leaves 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.

The purchase DC given is for a box of 6 grenades.

Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.



White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The purchase DC given is for a box of 6 grenades.

Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). The purchase DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

MELEE WEAPONS

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat

is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines

whether it can be used one-handed, it requires two hands, and if it's a light weapon.

A

Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small

or smaller weapon considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight:

This column gives the weapon's weight.

if



is

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: None of the following melee weapons have restrictions on their purchase.

Table: Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Simple Weapons (require the Simple Weapons Proficiency feat)								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	7	—
Stun gun ¹	1d3	20	Electricity	—	Tiny	1 lb.	5	—
Tonfa	1d4	20	Bludgeoning	—	Med	2 lb.	6	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Bayonet (fixed) ¹	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	9	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Chain ¹	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Lawnmower	3d6	18–20	Slashing	—	Large	10 lb.	6	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff ¹	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

¹See the description of this weapon for special rules.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

The cost and weight given are for a single item.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a

weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The tazer is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage. (do not add the character's Str bonus) and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—club like at one end and spear like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 nonproficient penalty.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into

service as weapons, often by sadists, Hellspawn, and people who wish to severely maim their victims.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard -4 nonproficiency penalty applies.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Lawnmower

A lawnmower has been known to see service as a weapon of mutilation and dismemberment. Extremely difficult to wield, and inherently deadly, the lawnmower is often harnessed with a rope over the wielder's shoulder to allow the spinning blades to be exposed to oncoming enemies. Any roll of 1 or 2 made while attacking with the lawnmower causes the user to take full damage from the weapon as they lose balance, and expose a limb to the blades.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

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 his or her 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	Dam.
Diminutive	Ashtray, CD disk case, crystal paperweight	1d2
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d3
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d4
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d6
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d8
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	2d6
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d8
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself 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 30 feet, Gargantuan 60 feet, Colossal 120 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.

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.

ARMOR

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and Velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment (Equip.) Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum (Max.) Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Table: Armor

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max. Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Light Armor									
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	-0	30	15 lb.	12	—
Light undercover shirt	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+)
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30	2 lb.	13	Lic (+)
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb.	14	Lic (+)
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+)
Chainmail shirt	Archaic	+5	+2	+2	-5	20	40 lb.	18	—
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+)
Tactical vest	Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+)
Heavy Armor									
Special response vest	Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+)
Plate mail	Archaic	+8	+3	+1	-6	20	50 lb.	23	—
Forced entry unit	Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+)

Light Armor

For the character that doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists

of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor

provides additional protection in battles against heavily armed opponents.

Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

VEHICLES

Vehicles are described by a number of statistics, as shown on Table: 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: 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.

Initiative: The modifier added to the driver or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any Drive or Pilot checks attempted with the vehicle.

Top Speed: The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

Defense: The vehicle's Defense.

Hardness: 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.

Purchase DC: This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

Restriction: 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 making a Wealth check to acquire the vehicle on the black market.

Table: Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	DEF	Hard-ness	HP	Size	Purch. DC	Restriction
Civilian Aircraft												
Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	-4	-4	200 (20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)
Civilian Cars												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	-2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	-2	+0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)
Civilian Motorcycles												
Ducati 998R (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
Civilian Trucks												
AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)
Civilian Water Vehicles												
Bayliner 180Z Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)
Other Civilian Vehicles												
Armored truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	-1	+1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lb.	-4	-4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lb.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)
Military Vehicles												
M1A2 Abrams (tracked tank)	3	7	250 lb.	-2	-2	70 (7)	8	10	52	H	40	Mil (+3)
M2A2 Bradley (tracked APC)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
M3A1 Gavin (tracked APC)	3	7	425 lb.	-4	-4	70 (7)	6	15	58	G	45	Mil (+3)
M13A1 Gavin (tracked APC)	2	11	200 lb.	-2	-2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; many military forces have also adopted it as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. 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. The Bell 212 is three squares wide and seven squares long. 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. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with an increase of 1 to 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).

Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

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. The Vanquish is two squares wide and four squares long.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

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). The Crown Victoria is two squares wide and four squares long.

Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

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. The Diablo is two squares wide and three squares long.

Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

Ducati 998R

This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts. The YZ250F is one square

wide and two squares long.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides 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.

A Hummer is two squares wide and four squares long.

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. It is two squares wide and four squares long.

Dodge Caravan

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

Ford Escape XLT

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

Ford F-150 XL

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

Toyota Tacoma Xtracab

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

Civilian Water Vehicles

Piloting a water vehicle is covered by the Drive skill.

Bayliner 1802 Capri

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading 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. The Capri is two squares wide and four

squares long.

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. The Targa is three squares wide and six squares long.

Sea-Doo XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

Other Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. 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. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Table: Vehicle Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire
Cannons (require the Exotic Firearms Proficiency [cannons] feat)					
BMP-2 30mm cannon	4d12	20	Ballistic	300 ft.	A
M1A2 Abrams tank cannon	10d12	20	Ballistic	400 ft.	Single
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	350 ft.	A

Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

Chapter 10: Magic and Spells

Arianna danced skyclad on the roof of her apartment building, weaving a quick protection spell to keep her home safe while she was away. The city called and the nightclubs beckoned. However, with the neighborhood she lived in, it was better to be safe than sorry. The nightlife would have to wait a few more moments.

The harsh wind whipped her waist length hair into a frenzy. Waves of brown swirled in the air, lapping at the sky like tongues. The moon's light reflected off of her pale white skin, giving her a slight glow. Her erratic freckles seemed to cause a strobe effect as she danced. Her large brown eyes rolled back in her head. She filled with ecstasy as her ritual drew near its end.

Chest heaving to gather her breath, Arianna fell to the ground. Her spell was complete. Now she could go out and enjoy the night, secure in the knowledge that her home was protected.

Ten minutes later Arianna was fully dressed and waiting for her cab by the curb. Tonight's attire was simple enough. She wore a white T-shirt with the word "witch" scrawled across the front in red. Blue Levi's led down her legs to her Doc Marten steel-toed boots. Her large hemp purse slung over her left shoulder, carrying her tools "just in case".

The taxi pulled up to the curb. Arianna opened the back door and slithered into her seat.

"61st and Lewis."

Arcane spells, divine spells, and pagan spells are all representative of abilities beyond the scope of most ordinary individuals. Spells are features of a few classes. Truly extraordinary powers can be unleashed via magic, from summoning tornadoes to raising the dead. GMs should be cautious that spells and magic do not unbalance the game.

SPELL BASICS

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include spellcasters and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results.

Divine spells draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Pagan spells are considered Divine. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both arcane and divine caster, functioning as arcane spells when cast by arcane casters and divine spells when cast by divine casters.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects often are too, but the magic itself is not.

Each spellcasting class learns and casts spells differently. See the class description for more details.

Casting a Spell

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate some material (if it has a material component) or focus (if any). Additionally, the character must concentrate to cast a spell. (See the Concentration skill) If a spell has multiple versions, the character chooses which version to use when he or she casts it.

How to Read a Spell Description

Spells have a number of defining characteristics that distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

School

The first line beneath the spell's name provides the school (and perhaps also a subschool) that the spell belongs to. Schools provide a way of grouping together spells that have certain characteristics in common.

Abjuration: Spells of this school are protective spells. They create physical or magical barriers or negate magical or physical abilities.

Conjuration (Creation): This type of spell manipulates matter to create an object or creature in a place the spellcaster designates. If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, 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.

Conjuration (Healing): Certain divine conjuration spells can heal creatures or even bring them back to life.

Conjuration (Summoning): A summoning spell instantly brings a creature or an object to a place the caster designates. When the spell ends or is dispelled, the 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 dropped to 0 hit points.

Conjuration (Teleporting): A spell of this type transports one or more creatures or objects a great distance.

Divination: These spells enable you to learn information, to find hidden things (true seeing), or to foil deceptive spells.

Enchantment: An enchantment spell affects the minds of others, influencing or controlling their behavior. All enchantment

spells have the mind-affecting descriptor (see below for more on spell descriptors).

Evocation: These 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.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. This allows them to disbelieve the illusion. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, 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 belong to this school, as do spells that utilize negative energy to deal damage.

Transmutation: Transmutation spells change the properties of some creature, thing, or condition.

Universal: A small number of spells belong to no school and are designated as universal. The type of magic they involve does not fall into one of the above categories.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic.

A spell's descriptors (if any) appear in brackets on the line identifying the school. Descriptors used for spells include cold, electricity, fear, fire, force, language-dependent, light, mind affecting, and sonic.

Level

Its level indicates the relative power of a spell. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell.

Spell Slots: Every spellcaster can prepare as many spells every day as he or she has spell slots. (See the class description for details.)

Spell slots have levels just as spells do; a spell slot of a certain level is designed to hold a spell of that level. It's possible, however, to place a lower-level spell in a higher-level spell slot if you desire. A character doesn't have to fill all spell slots with prepared spells every day (although it usually makes sense to do so).

Note: Clergy do not use spell slots. See Clergy class description for more details.

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, a character must speak in a firm voice. If the character cannot speak, he or she can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he or she tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, a character must gesture freely with at least one hand. A character can't cast a spell that has a somatic component while bound, grappled, or with both hands full or occupied. If an arcane spellcaster casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance.

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase DCs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase DC of 2.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. Unless some other focus is specified in the spell description this is a holy symbol of the character's.

Sometimes the Components entry of a spell description contains the entry "M/DF". This indicates a spell that can be cast as either an arcane spell or a divine spell—an arcane caster casting it needs the specified material component, while a divine caster needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 full round is a full-round action. A character can take a 5-foot step before, during, or after casting, but you cannot otherwise move. The spell takes effect at the beginning of that character's turn in the round after he or she began to cast it. The character then acts normally after the casting is completed.

A spell that takes 1 minute to cast comes into effect just before the character's turn 1 minute later (the character spends each of those 10 rounds casting as a full-round action).

When a character begins a spell that takes 1 full round or longer to cast, he or she must continue the invocations, gestures, and/or concentration from one round to just before his or her turn in the next round (at least). If the character loses concentration after

starting the casting and before it is complete, the spell is lost (see the Concentration skill).

A character retains his or her Dexterity bonus to Defense while casting a spell.

Attacks of Opportunity: Generally, if a character attempts to cast a spell, he or she provokes attacks of opportunity from threatening enemies. Table: Special Actions in Combat specifies whether a certain activity provokes attacks of opportunity (AoO). If a character takes damage from an attack of opportunity, he or she must make a Concentration check or lose the spell he or she was trying to cast.

Casting on the Defensive: A character may attempt to cast a spell while on the defensive. This option means casting the spell while paying attention to threats and avoiding blows. In this case, the character are no more vulnerable to attack than he or she would be if the character was just standing there, so casting while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means the spell is lost.

Table: Special Actions in Combat

Attack Actions		AoO?
Activate a ring, rod, staff, wand, or wondrous item	No	No
Cast a spell (attack action casting time)	Yes	Yes
Concentrate to maintain an active spell or power	No	No
Dismiss a spell or power	No	No
Drink a potion	Yes	Yes
Read a scroll	Yes	Yes
Turn or rebuke undead	No	No
Use spell-like ability	Yes	Yes
Use supernatural ability	No	No
Use extraordinary ability	No	No
Use touch spell on self	No	No
Move Actions		AoO?
Direct or redirect an active spell or power	No	No
Full-Round Actions		AoO?
Cast a spell (full-round action casting time)	Yes	Yes
Use touch spell on up to six friends	Yes	Yes
Free Actions		AoO?
Cease concentration on a spell or power	No	No
Prepare spell components to cast a spell	No	No
Make Spellcraft check on counterspell attempt	No	No

Range

A spell's range indicates how far from the caster it can reach—the maximum distance from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal: The spell affects only the caster.

Touch: The caster must touch a creature or object to affect it. To use a touch spell, the caster casts the spell and then touches

the subject, either in the same round or any time later. In the same round that the character casts the spell, he or she may also touch (or attempt to touch) the target. The caster may take his or her move before casting the spell, after touching the target, or between casting the spell and touching the target. A character can automatically touch one friend or use the spell on his or herself, but to touch an opponent, the character must succeed on an attack.

Touch Attacks: Since the character only needs to touch the enemy, he or she makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Dexterity modifier both apply normally.

Holding the Charge: The caster does not have to touch the target immediately after casting a touch spell. Instead, he or she can "hold the charge," waiting to discharge the spell at a later time. If the character touches anything with his or her hand while holding a charge, the spell discharges. Otherwise, the character can make touch attacks round after round, until he or she succeeds (and thus discharge the spell). A character can touch one friend (or his or herself) as an attack action, or up to six friends as a full-round action. If the character casts another spell, the touch spell dissipates.

Close: The spell reaches up to 25 feet away from the caster. The maximum range increases by 5 feet for every two full spellcasting class levels.

Medium: The spell reaches up to 100 feet + 10 feet per class level.

Long: The spell reaches up to 400 feet + 40 feet per class level.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. A caster uses these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target, and must specifically choose that target. The caster does not have to select his or her target until he or she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target the spell has no effect.

If the target of a spell is the caster ("Target: You"), the caster does not receive a saving throw, and spell resistance does not apply.

Subject: The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. The caster 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 range.

Ray: Some effects are rays. The caster aims a ray as if using a ranged weapon, though typically the character makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. A character doesn't have to see the creature he or she is trying to hit, as with a targeted spell. Intervening creatures and obstacles, however, can block the caster's line of sight or provide cover for the creature being aimed at.

If a ray has duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas the caster can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. The caster must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. The caster selects where the spell starts, but otherwise doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the following categories.

Burst: As with an effect, the caster selects the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: A cone shoots away from the caster in the direction he or she designates. A cone starts in a square adjacent to the caster and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long.

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some

kind rather than individual creatures the caster selects. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead.

Cylinder: As with a burst, the caster selects the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to the caster and widens out as it goes.

Spread: Some spells spread out like a burst but can turn corners. The caster selects the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet.

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

A caster must have a clear line of effect to any target that he or she uses a spell on, or to any space in which he or she wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he or she casts or power he or she manifests. For bursts, cones, cylinders, and emanation spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanation spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell's line of effect (though the rest of the barrier still counts as normal).

Directing or Redirecting Effects: Some spells allow the caster to redirect the effect to new targets or areas after casting the spell. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

The Duration entry of a spell description tells how long the effect of the spell lasts.

Timed Durations: Many durations are measured in rounds,

minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect.

Concentration: The spell or power lasts as long as the caster concentrates on it, possibly up to a specified maximum amount of time. Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break the character's concentration when casting a spell can also break his or her concentration while maintaining one, causing the spell to be ruined (see Concentration, below). A character can't cast a spell while concentrating on another one.

Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration. If the spell affects an area, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged. The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), the caster can dismiss the spell at will. The caster must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the caster has to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A

successful saving throw means that some lesser effect occurs.

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

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a spell has a DC of 10 + the level of the spell + the spellcaster's bonus for the relevant ability (Intelligence for Arcane Students, Wisdom for Clergy or Charisma for Pagans.)

Succeeding at a Saving Throw: A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell the caster senses that the spell has failed. The caster does not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells.

Each spell description includes an entry that indicates whether spell resistance applies to the spell (if so, Yes; if not, No). In general, whether spell resistance applies depends on what the spell does:

Targeted Spell: If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell: If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell: Most effect spells summon or create something and are not subject to spell resistance. Effect spells that affect a creature more or less directly are sometimes subject to spell resistance.

Level Check: If a spell is being resisted by a creature with spell resistance, the caster must make a level check (1d20 + caster level) and get a result at least equal to the creature's spell resistance for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance is like a Defense score against magical attacks.

(Harmless) and (Object): These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not.

Spell resistance does not stack with power resistance, and vice versa.

Descriptive Text

A spell's descriptive text explains how the spell works or what it does and includes necessary information such as the spell's material component.

The Spell's Result

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.

Interrupting Spellcasters

Distracting Spellcasters: A character can ready an attack against a character or creature with the trigger "if he or she starts casting a spell." If the attack succeeds in damaging the character or otherwise distracting him or her, he or she may lose the spell he or she was trying to use (as determined by his or her Concentration

check result).

Readying a Counterspell: A character may ready a counterspell against a spellcaster (often with the trigger "if he or she starts casting a spell"). In this case, when the spellcaster starts a spell, the character gets a chance to identify it with a Spellcraft check (DC 15 + spell level). If the character does, and if he or she can cast that same spell (are able to cast it or have it prepared), the character 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.

Spell Failure

If a caster ever tries to cast a spell in conditions where the characteristics of the spell (range, area, and so forth) cannot be made to conform, the effort fails and the spell is wasted.

Spells also fail if the caster's concentration is broken. Arcane spells (but not divine spells) might fail if the character is wearing armor while casting a spell that has a somatic component.

ARCANE SPELLS

Arcane spells involve the direct manipulation of mystic energies. These manipulations require natural talent and long study. Compared to divine spells, arcane spells are more likely to produce dramatic results, such as flight, explosions, or transformations.

Preparing Arcane Spells

The rules for which spells, and how many spells, an arcane spellcaster can cast are given in the class description. The class description also includes information on how the character prepares spells each day.

Arcane Magical Writings

To decipher an arcane magical writing, a character must make a successful Spellcraft check (DC 20 + the spell's level). If the check fails, the character cannot attempt to read that particular spell until the next day. If the person who created the magical writing is on hand to help the reader, success is automatic.

Once a character deciphers a particular magical writing, he or she does 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 he or she can use the scroll.

DIVINE SPELLS

Unlike arcane spells, divine spells draw power from the strength of the spellcaster's beliefs. Divine spells tend to be less flashy, destructive, and disruptive than arcane spells.

Preparing Divine Spells

The rules for which spells, and how many spells, a divine spellcaster can cast are given in the class description. The class description also includes information on how the character prepares spells each day.

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 that are capable of casting the spell in its divine form can cast a divine spell from a scroll. (The character does not have to have the spell prepared; he or she only has to be capable of preparing and casting it in general.)

SPELL LIST

Aegis of the Gods

Abjuration

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Up to one creature touched per three caster levels

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround the subjects with a magical aura that helps protect them from harm. The subjects gain a +4 resistance bonus to one saving throw type, chosen by you while casting the spell. A person may benefit from more than one active Aegis of the Gods, but each must apply to a different type of saving throw.

Aid

Enchantment (Mind-Affecting)

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: Full Round

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Air Supply

Conjuration (Creation)

Level: Arcane 1, Pagan 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Touch

Effect: Mask of air over 1 living creature's face

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

With this spell, you create a mask of air over the target's face (or whatever portion of the creature's body contains the eyes and respiratory openings). The air is fresh and pure, and contains all elements required for the recipient to breathe healthily. The mask holds back gases and vapors that are not under great pressure. The mask provides no protection against liquids, or against directed gases, such as those from a breath weapon. If holding one's breath and closing one's eyes would not provide protection from a given condition, neither would the mask created by this spell.

Arcane Focus: A small, stopped flask or vial.

Air Walk

Transmutation (Air)

Level: Arcane 4, Pagan 4

Components: V, S, DF

Casting Time: Full Round action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell 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 air walk spell is dispelled, but not if an antimagic field negates it.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Pagan 2

Components: V, S

Casting Time: Full round 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

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.

Atonement

Abjuration

Level: Clergy 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

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 God (requiring you to expend 50 XP) in order to expunge the subject's burden. Many

casters first assign a subject of this sort a 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 Clergy who has lost her class features due to committing an evil act may have her class features restored to her by this spell. If the transgression was intentional, the casting Clergy loses 50 XP for his 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 his or her 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).

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 50 XP per casting (see above).

Aura of Glory

Transmutation

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The caster surrounds the target with an awe-inspiring aura, granting an enhancement bonus to Charisma of 1d4 + 1 points. This

Spell may not be cast multiple times on the same creature in order to try and stack bonuses.

Material Component: The feather of a peacock.

Awaken Element

Transmutation

Level: Arcane 3, Pagan 3

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./level)

Target: 5 ft. cube of an element/4 levels

Duration: 1 day/level

Saving Throw: None (Object)

Spell Resistance: No

The caster gives human-like sentience to an element. The caster targets a volume of air, earth, fire, or water no bigger than a 5-foot cube per four caster levels, and it awakens as if becoming an elemental. It has all the statistics of an elemental of small size for its element type, except that its Intelligence score is 3d6.

The creature is friendly toward the caster and, although it is not bound to the caster, will perform any reasonable task the caster asks of it until the duration of the spell ends and the creature collapses or disperses back into its material. An intelligent element remembers what happened around it for one week per caster level before it was awakened, and can answer questions about what took place.

When a caster uses this spell to awaken an air, earth, fire, or water creature, it is a spell of that type. For example, awaken element is a fire spell when cast to awaken a fire creature.

Material Component: A fistful of crushed crystal powder.

Awakening

Enchantment

Level: Arcane 1, Clergy 1, Pagan 1

Components: S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: 60-foot radius centered on the caster

Duration: Instant

Saving Throw: None

Spell Resistance: Yes

This spell quickly and silently awakens all sleeping creatures within the burst. Most often, it is used to rouse sleeping comrades to face a threat. It can also be used to counteract spells and abilities that cause victims to sleep, granting the victims a new saving throw if the original effect allowed a save.

Awe

Transmutation

Level: Clergy 5

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 25 ft. apart

Duration: 1 full round + 1d4 + 2 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster surrounds her foes with negative energy and doubt, enabling herself or another Clergy to turn or rebuke them as if turning or rebuking undead of the same hit dice value. The act of turning must be completed no more than one round after the spell is cast or the effect passes. The negative energy remains for 1d6 rounds, causing all affected creatures to suffer a -1 penalty to attack rolls. When the spell expires, the targets instantly break out of their cowering and fleeing state. The caster can never destroy a creature with this effect regardless of her level.

The exact nature of this spell is left to great theological debate. The negative energy theory is most popular among non-Clergy members. However, the Clergy believe that the indisputable, overwhelming presence of God causes fear, shame, and horror to the targets of this spell.

Baleful Polymorph

Transmutation

Level: Pagan 5

Components: V, S

Casting Time: Full Round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

As polymorph, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

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.

Bear's Endurance

Transmutation

Level: Pagan 2

Components: V, S, DF

Casting Time: Full Round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bless

Enchantment [Mind-Affecting]

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S, DF

Casting Time: Full Round

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster's allies gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless Water

Transmutation [Good]

Level: Clergy 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: water and herbs.

Blight

Necromancy

Level: Pagan 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

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.

Blood for Blood

Evocation

Level: Arcane 2, Pagan 2

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: All allies within 25 ft.

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a subject character scores a critical hit in melee combat, he immediately heals hit points equal to half the hit point damage dealt to the target.

Blood Trail

Divination

Level: Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Blood trail grants the caster preternatural ability to track a wounded foe; so long he witnesses the injury. If any creature suffers hit point damage by any means while in sight of the caster, the caster may use blood trail as long as the wounded party remains in his line of sight. Thereafter, for the duration of the spell, the caster receives a +20 insight bonus to all Search, Spot, and Survival checks to locate

the wounded individual. Further, the caster is considered to have the Track feat while under the effects of blood trail.

Break Enchantment

Abjuration

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target or Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). Break enchantment can reverse even an instantaneous effect. For each such effect, the caster makes a check of $1d20 + \text{caster level}$ (maximum +10) against a DC of $11 + \text{caster level}$ of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

Brothers in Arms

Transmutation

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S, M, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature per 3 caster levels

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Any targets affected by brothers in arms may donate a number of hit points per round equal to the caster's level to other targets of the spell that are in the donor's line of sight. The donor suffers those hit points as damage, while the recipient receives the hit points first as healing and then as additional temporary hit points, to a maximum of the caster's level. One point of Strength may be similarly donated, with the donor taking a temporary loss of Strength and the recipient gaining a +1 Strength enhancement. Strength enhancements are cumulative, to a maximum bonus of half the caster's level. Hit points are not returned to the donor when the spell expires (they must be healed normally), but Strength returns to the donor. Temporary hit points are lost when the spell ends.

Material Component: A drop of blood from a hero who died honorably. The hero must be dead; using the blood of one who has

been resurrected will not work.

Bull's Strength

Transmutation

Level: Pagan 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

Material Component: A few hairs, or a pinch of dung, from a bull.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Pagan 1

Components: V, S

Casting Time: 1 full round

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

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 $2d4 + \text{caster level}$. 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: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

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

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, as well as negating emotion based class abilities. 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

Transmutation

Level: Pagan 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to DEF, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Celestial Remedy

Transmutation (Healing)

Level: Clergy 5, Pagan 5

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creature touched

Duration: 4 rounds (D) (see text)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The caster channels benevolent energies through the target of the spell, which are held within the target until released by the caster. The spell may be carried by the target for up to 1 minute per level of the caster, and no more than one spell of this kind may be stored in this manner at one time. Activating the spell requires a free action by the caster, and the spell then heals the target for

5d10 hit points immediately, and then the same amount each round for the next 3 rounds. The healing occurs on the caster's initiative each round, before any actions are taken. The target can never gain more hit points with this spell than his normal maximum. Hit points of potential healing are available over the course of 4 rounds; they may not be used sooner and are not carried over if they are not used in the round they become available.

Center

Abjuration

Level: Clergy 3, Pagan 3

Components: V

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This functions as courage, except this spell grants a +1 bonus to Def and +13 temporary hit points.

Chameleon Skin

Illusion

Level: Arcane 1, Pagan 1

Components: S, F

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 hour/level (D)

This spell adds a +1 bonus per caster level (max +10) to any Hide roll for the duration of the spell. The spell alters the caster's appearance, including her equipment, such that she blends into whatever background is behind her.

Material component: A lizard tail that is swallowed.

Charm Animal

Enchantment (Charm) [Mind-Affecting]

Level: Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like charm person, except that it affects a creature of the animal type.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Arcane 1

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

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 was 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.

Circle of Sounds

Divination

Level: Pagan 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All creatures touched during the casting of this spell may henceforth communicate with one another in the languages of the fauna native to the area. Their shouts will be heard as bird cries. Their conversation will sound like the chattering of squirrels. No one but those touched during the casting will be able to decipher what is being said without the ability to speak with animals or the use of tongues.

The voices of those affected will not carry farther than their normal voices, but they can shout to one another even when in a forest of enemies and stand little chance of raising the suspicions of others nearby. If they talk and shout a great deal, the sheer volume of natural sounds could cause suspicion, but even then, it might be overlooked.

Anyone affected by the spell may choose to speak in her normal voice and language instead of the animal sounds.

Material Component: A castoff from a local bird or animal, such as a feather, bone, or droppings.

Command

Enchantment (Language-Dependent, Mind-Affecting)

Level: Arcane 1, Clergy 1, Pagan 1

Components: V

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The caster gives the subject a single command, which he or she obeys to the best of his or her ability at his or her earliest opportunity. The caster may select from the following options.

Approach: On the subject's turn, the subject moves toward the caster as quickly and directly as possible for 1 round. The subject may do nothing but move during his or her turn, and he or she incurs attacks of opportunity for this movement as normal.

Drop: On the subject's turn, he or she drops whatever he or she is holding. The subject can't pick up any dropped item until his or her next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He or she may act normally while prone, but takes any appropriate penalties.

Flee: On the subject's turn, he or she moves away from the caster as quickly as possible for 1 round. The subject may do nothing but move during his or her turn.

Halt: The subject stands in place for 1 round. The subject may not take any actions, but may defend him or herself normally.

If the subject can't carry out the caster's command on his or her next turn, the spell automatically fails.

Command, Greater

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Arcane 5, Clergy 5, Pagan 5

Components: V

Casting Time: 1 full round

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

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: Pagan 4

Components: V

Casting Time: 1 full round

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

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.

Commune with Nature

Divination

Level: Pagan 5

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

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 cities and towns.

Compel Animal

Enchantment

Level: Pagan 3

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal of Medium size or smaller

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

Caster may compel a single animal of Medium size or smaller to perform a single task for the caster. This task may take only a single round (run away in one direction to create a distraction), a day (hunt and bring food), or the entire duration (deliver a message to an individual thirty miles away).

This spell affects only mundane animals, not magical beasts, vermin, or any dire version of a mundane animal regardless of size. Animals under the influence of this spell may risk their lives for the caster (attacking a foe, for example), but succumb to instinct and flee if injured or if frightened, e.g., by fire.

Compel Truth

Enchantment

Level: Arcane 3, Clergy 3, Pagan 3

Components: V

Casting Time: 1 full round

Range: 25 ft.

Target: One sentient creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of a compel truth spell may not lie for the duration of the spell. She may not fail to answer any question directed to him. He may try to dissemble and mislead listeners, however, provided that he does not speak a falsehood.

As far as the spell is concerned, truth depends on the target's knowledge. If he believes something to be true and speaks of it, he is not considered to be lying even if he is incorrect. Skilled users of the spell ensure that their questions are clear and unambiguous so as to narrow the target's responses.

Comprehend Languages

Divination

Level: Arcane 1, Clergy 1

Components: V, S, M/DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 minutes/level

The caster can understand words spoken or written in a language he or she does not know (including the unique languages of some creatures). In either case, the caster must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster 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. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Consecrate

Evocation [Good]

Level: Clergy 2

Components: V, S, M, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to God or Christ, the modifiers given above are doubled (+6 sacred bonus on turning checks, -2 penalties for undead in the area).

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

Consecrate counters and dispels desecrate.

Material Component: A vial of holy water, which must be sprinkled around the area.

Continual Flame

Evocation [Light]

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust on the item that is to carry the flame.

Control Water

Transmutation [Water]

Level: Arcane 2, Pagan 2

Components: V, S, M/DF

Casting Time: 1 full round

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 (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the control water spell raises or lowers 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 x 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.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.
Material Component: A drop of water (for raise water) or a pinch of dust (for lower water).

Control Winds

Transmutation [Air]

Level: Arcane 5, Pagan 5

Components: V, S

Casting Time: 3 full rounds

Range: 40 ft./level

Area: 40-ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

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.

Convert

Transmutation

Level: Clergy 4

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may convert any sentient target to the caster's deity and alignment. For the duration of the spell, the affected creature is treated in all ways, as having the caster's alignment and it must behave appropriately. It is also temporarily a follower of the caster's deity and must behave accordingly.

Courage

Abjuration

Level: Clergy 1

Components: V

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a +1 divine bonus to DEF and a divine bonus of +3 temporary hit points.

Create Crawling Claw

Transmutation [Evil]

Level: Arcane 3

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Severed human left hands within a 5-foot-radius circle

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

You create a number of crawling claws up to twice your caster level. The hands to be transformed must all be within a 5-foot-radius circle. Once created, the group of crawling claws obeys your telepathic commands as long as the instructions are simple and you are within 100 feet. If you give the crawling claws simple standing orders before moving out of range, they obey these orders to the best of their ability until you return and issue new orders. Otherwise, they mill about aimlessly, attacking anything that moves into their space.

Material Component: Clippings from a ghoul's fingernails, and a ring that someone else lost.

Create Food and Water

Conjuration (Creation)

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours (see text)

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rainwater, and it doesn't go bad as the food does.

Create Water

Conjuration (Creation)

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large.

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Critical Wounds

Conjuration (Healing)

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 4d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Light Wounds

Conjuration (Healing)

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Light Wounds, Mass

Conjuration (Healing)

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 1 point of damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take no damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 2d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Cure Serious Wounds

Conjuration (Healing)

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

The caster lays his or her hand upon a living creature and channels positive energy that cures 3d8 points of damage +1 point per caster level (up to +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Death Ward

Necromancy

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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.

Delay Poison

Conjuration (Healing)

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. Delay poison does not cure any damage that a poison may have already dealt.

Detect Magic

Divination

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. 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 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

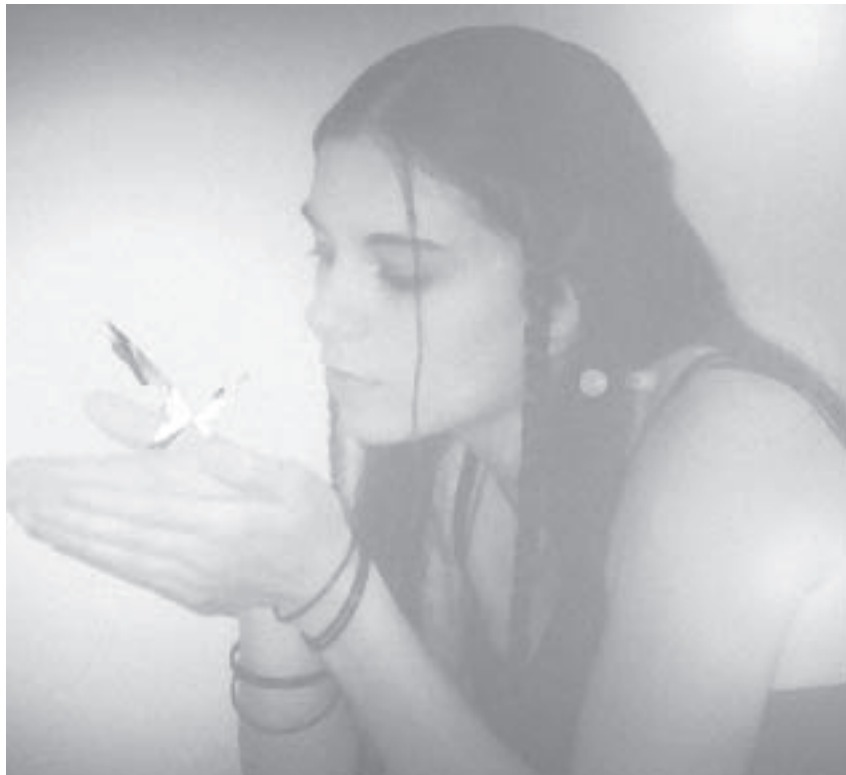
Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic 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	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic 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 Poison

Divination

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

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 Spirits

Divination

Level: Pagan 1

Components: V, S, M/DF

Casting Time: 1 full round

Range: 60 ft.

Area: Quarter circle emanating from caster to the extreme of the range.

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster can detect the presence of active and latent spirits and extraplanar creatures within range. The amount of information revealed depends on how long the caster concentrates on a particular area.

1st Round: Presence or absence of spirits or extraplanar creatures.

2nd Round: Number of different targets and the spell level of the strongest spirit or creature.

3rd Round: The strength and location of each spirit or creature. If targets are in line of sight, caster can make Knowledge (Religion or Planes) checks to determine the nature of each spirit or creature. Make one check per target at DC 15 + the creature's number of Hit Dice.

The spell does not detect the presence of spirits or creatures that might currently possess a victim inside of the area.

Material Component: A small piece of fur.

Discern Lies

Divination

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 1 full round

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

Each round, the caster concentrates on one subject, who must be in range. The caster knows if the subject deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the caster may concentrate on a different subject.

Dismissal

Abjuration

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

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.

Dispel Evil

Abjuration [Good]

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil 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

Shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection bonus to DEF against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature 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 an evil creature or any one evil spell.

Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Magic

Abjuration

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A caster can use dispel magic to end ongoing spells that

have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

The caster chooses to use dispel magic in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

If the spellcaster targets an object or creature that is the effect of an ongoing spell, he or she makes a dispel check to end the spell.

If the object that is targeted is a magic item, the caster makes a dispel check against the item's caster level. If the caster succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. The item's physical properties are unchanged:

A caster automatically succeeds on his or her dispel check against any spell that he or she cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, the caster makes a dispel check against the spell with the highest caster level. If that fails, the caster makes dispel checks against progressively weaker spells until he or she dispels one spell (which discharges the dispel so far as that target is concerned) or fails all the checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, the caster may make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the caster makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the caster makes a dispel check to end the effect, but only within the area of the dispel magic.

A caster may choose to automatically succeed on dispel checks against any spell that he or she has cast.

Disrupting Weapon

Transmutation

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S

Casting Time: 1 full round

Range: Touch

Targets: One melee weapon

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

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.

Divine Eminence

Transmutation

Level: Clergy 4, Pagan 4

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster chooses one ability score. The subject's score for that ability is changed to 18, plus one rank per three caster levels (maximum Strength 30). If the subject's current ability score is higher than this amount, the spell has no effect.

Divine Favor

Evocation

Level: Clergy 1

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of the Lord, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Heart

Necromancy

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Divine Heart makes the subject immune to all fear effects, both magical and mundane.

Eagle Eyes

Transmutation

Level: Pagan 1

Components: V, S, M/DF

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 10 minutes/level

This spell grants the caster a +10 circumstance bonus to all Spot checks for the duration of the spell. This may allow the caster to spot a hidden adversary or see a distant campfire more easily.

Material Component: A lens from a set of eyeglasses.

Ears of the Prey

Transmutation

Level: Pagan 1

Components: M, S

Casting Time: 1 full round

Range: Touch

Target: One creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: No

The target's ears elongate and expand, similar in appearance to the ears of a deer. The target's hearing becomes incredibly sharp, granting him a +10 enhancement bonus to all Listen checks for the duration of the spell.

Ease Pain

Conjuration (Healing)

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: Instant

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a living being, the caster channels the subject's pain through himself and dispels it, reinvigorating the target. Ease Pain immediately heals 1d6 subdual damage per caster level.

Elemental Weapon

Transmutation

Level: Arcane 1, Pagan 1

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Casting this spell sheaths one weapon in an elemental energy of the caster's choice. For the duration of the spell, the enchanted weapon causes an additional 1d6 points of damage of the elemental type chosen. The elemental energy imbued does not harm the caster, but it may affect surrounding objects (for example, a flaming sword could be used to ignite a pool of oil).

Endure Elements

Abjuration

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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.

Entangle

Transmutation

Level: Pagan 1

Components: V, S, DF

Casting Time: 1 full round

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

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.

Enthral

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S

Casting Time: 1 full 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

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.

Expunge

Evocation [Good or Evil]

Level: Clergy 4, Pagan 4

Components: V

Casting Time: See text

Range: Personal

Target: Self

Duration: See text

Saving Throw: None

Spell Resistance: No

Casting this spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. If the caster channels positive or negative energy in the same round that he attempts to turn or rebuke undead, the turning damage is +1d6, in addition to normal turning damage. If the caster channels positive energy, this is a good spell. If the caster channels negative energy, this is an evil spell.

Flame Blade

Evocation [Fire]

Level: Arcane 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

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.

Floor of Fire

Evocation [Fire]

Level: Arcane 4, Pagan 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./levels)

Effect: Horizontal sheet of flames with radius of 10 ft. + 5 ft./2 levels

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

The caster creates an immobile, horizontal sheet of flame that burns 2 inches above the ground. The flames reach a height of 1 foot. The flames are hot, but not as damaging as a wall of fire. They inflict 1d6 + 1 points of fire damage per round to any creature within the area of effect. Those within 10 feet of the sheet of flame, but not within it, suffer 1d3 points of damage per round. These flames are particularly damaging to undead, causing twice as much damage to such creatures.

Material Component: A vial of alchemist's fire.

Glimmer Warning

Evocation [Light]

Level: Arcane 1, Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 minute/level

This spell provides both a moment's early warning and a tiny bit of illumination when the caster becomes the target of a spell. While this spell is in effect, any time the caster is targeted by a spell, a 5-foot circle of light surrounds him. This spell suppresses darkness or similar spells during the round in which it creates light.

Guidance

Divination

Level: Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hallow

Evocation [Good]

Level: Clergy 5, Pagan 5

Components: V, S, M, DF

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

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

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

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a -4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the Pagan version of the spell.)

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

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

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

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

Material Component: Herbs, oils, and incense.

Hold Person

Enchantment [Mind-Affecting]

Level: Clergy 2, Pagan 2

Components: V, S, F/DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium-size or smaller humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless. The subject is aware and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions.

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Holy Channel

Conjuration (Healing)

Level: Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: One living creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Holy channel binds the caster and her chosen recipient with a divine bond of positive life energy. Once established, the caster may use the channel to cast any single-target healing or curing spells on the recipient of the holy channel. Such spells are cast normally, except that instead of needing to touch the recipient, the caster simply sends the curative magic through the holy channel. As long as the recipient of the established holy channel is within Long range (400 ft. + 40 ft./level) of the caster, the curing spell takes effect as normal.

The holy channel also provides the caster with an empathic sense of the condition of the recipient, which allows the caster to sense the recipient's state of health (current hit points) and anything afflicting the recipient, such as disease, poison, blindness, and so on.

The holy channel has its side effects as well. Just as the bond can transmit positive life force, so too can it transmit negative energy. If either the caster or the recipient of the bond is affected by a negative life force attack (such as the energy- or ability-draining attacks of undead or the effects of most necromancy spells), then there is a 50% chance that the caster or the recipient will be afflicted by the effect of the attack, regardless of which one was the original target. If the attack allows a Will or Reflex save, the target of the attack rolls that save. If the attack involves a Fortitude saving throw, then whoever actually suffers the effect must attempt the save.

An individual may have only one holy channel active at any time. A caster may not establish a holy channel with a nonliving creature, as it has no life force to anchor the channel.

Imbue Elemental Energy

Transmutation

Level: Arcane 0, Pagan 0

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: Weapon touched

Duration: 1 minute/2 levels

Saving Throw: None

Spell Resistance: No

This spell allows the caster to temporarily increase the

damage of any melee weapon by charging it with elemental energy. For the duration of the spell, the weapon inflicts an additional 2 points of damage, with the source of this damage being either heat or cold (the extra damage may be increased or negated, based on the level of vulnerability creatures may have to particular types of damage.)

The caster determines the type of elemental energy he wishes to imbue at the time of casting. If heat is chosen, tiny flames seem to run up and down the weapon's blade or head, and the weapon is slightly warm to the touch. If the damage source is cold, a thin coat of frost seems to appear on the weapon, and it is slightly cold to the touch. If electricity is chosen, the weapon seems to faintly glow with a blue aura and electricity sparks randomly from its face.

This spell is a necessary component in the creation of elemental power weapons, a rare type of magical item found sometimes among members of cults devoted to worshipping elemental lords or gods of fire and cold.

Imbue with Spell Ability

Evocation

Level: Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only divine spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus,

it must have the materials or focus.

Know Direction

Divination

Level: Arcane 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Light

Evocation (Light)

Level: Arcane 0; Pagan 0

Components: V, M/DF

Casting Time: 1 full round

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Longstrider

Transmutation

Level: Pagan 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (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.

Mage Armor

Conjuration (Creation) [Force]

Level: Arcane 1

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 equipment bonus to Defense. Unlike mundane armor, mage armor carries no armor penalty, maximum Dexterity bonus, arcane spell failure chance, or speed reduction.

Mage Hand

Transmutation

Level: Arcane 0

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

The caster can lift an object and move it at will from a distance. As a move action, the caster can move the object up to 15 feet in any direction, though the spell ends if the distance between the caster and the object ever exceeds the spell's range.

Magic Bullets

Transmutation

Level: Arcane 4

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: 50 bullets, all of which must be in contact with each other at the time of casting

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1st level spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create magic bullets of a particular type are listed below. Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix magic bullets with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, magic bullets deal normal damage before they impart their magical effect. This spell can be used to

create one type of bullet (as noted in the chart below) or others at the GM's discretion.

Magic Bullet Type	Other Spell Known	Effect
Curing bullet (divine)	Cure light wounds	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	Inflict light wounds	Creature damaged by pain bullet must succeed at a Will save (DC 14) or take an additional 1d8+5 points of damage.
Knock-out bullet (arcane)	Sleep	Creature damaged by knockout bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	Cause fear	Creature damaged by terror bullet must succeed at a Will save (DC 14) or be panicked (-2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

Magic Circle

Abjuration

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards an area from attacks by creatures of a specific allegiance or alignment (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 10 feet. The barrier moves with the subject and has three major effects:

First, everyone inside the magic circle gains a +2 deflection bonus to DEF and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified allegiance.

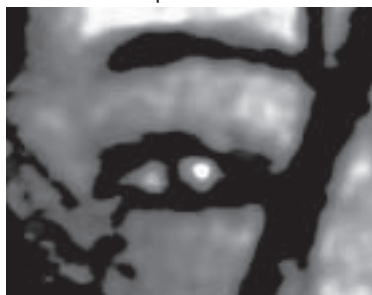
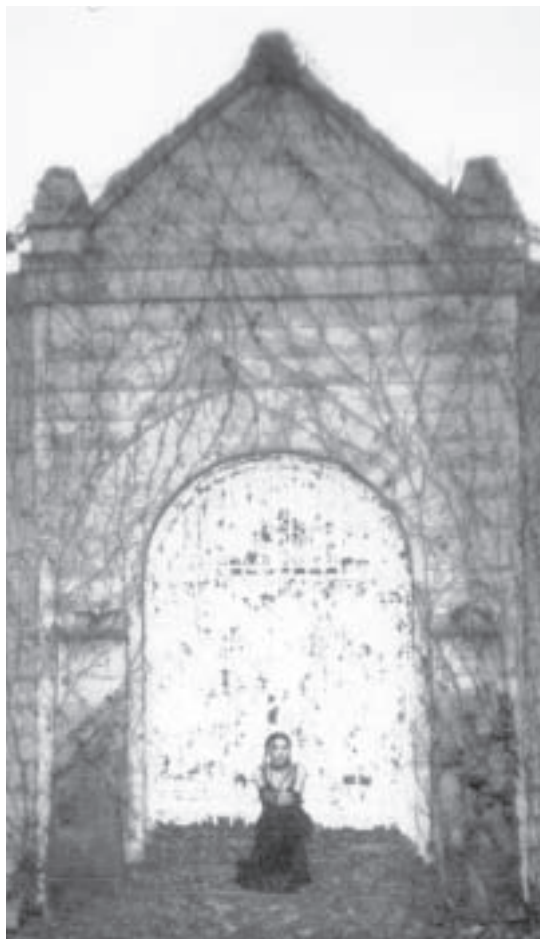
Second, the barrier blocks any attempt to possess creatures within the magic circle (as by a possession incantation). The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the magic circle thwarts any attempt to exert mental control over creatures within its area. If a dominated creature enters the magic circle, mental control is lost for the duration of the magic circle spell or until the creature leaves the protected area.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified allegiance. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching a creature inside

the magic circle. The protection against contact by summoned or conjured creatures ends if anyone inside the magic circle makes an attack against a blocked creature or the subject tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and reach and step inside the magic circle.



Magic ID

Illusion

Level: Arcane 0

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Effect: Illusory identification card

Duration: See description

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

With this glamour, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A small card or slip of paper.

Magic Message

Illusion

Level: Arcane 2

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object (see text)

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a modern device such as a television, radio, computer monitor, or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A newscaster on a targeted television will appear to speak the message. A stereo plays the message as a repetitive song lyric. An electronic traffic sign displays the message for all motorists to see.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn." Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger. Magical darkness and invisibility will defeat a visual trigger, however, and silent movement and magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example,

"Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A magic message cannot distinguish class, level, Hit Dice, or allegiance.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic message to respond to triggers up to 90 feet away. Regardless of range, the magic message can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A carved jade figurine (purchase DC 8).

Magic Missile

Evocation [Force]

Level: Arcane 1

Components: V, S

Casting Time: 1 full round

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

A missile of magical energy shoots from the caster and unerringly strikes its target, dealing 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two levels of experience past 1st, the caster gains an additional missile. He or she has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If the caster shoots multiple missiles, they can be targeted at a single creature or several creatures. A single missile can strike only one creature. The caster must designate targets before rolling for spell resistance or roll damage.

Magic Vestment

Transmutation

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per three caster levels (maximum +3 at 9th level).

An outfit of regular clothing counts as armor that grants no natural DEF bonus for the purpose of this spell.

Magic Weapon

Transmutation

Level: Arcane 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

Mass Revelation

Divination

Level: Pagan 2

Components: V, S, F/DF

Casting Time: 1 full round

Range: 20 ft.

Area: Emanates 20 ft. from caster

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All creatures standing within 20 feet of the caster are able to see all spirits within their own range of sight. The caster bestows upon them a powerful vision; spirits are visible and neither the caster nor any of the creatures affected by Mass Revelation need to roll Spot checks to see them. Should anyone move out of the radius of the spell he loses the benefits of the spell and cannot see spirits anymore unless he has other means to do so. The ability is not restored if a creature reenters the spell's radius. This spell does not allow the detection of ethereal creatures.

Focus: An adorned smoking pipe.

Mending

Transmutation

Level: Arcane 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: 10 ft.

Target: One object of up to 1 pound/level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not

warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell has no effect on creatures (even constructs).

Neutralize Poison

Conjuration (Healing)

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or 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 is simply immune to all poison effects for 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.

Owl's Wisdom

Transmutation

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Wisdom-based spellcasters who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Material Component: A few feathers, or a pinch of droppings, from an owl.

Prayer

Conjuration (Creation)

Level: Clergy 3

Components: V, S, DF

Casting Time: 1 full round

Range: 30 ft.

Area: All allies and foes within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The caster brings special favor upon him- or herself and allies while bringing disfavor to his or her enemies. The caster and allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes take a -1 penalty on such rolls.

Prestidigitation

Universal

Level: Arcane 0

Components: V, S

Casting Time: 1 full round

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Once cast, the prestidigitation spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They 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 spell 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.

Protection from Energy

Abjuration

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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 12 points per caster level of energy damage (to a maximum of 120 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 Evil

Abjuration [Good]

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, 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 DEF and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil 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 evil effect. If the protection from evil 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. Good 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. Material Component: Powdered silver with which you trace a 3-foot-diameter circle on the ground around the creature to be warded.

Purify Food and Drink

Transmutation

Level: Clergy 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

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 or 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.

Raise Dead

Conjuration (Healing)

Level: Arcane 5, Clergy 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

The spellcaster restores life to a deceased creature. The caster can raise creatures that have been dead up to one day per caster level.

Raise dead cures hit point damage up to a total of 1 hit point per Hit Die. 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 that has been turned into an undead creature 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.

The subject of the spell loses one level when it is raised, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. If the subject is 1st level, it

loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spell slots for losing a level. A spellcasting creature that doesn't prepare spells has a 50% chance of losing any spell he or she has prepared but not yet cast, in addition to losing spell slots for losing a level.

Material Component: Purchase DC 26.



Razor Claws

Transmutation

Level: Pagan 1

Components: V, F

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 2 rounds/level

Razor Claws causes the caster's natural fingernails to transform into long, sharp claws. The claws are effective weapons, but they make it difficult for the caster to use her hands for actions other than attacks.

During this spell's duration, the caster may attack with the claws as if armed with a weapon, causing 1d6 damage on a successful

hit. Attacks are rolled using the character's base attack bonus. If desired the caster may make an additional attack using her off-hand claws. Doing this results in a -5 penalty to the attack but grants an additional attack using the caster's highest base attack bonus. This option may be used only with the full-round attack action.

The claws interfere with any actions that require precise dexterity. When using Disable Device, Forgery, Heal, Open Lock, Pick Pocket, and Use Rope, the claws cause a -4 circumstance penalty to the skill check.

Remove Blindness/Deafness

Conjuration (Healing)

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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: Arcane 4, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes any curses on a creature. 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 bestow curse.

Remove Disease

Conjuration (Healing)

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all treatable diseases afflicting the subject. It does not rid the subject of a disease for which no cure exists. 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

Abjuration

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature plus one additional creature/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)

The caster grants the target a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause fear.

Remove Paralysis

Conjuration (Healing)

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S

Casting Time: 1 full round

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)

The caster can free one or more creatures from the effects of any temporary paralysis or related magic, including a hold spell 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 loss.

Resist Energy

Abjuration

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature-limited protection to damage from whichever one of five energy types the caster selects: acid, cold, electricity, fire, or sonic/concussion. The creature 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 by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The character could still suffer unfortunate side effects.

Resistance

Abjuration

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is granted a +1 resistance bonus on saving throws.

Restoration

Conjuration (Healing)

Level: Arcane, Clergy 4, Pagan 4

Components: V, S, M

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Restoration cures all temporary ability damage and restores all points permanently drained from a single ability score (caster's choice if more than one score is drained). This spell also

dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level.

Restoration does not restore level loss or Constitution point loss as a result of being raised from the dead.

Material Component: Purchase DC 20.

Restoration, Lesser

Conjuration (Healing)

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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.



Restful Death

Necromancy

Level: Arcane 3, Clergy 3, Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One corpse per two caster levels

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This spell protects a corpse from reanimation.

When cast upon a dead body, that corpse may not be forcibly turned into undead. Animate dead, create undead, create greater undead, and all other spells that artificially create undead do not function upon this corpse. The corpse can however, still become undead through natural processes. If the deceased had prepared to become a lich, for example, it would still become a lich. The spell does not prevent corpses from turning into ghouls, wights, wraiths,

or other forms of self-willed undead, provided that their undeath does not come from a spell or spell-like ability. This spell has no effect on a corpse's ability to be revived.

Sanctuary

Abjuration

Level: Arcane 1, Clergy 1, Pagan 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

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 the attacker's action is lost, and the attacker 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. This allows a warded Clergy to heal wounds, for example, or to bless.

Scent of the Hound

Transmutation

Level: Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 hour/level

You can enhance your senses to superhuman levels, tracking your foes like a hunting animal. For the duration of the spell, you gain a +4 competence bonus on all checks to track an opponent using Wilderness Lore/Survival as well as other sense-related skills such as Listen, Search, and Spot. At the GM's discretion, this spell also gives you a chance to detect things that would normally be out of range for human senses, such as smoke on the wind several miles away.

Shield Other

Abjuration

Level: Clergy 2

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defense and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage dealt by special abilities) that deal hit point damage. You take the amount of damage not taken by the warded creature. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, and level draining are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (purchase DC 15 each) worn by both you and the warded creature.

Spell Immunity

Abjuration

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, such immunity doesn't protect a creature from spells for which spell 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 or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells that are similar in effect.

A creature can have only one spell immunity spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Scrying

Divination

Level: Arcane 4, Pagan 4

Components: V, S, DF

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds at a Will save, the scrying attempt 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 or in some other dimension (like Hell, for example) it gains a +5 circumstance bonus to its Will save.

Knowledge of Subject

Will Save

	Modifier
None*	+0
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*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, nail clippings, etc.	-10

If the save fails, you can see 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.

The following spells, if active on the caster during the scrying,

operate through the sensor: tongue, and true seeing. Detect magic has a 5% chance per caster level of operating correctly through the sensor.

Focus: A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase DC of 19.

Shield of Faith

Abjuration

Level: Clergy 1

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Silence

Illusion

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S

Casting Time: 1 full round

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: Will negates or none (object)

Spell Resistance: Yes or no (object)

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 saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Skin Like Wood

Abjuration

Level: Pagan 1

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Wherever exposed, the target's skin appears to harden and crack – it thickens, darkens, and dries, taking on the sturdiness of wood while maintaining the flexibility of flesh. This grants a +1 bonus to Def and a bonus of +3-hit points for the duration of the spell.

Sleep

Enchantment (Mind-Affecting)

Level: Arcane 1

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

Sneeze

Enchantment (Compulsion) (Mind-Affecting)

Level: Arcane 0, Pagan 0

Components: S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature within range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

Amateur spellcasters often use this spell to play tricks on one another. It can also be useful as a distraction or to foil someone's attempt at stealth.

This spell causes the target to sneeze loudly unless he succeeds his Fortitude save.

Material Component: A pinch of pepper.

Spark

Evocation

Level: Arcane 0, Pagan 0

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One flammable object

Duration: Instant

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

Even the simplest apprentice can light a candle or spark a torch with a wave of the hand and a snap of the fingers. While such magic may be beneath the attention of powerful spellcasters, the spark parlor trick has myriad uses to adventurers and apprentices alike. Whether lighting torches, combusting oil, setting dry wood aflame, or just creating tiny flashes of light, various spark spells can impress or even be used for battle.

The caster simply points at a target within range, and a spark of flame erupts. This is little more than a brief flash, but it's enough to light a candle, a puddle of oil, a piece of paper, dry grass, or similar targets.

A spark does not inflict damage by itself; although a creature or person suddenly caught in a burning building may suffer normal damage from the fire.

Speak with Plants

Divination

Level: Pagan 3

Components: V, S

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to 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.

Spider Climb

Transmutation

Level: Arcane 2, Pagan 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Climb checks to scale a surface.

Spirit of Wolf

Transmutation

Level: Pagan 4

Components: V, S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell has its base speed increased by 50%.

Stick Servant

Conjuration (Summoning)

Level: Pagan 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One pile of sticks

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell requires a small pile of sticks – about enough for a campfire. It summons a nature spirit that animates the sticks, which take the form of a 2 foot-tall humanoid. The stick servant

will perform simple tasks for the caster upon verbal command. In addition to these tasks, the stick servant can be directed to fight. It has the following statistics: HD 1 (5 HP), Initiative +2, Speed 20, Def 14, +2 Claw attack (1d3 – 1), Face/reach 5 ft./5 ft.; Str 9, Dex 13, Con 10, Int 9, Wis 10, Cha –.

The stick servant can travel as far as it needs to in order to perform tasks, but it cannot understand complex tasks that involve any form of civilized human behavior. It cannot identify specific creatures or persons other than the caster, and, being mute, it makes a poor herald. The caster can leave the stick servant, which will continue to perform its tasks as commanded.

Material Component: A pile of sticks to animate.

Strangled Steel

Abjuration

Level: Arcane 0, Pagan 0

Components: S

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./level)

Area: 5 ft. radius/level

Duration: See text

Saving Throw: Reflex negates

Spell Resistance: Yes

Strangled Steel enchants the weapons of your foes such that they stick in sheathes or holsters, and are difficult to draw. Strangled steel remains in effect on each subject until he next draws his weapon, which requires a full round action (rather than a move equivalent action). Once a weapon is unsheathed, that weapon may be stowed and drawn normally.

Summon Sentinel

Abjuration

Level: Arcane 3, Pagan 3

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Area: 50 ft. radius

Duration: 1 round/level (D)

When you cast this spell, a nonliving sentinel in the area, designated by your touch, guards you. You choose an inanimate object (such as a tree or boulder) when the spell is cast; it becomes an animated object. The object gains an otherworldly sense of its surroundings. If another living creature or creatures are not named during the casting enters the area and is at least Small size, the object animates and moves to attack the first intruder. A tree will uproot, a small boulder will roll and so on to attack immediately by the quickest route possible, but will not leave the area of effect.

The sentinel continues to attack for all but the final round of the spell. On the final round, the animated object returns to its place

of origin by the quickest route possible and deanimates, ending the spell.

Focus: The inanimate object.

Surface

Transmutation

Level: Arcane 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell makes it impossible for a creature to submerge itself in water, regardless of its weight or physical properties. It causes swimming creatures to float on the surface of the water until the spell's duration ends. This spell can be used to save a drowning comrade by making it impossible for him to go under the water. Creatures already under the water when this spell is cast rise at a rate of 30 feet per round until they break the surface.

Tattoo Item

Transmutation

Level: Arcane 4, Pagan 4

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One object (up to 1 cu. ft./level)

Duration: Permanent (D)

Saving Throw: Special (see text)

Spell Resistance: Yes (harmless)

Spellcasters use this spell for a variety of reasons. The most common is to have access to items in the event of an emergency. However, this spell is also useful for smuggling.

This spell converts one object into a small tattoo upon the body of the recipient. The size of the object is reduced to about 1/12 of its normal dimensions, and it appears on the recipient at the location touched during casting. The new tattoo has no weight. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The tattoo item can be returned to its normal form by having either the recipient or the caster touch the tattoo and will the spell to end.

This spell can be dispelled by an erase spell, and the object is treated as magical writing for this purpose. Dispelling the tattoo item in this manner causes the item to revert to its normal form.

Tattooing works automatically for nonmagical items, but if the spellcaster tries to work this incantation upon a magical item, the spell recipient must succeed a Fortitude save; otherwise the magic

item does not transform into a tattoo, and the material components are wasted. Magic items have all of their properties suppressed while in tattoo form. Magic items of artifact and relic power cannot be affected by this simple spell.

A maximum of three tattoo items can affect one creature at any time.

Material Components: This spell requires the item to be tattooed and tattooing pigments. If a magical item is being tattooed upon the recipient, a mixture of powdered amber is also required in the tattooing inks.

Tongues

Divination

Level: Arcane 4, Clergy 4, Pagan 4

Components: V, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Tongues does not enable the subject to speak with creatures that don't speak. The subject can make him- or herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tree Stride

Conjuration (Teleportation)

Level: Pagan 5

Components: V, S, DF

Casting Time: 1 minute

Range: Personal

Target: Self

Duration: 1 hour/level or until expended; see text

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.

(See next page.)

Type of Tree	Transport Range
Dak. 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 only 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 Seeing

Divination

Level: Arcane 5, Clergy 5, Pagan 5

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or other special abilities, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or transmuted things. 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 cancel 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 panels hidden by mundane means. The effects cannot be combined with other spells and powers.

Material Component: An ointment with components equal costing Purchase DC 16.

Virtue

Transmutation

Level: Arcane 0, Clergy 0, Pagan 0

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Water Breathing

Transmutation

Level: Arcane 3, Pagan 3

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures touched. The spell does not make creatures unable to breathe air.

Water Walk

Transmutation [Water]

Level: Clergy 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The targets 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.

Wall of Earth

Conjuration (Creation)

Level: Arcane 4, Pagan 4

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Earth wall with area up to one 5-ft. square/level

Duration: Instant

Saving Throw: None

Spell Resistance: No

This spell creates a wall of earth that springs forth from the ground. The target area must be an area of exposed earth, otherwise the wall fails to materialize and the spell is lost. The wall of earth is 1 inch thick per three caster levels and forms one 5-foot square per level. The caster may double the wall's area by halving its thickness. The wall of earth cannot be conjured to occupy the same space as a creature or another object.

This wall can be destroyed by disintegrate or by normal means such as digging. Each 5-foot square has 5 hit points per inch of thickness and hardness of 4. Any attacks on the wall hit automatically. When a section of the wall drops to 0 hit points, it is considered breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + 2 per inch of thickness.

Wall of Fire

Evocation [Fire]

Level: Arcane 4

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

An immobile curtain of fire springs into existence. One side of the wall, selected by the caster, 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 each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

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.)

Whispering Branches

Divination

Level: Pagan 1

Components: V, S, M/DF

Casting Time: 1 full round

Range: Personal

Target: Self

Duration: 10 minutes/level

This spell allows you to hear about recent events from the wind blowing through tree branches. It functions only when cast in an area with at least six trees. The conditions need not be windy for the spell to function, however.

You can learn of events that recently took place in the area, including the presence of creatures and their general demeanor. All events that took place within 100 feet of your location within the past two hours may be divined by this spell. It does not identify specific markings, colors, equipment, or people, but may discern different types of creatures, their numbers, and the actions they took while in the area.

This spell is a useful investigative tool, as it can be used to learn the details of a recent fight or other activity.

Material Component: A special leaf that must be used as a whistle during the spell's casting.

Wind Armor

Evocation [Air]

Level: Arcane 2, Pagan 2

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

Strong, swirling winds surround the target creature, granting it a deflection bonus to DEF of +4 against melee attacks and +6 against ranged weapon attacks. The target suffers a -2 penalty to its own ranged weapon attacks. The winds are so strong that if the creature suffered falling damage, the height would be considered 10 feet less.

Material Component: A thin piece of paper.

Wind Bindings

Evocation [Air]

Level: Arcane 5, Pagan 5

Components: V, S, M/DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Special

Spell Resistance: Yes

A storm like force presses on the target from all sides,

keeping it from moving. The creature can attempt a Strength check (DC 18) to move at half speed each round. While the wind holds it in check, the creature suffers a -2 penalty to all its attack rolls and saving throws. The caster can direct the wind's strength from any direction, even up and down, and the creature must make a Fortitude save to avoid being moved 10 feet in that direction. If the creature is moved upward or in such a way that it no longer touches the ground, it cannot attempt to move or resist any further movement by the caster. Spellcasters trapped in this way must roll a Concentration check (DC 15 + spell's level) or lose any spell they try to cast. Huge and larger creatures gain a +2 to their checks and saving throws, and Gargantuan and Colossal creatures are not affected.

Material Component: Iron filings.

Zone of Truth

Enchantment [Mind-Affecting]

Level: Arcane 2, Clergy 2, Pagan 2

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Creatures who leave the area are free to speak as they choose.



Chapter 11: Hellspawn and Other Creatures

Tricia laid the dusty tome on the table for Mikhail to see. The sketch on the facing page was somewhat accurate, though the creature he had seen was far more terrifying in the flesh.

"A Vrock," Mikhail asked, fighting the urge to gulp audibly. "Are you sure?"

Tricia looked away from the werewolf before she responded. If something had spooked Mikhail that much, it must really be dangerous. She found it very difficult to bear the sight of fear in her companion's eyes.

"Pretty sure," she began. "This is all we need right now. That Slayer bitch is hot on your heels, and now we've got demon problems. I don't think it can get much worse."

"Are you kidding," Mikhail said with a grin. "This is just the thing we need! Now if we can only pit those two against each other, our troubles are over."

EXPLAINING CREATURES

The following information explains how creature descriptions work, how they are laid out, and what each entry means.

Creature Description

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below.

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four characters of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it. But situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

Size

A creature falls into one of nine size categories. The size categories are briefly described in Table: Creature Sizes. Each size category includes a size modifier that applies to the creature's Defense and attack rolls; a modifier that applies to grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described here.

Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type, unless a type description specifies a particular score for one of these abilities, the GM will assign values as he or she deems appropriate.

Hit Dice (HD) and Hit Points (hp)

A creature's type and size determine its Hit Dice. A creature's Hit Dice is equivalent to its level for determining how various special abilities affect the creature, its rate of natural healing, and its maximum ranks in a skill.

A creature's Hit Dice and Constitution modifier determine its hit points. A creature's entry gives the creature's average hit points.

Massive Damage Threshold (Mas)

When a creature takes damage from a single attack equal to or greater than its current Constitution, it must succeed on Fortitude save (DC 15) or immediately drop to -1 hit points. If the damage would reduce the creature to -1 hit points or fewer anyway, the massive damage threshold does not apply, and the creature does not need to make a Fortitude save.

Constructs, elementals, oozes, plants, and undead ignore the effects of massive damage and do not have massive damage thresholds. Vermin gain a +5 species bonus on their Fortitude saves to avoid falling to -1 hit points.

Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus.

Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note

indicating maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Defense (DEF)

A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" Defense (discounting Dexterity bonus and class bonus, if any) is provided as well.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on damage rolls for a creature using the Power Attack feat. Cross-referencing the creature's Hit Dice and type on Table: Creature Saves and Base Attack Bonuses derives a creature's base attack bonus.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier. The grapple modifiers for creatures of various sizes are given in Table: Creature Sizes.

Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its

primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

Bite: The creature attacks with its mouth, dealing piercing damage.

Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Manufactured Weapons

Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon).

The remaining weapons are secondary attacks and take a -5 penalty on attack rolls. Creatures with the Multiattack feat (see

Feats, below) take only a -2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares. Table: Creature Sizes gives the fighting space for creatures of any given size, although variations and exceptions are possible.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. Table: Creature Sizes provides the typical reach for creatures of any given size. The GM may adjust the values in the table by -5 feet or +5 feet for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens before he or she can attack it. (This does not apply if the character takes a 5-foot step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

Special Qualities (SQ)

Many creatures have unusual abilities. A special quality can be extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

Spell-Like: Spell-like abilities are magical and work just like spells, though they have no verbal, somatic, material, focus, or XP components. They are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used "at will" has no use limit. Using a spell-like ability is an attack action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. A spell-like ability can be disrupted just as a spell can be.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name.

The saving throw (if any) for a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Supernatural: Supernatural abilities are magical but are not subject to spell resistance. Using a supernatural ability is an attack action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

Allegiances/ Alignment (AL)

This entry lists the creature's most likely allegiances, in order from most important to least important. Fantastic creatures often have allegiances to a moral or ethical philosophy as well as allegiances to masters, groups, organizations, owners, or creators. Alternately, a specific alignment may be noted. See Chapter 8: Character Details for more information on allegiances and alignments.

Saves (SV)

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any special qualities.

Action Points (AP)

Creatures have no action points. However, creatures can gain action points by taking levels in a character class. Every time a creature picks up a class level, it gains a number of action points equal to 5 + one-half its character level (not counting the creature's starting Hit Dice). Like most characters, however, creatures with class levels will have spent a certain number of action points in the course of their careers.

Assume that a creature has a number of action points remaining equal to one-half of its class levels.

Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha). Exceptions are noted below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Quadrupeds can carry heavier loads than bipedal characters. See Carrying Capacity.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act (such as by casting spells), the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and it always fails Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks. A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not it has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are as follows.

Skills

This section lists alphabetically all the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or species abilities (unless otherwise noted in the descriptive text). All listed skills were purchased as class skills unless the creature acquires a character class (see Advancement, below).

Automatic Languages: Some creatures read, write, or speak unique languages that characters don't know anything about. The GM determines whether a character is capable of learning one of these unique languages and the method by which that language can be learned.

Feats

This section lists alphabetically all the creature's feats.

Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described

below).

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a -5 penalty.

Advancement

The GM can improve a creature by increasing its Hit Dice. The Advancement entry indicates the increased Hit Dice (and often size) of the creature or indicates that the creature can advance by character class.

Increasing Hit Dice

As a creature gains Hit Dice, many of its game statistics change.

Size: Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types.

Defense: An increase in size affects a creature's Defense, as shown on Table: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus: Table: Creature Saves and Base Attack Bonuses shows how a creature's base attack bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on Table: Creature Sizes. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier: An increase in size affects a creature's grapple modifier, as shown on Table: Creature Sizes.

Damage: An increase in size also increases the amount of damage a creature deals with its natural weapons.

Saving Throws: Table: Creature Saves and Base Attack Bonuses shows how a creature's saving throw bonuses improve as it gains Hit Dice.

Ability Scores: An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on Table: Adjustments to Physical Abilities and Natural Armor.

Skills and Feats: As shown on Table: Bonus Skill Points and Feats by Creature Type, a creature may gain additional skill points and feats depending on its type.

Table: Adjustments to Physical Abilities and Natural Armor

Old Size ¹	New Size	Str	Dex	Con	Natural Armor Improvement
Fine	Diminutive	—	-2	—	—
Diminutive	Tiny	+2	-2	—	—
Tiny	Small	+4	-2	—	—
Small	Medium-size	+4	-2	+2	—
Medium-size	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3
Huge	Gargantuan	+8	—	+4	+4
Gargantuan	Colossal	+8	—	+4	+5

¹Repeat the adjustment if the creature moves up more than one size category.

Table: Bonus Skill Points and Feats by Creature Type

Type	Bonus Skill Points	Bonus Feats
A aberration	+2 per extra HD	+1 per 4 extra HD
Animal	—	—
Construct	—	—
Dragon	6 + Int modifier per extra HD	+1 per 4 extra HD
Elemental	+2 per extra HD	+1 per 4 extra HD
Fey	+2 per extra HD	+1 per 4 extra HD
Giant	+2 per extra HD	+1 per 4 extra HD
Humanoid	+1 per extra HD	+1 per 4 extra HD
Magical beast	+1 per extra HD ¹	+1 per 4 extra HD
Monstrous humanoid	+2 per extra HD	+1 per 4 extra HD
Outsider	8 + Int modifier per 4 extra HD	+1 per extra HD
Plant	—	—
Undead	+2 per extra HD	+1 per 4 extra HD
Vermin	—	—

¹Magical beasts with an Intelligence of 1 or 2 gain no bonus skills as they advance.



Acquiring a Character Class

A creature that acquires a character class follows the rules for multiclass characters. The creature's character level equals its Hit Dice plus the number of class levels it has. Creatures with 1 or fewer Hit Dice count only their character class levels.

Size: Adding character classes to a creature never affects its size.

Skills: Creatures that take levels of a character class do not gain as many skill points as a human character of the same class. Creatures get 4 fewer skill points at 1st level than a human character and 1 fewer skill point each level thereafter; see Table: Skill Points per Class Level for Nonhumans.

Feats: Creatures with 1 or fewer Hit Dice that acquire character class levels advance as human characters do, but they gain only one bonus feat at 1st level instead of two.

Talents and Abilities

Creatures that advance by character class gain special talents and abilities, which are noted here.

Table: Skill Points per Class Level for Nonhumans

Basic Class	Skill Points per Level ¹
Arcane Student	5 + Int modifier
Bruiser	2 + Int modifier
Bystander	5 + Int modifier
Casanova	6 + Int modifier
Clergy	2 + Int modifier
Pagan	4 + Int modifier
Rake	6 + Int modifier
Vagrant	3 + Int modifier

¹Humanoids with 1 or fewer Hit Dice advance as human characters do. At 1st level, multiply the number of skill points per level by 4.

CREATURE TYPES

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type. Unless a type description specifies a particular score for one of these abilities, the GM will assign values as he or she deems appropriate.

A creature belongs to one of the fifteen types described below. A single creature cannot have more than one type.

Table: Creature Saves and Base Attack Bonuses provides the modifiers to a creature's saving throws and attack rolls based on its type and Hit Dice.

Table: Creature Saves and Base Attack Bonuses

Creature Hit Dice	Good Save Bonus	Poor Save Bonus	Base Attack Bonus (A)	Base Attack Bonus (B)	Base Attack Bonus (C)
1 or less	+2	+0	+0	+1	+0
2	+3	+0	+1	+2	+0
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+1
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6/+1	+2
7	+5	+2	+5	+7/+2	+3
8	+6	+2	+6/+1	+8/+3	+4
9	+6	+3	+6/+1	+9/+4	+4
10	+7	+3	+7/+2	+10/+5	+5
11	+7	+3	+8/+3	+11/+6/+1	+5
12	+8	+4	+9/+4	+12/+7/+2	+6/+1
13	+8	+4	+9/+4	+13/+8/+3	+6/+1
14	+9	+4	+10/+5	+14/+9/+4	+7/+2
15	+9	+5	+11/+6/+1	+15/+10/+5	+7/+2
16	+10	+5	+12/+7/+2	+16/+11/+6/+1	+8/+3
17	+10	+5	+12/+7/+2	+17/+12/+7/+2	+8/+3
18	+11	+6	+13/+8/+3	+18/+13/+8/+3	+9/+4
19	+11	+6	+14/+9/+4	+19/+14/+9/+4	+9/+4
20	+12	+6	+15/+10/+5	+20/+15/+10/+5	+10/+5

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, humanoids, oozes, plants, and vermin.

Base Attack Bonus (B): Use this column for dragons, magical beasts, monstrous humanoids, and outsiders.

Base Attack Bonus (C): Use this column for fey and undead.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Aberrations are typically humans who are tainted by Hellish energy and influence while still living. See Table: Aberrations for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations share the following additional traits.

Weapon and Armor Proficiency: Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency or Simple Weapons Proficiency. They are proficient with their natural weapons and any weapon mentioned in their entries. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most aberrations have darkvision with a range of 60 feet.

Table: Aberrations

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	32 d8	2d6	4d8	2d8	4d6
Gargantuan	34-35	10-11	24-25	16 d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8 d8	1d6	2d8	2d4	2d6
Large	18-19	12-13	16-17	2 d8	1d4	2d6	1d6	1d8
Medium-size	10-11	4-5	12-13	1 d8	1d3	2d4	1d4	1d6
Small	6-7	16-17	10-11	1/2 d8	1d2	1d6	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d8	1	1d4	1d2	1d3
Diminutive		20-21	10-11	1/8 d8	—	1d3	1	1d2
Fine		22-23	10-11	1/16 d8	—	1d2	—	1

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals cover unmodified creatures that occur in nature, though Gamemasters are encouraged to modify these creatures to reflect Hellspawn influence. See Table: Animals for physical ability scores, recommended minimum Hit Dice, and damage based on size. Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude and Reflex (some animals have different good saves).

Skill Points: 10–15.

Feats: None.

Animals share the following additional traits.

Weapon and Armor Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision (Ex): Most animals have low-light vision.

Table: Animals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42–43	10–11	28–29	32d8	2d6	4d6	2d8	4d6
Gargantuan	34–35	10–11	24–25	16d8	1d8	2d8	2d6	2d8
Huge	26–27	10–11	20–21	4d8	1d6	2d6	2d4	2d6
Large	18–19	12–13	16–17	2d8	1d4	1d8	1d6	1d8
Medium-size	10–11	14–15	12–13	1d8	1d3	1d6	1d4	1d6
Small	6–7	16–17	10–11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2–3	18–19	10–11	1/4 d8	—	1d3	1d2	1d3
Diminutive	—	20–21	10–11	1/8 d8	—	1d2	—	1d2
Fine	—	22–23	10–11	1/16 d8	—	—	—	—

Construct

A construct is an animated object or artificially constructed creature. Often times Hellspawn employ constructs as servants or pets. Occasionally mankind's own sin will animate a Construct, but this is rare. See Table: Constructs for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Constructs share the following additional traits.

Weapon and Armor Proficiency: Constructs are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Constructs have no Constitution score and usually no Intelligence score.

Extra Hit Points: Constructs gain extra hit points according to size, as shown on Table: Constructs.

Darkvision (Ex): Most constructs have darkvision with a range of 60 feet.

Immunities: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

Special: Constructs cannot be raised from the dead.

Table: Constructs

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44-47	6-7	—	32 d10	20	4d6	2d6	2d8	4d6
Gargantuan	36-39	6-7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28-31	6-7	—	8d10	40	2d6	1d6	2d4	2d6
Large	20-23	8-9	—	2d10	20	1d8	1d4	1d6	1d8
Medium-size	12-15	10-11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8-11	12-13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4-7	14-15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2-5	16-17	—	1/8 d10	—	1d2	—	—	1d2
Fine	1	18-19	—	1/16 d10	—	—	—	—	—

Dragon

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Dragons are basically unheard of in the world of **Contagion**. Still, rumors persist that powerful demons keep dragons as servants. See Table: Dragons for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 6 + Int modifier per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Dragons share the following additional traits.

Weapon and Armor Proficiency: Dragons are proficient with their natural weapons only. They are not proficient with armor.

Darkvision (Ex): Most dragons have darkvision with a range of 60 feet.

Immunities: Dragons are immune to sleep, hold, and paralysis effects.

Table: Dragons

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46-47	6-7	30-31	38d12	2d8	4d8	4d6	4d6
Gargantuan	38-39	6-7	26-27	27d12	2d6	4d6	2d8	2d8
Huge	30-31	6-7	22-23	19d12	1d8	2d8	2d6	2d6
Large	22-23	8-9	18-19	10d12	1d6	2d6	1d8	1d8
Medium-size	14-15	10-11	14-15	7d12	1d4	1d8	1d6	1d6
Small	10-11	12-13	12-13	4d12	—	1d6	1d4	1d4
Tiny	6-7	14-15	12-13	3d12	—	1d4	1d3	1d3
Diminutive	4-5	16-17	12-13	1d12	—	1d3	1d2	1d2
Fine	4-5	18-19	12-13	1/2 d12	—	1d2	1	1

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. Often times these creatures are animated by either Hellish energy or the magic of Pagans. See Table: Elementals for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table 8-2: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Varies by element: Fortitude (earth, water) or Reflex (air, fire).

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Elementals share the following additional traits.

Weapon and Armor Proficiency: Elementals are proficient with their natural weapons only. They are not proficient with armor.

Darkvision (Ex): Most elementals have darkvision with a range of 60 feet.

Immunities: Elementals are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage.

Special: Elementals cannot be raised from the dead.

Table: Elementals

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36-37	5-7	24-25	16d8	2d8	2d8	2d6	1d8
Huge	28-29	5-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-21	8-9	16-17	4d8	1d8	1d8	1d6	1d4
Medium-size	12-13	10-11	12-13	2d8	1d6	1d6	1d4	1d3
Small	8-9	12-13	10-11	1d8	1d4	1d4	1d3	1d2
Tiny	6-7	4-5	10-11	1/2 d8	1d3	1d3	1d2	—
Diminutive	4-5	16-17	10-11	1/4 d8	1d2	1d2	—	—
Fine	4-5	18-19	10-11	1/8 d8	—	—	—	—

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped and often, but not always, used by demons to manipulate gullible Pagans. See Table: Fey for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d6.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey share the following additional traits.

Weapon and Armor Proficiency: A fey receives either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. Fey are proficient with any weapon mentioned in their entries. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most fey have low-light vision.

Table: Fey

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	8-9	26-27	32d6	2d6	2d8	2d8	4d6
Gargantuan	34-35	8-9	22-23	16d6	1d8	2d6	2d6	2d8
Huge	26-27	8-9	18-19	8d6	1d6	1d8	2d4	2d6
Large	18-19	10-11	14-15	2d6	1d4	1d6	1d6	1d8
Medium-size	10-11	12-13	10-11	1d6	1d3	1d4	1d4	1d6
Small	6-7	4-6	8-9	1/2 d6	1d2	1d3	1d3	1d4
Tiny	2-3	16-17	8-9	1/4 d6	—	1d2	1d2	1d3
Diminutive	—	18-19	8-9	1/8 d6	—	—	—	1d2
Fine	—	20-21	8-9	1/16 d6	—	—	—	—

Giant

A giant is a humanoid creature of Large size or larger. Giants are known for their great strength. Usually Giants are mutated by Hellish energy. See Table: Giants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 6 + Int modifier (minimum 1), plus 1 points per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Giants share the following additional traits.

Size: Giants must be Large or larger.

Weapon and Armor Proficiency: Giants receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Low-Light Vision (Ex): Most giants have low-light vision.

Table: Giants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46-47	6-7	28-31	32 d8	2d6	2d8	2d8	4d6
Gargantuan	38-39	6-7	24-27	16d8	1d8	2d6	2d6	2d8
Huge	30-31	6-7	20-23	8d8	1d6	1d8	2d4	2d6
Large	22-23	8-9	16-19	2d8	1d4	1d6	1d6	1d8

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no supernatural or extraordinary abilities. See Table: Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Choose one (usually Reflex).

Skill Points: 6 + Int modifier, plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Humanoids share the following additional traits.

Size: Humanoids must be Medium-size or smaller.

Weapon and Armor Proficiency: Humanoids with more than 1 Hit Die receive one bonus feat selected from the following list: Archaic Weapons Proficiency, Armor Proficiency (light), or Simple Weapons Proficiency.

Keen Sight (Ex): Humanoids accustomed to living underground may have darkvision with a range of 60 feet, low-light vision, or both (as noted in their entries).

Table: Humanoids

Size	Str	Dex	Con	Minimum HD	Slam ¹	Bite	Claw	Gore
Medium-size	10-15	10-13	10-11	d8	1d3	1d4	1d4	1d6
Small	6-11	2-15	8-9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2-7	4-17	8-9	1/4 d8	—	1d2	1d2	1d3
Diminutive	—	16-19	8-9	1/8 d8	—	—	—	1d2
Fine	—	18-21	8-9	1/16 d8	—	—	—	—

¹ Unarmed attacks qualify as slam attacks that deal nonlethal damage.

Magical Beast

A magical beast is similar to an animal but can have an Intelligence score higher than 2. A magical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits. See Table: Magical Beasts for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex.

Skill Points: 2 x Int score, plus 1 point per Hit Dice beyond 1 HD, or 10-15 points if Int score is 1 or 2.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Magical beasts share the following additional traits.

Weapon and Armor Proficiency: Magical beasts are proficient with their natural weapons only. They are not proficient with armor.

Keen Sight (Ex): Magical beasts have darkvision with a range of 60 feet and low-light vision (unless noted otherwise).

Table: Magical beasts

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	32 d10	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	24-25	16 d10	1d8	2d8	2d6	2d8
Huge	26-27	10-11	20-21	8 d10	1d6	2d6	2d4	2d6
Large	18-19	12-13	16-17	2 d10	1d4	1d8	1d6	1d8
Medium-size	10-11	4-15	12-13	1 d10	1d3	1d6	1d4	1d6
Small	6-7	16-17	10-11	1/2 d10	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d10	—	1d3	1d2	1d3
Diminutive	—	20-21	10-11	1/8 d10	—	1d2	—	1d2
Fine	—	22-23	10-11	1/16 d10	—	—	—	—

Monstrous Humanoid

A monstrous humanoid is a humanoid creature with monstrous or animalistic features. A monstrous humanoid often possesses supernatural abilities and is often, like an aberration, the result of demonic manipulation. See Table: Monstrous Humanoids for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Reflex, Will.

Skill Points: 2 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Monstrous humanoids share the following additional traits.

Weapon and Armor Proficiency: Monstrous humanoids receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural attacks and any weapon mentioned in their entries. Monstrous humanoids noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most monstrous humanoids have darkvision with a range of 60 feet.

Table: Monstrous Humanoids

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	8-9	26-27	32d8	2d6	2d8	2d8	4d6
Gargantuan	34-35	8-9	22-23	16d8	1d8	2d6	2d6	2d8
Huge	26-27	8-9	18-19	8d8	1d6	1d8	2d4	2d6
Large	18-19	10-11	14-15	2d8	1d4	1d6	1d6	1d8
Medium-size	10-11	12-13	10-11	1d8	1d3	1d4	1d4	1d6
Small	6-7	14-15	8-9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2-3	16-17	8-9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	18-19	8-9	1/8 d8	—	1	1	1d2
Fine	1	20-21	8-9	1/16 d8	—	—	—	1

Ooze

An ooze is an amorphous or mutable creature. Oozes are generally created from sin energy coalescing in a polluted area. See Table: Oozes for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: None.

Skill Points: None.

Feats: None.

Oozes share the following additional traits.

Weapon and Armor Proficiency: Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores: Oozes have no Intelligence score.

Extra Hit Points: An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra hit points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table: Oozes.

Immunities: Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

Blindsight (Ex): Most oozes have blindsight with a range of 60 feet.

Table: Oozes

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	26-29	32d10	40	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	22-25	16d10	30	2d8	2d8	2d6	1d8
Huge	28-29	6-7	18-21	8d10	20	2d6	2d6	2d4	1d6
Large	20-21	8-9	14-17	2d10	15	1d8	1d8	1d6	1d4
Medium-size	12-13	10-11	10-13	1d10	10	1d6	1d6	1d4	1d3
Small	8-9	12-13	8-9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	8-9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2-3	16-17	8-9	1/8 d10	—	1d2	1d2	1	—
Fine	2-3	18-19	8-9	1/16 d10	—	1	1	—	—

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane. Demons and angels are both examples of outsiders. See Table: Outsiders for physical ability scores, recommended minimum Hit Dice, and damage based on size. Hit Die: d8.

Base Attack Bonus: Total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: 8 + Int modifier per Hit Dice.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Outsiders share the following additional traits.

Weapon and Armor Proficiency: Outsiders receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. They are proficient with their natural weapons and any weapon mentioned in their entries. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Darkvision (Ex): Most outsiders have darkvision with a range of 60 feet.

Special: Outsiders cannot be raised from the dead.

Table: Outsiders

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-47	6-7	28-29	32d8	4d6	4d6	2d8	2d6
Gargantuan	36-39	6-7	24-25	16d8	2d8	2d8	2d6	1d8
Huge	28-31	6-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-23	8-9	16-17	2d8	1d8	1d8	1d6	1d4
Medium-size	12-15	10-11	12-13	1d8	1d6	1d6	1d4	1d3
Small	8-11	12-13	10-11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4-7	14-15	10-11	1/4 d8	1d3	1d3	1d2	—
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	1d2	—	—
Fine	2-3	18-19	10-11	1/16 d8	—	—	—	—

Plant

A plant is a vegetable creature. See Table: Plants for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: None.

Feats: None.

Plants share the following additional traits.

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Immunities: Plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.

Low-Light Vision (Ex): Most plants with visual sensory organs have low-light vision.

Blindsight (Ex): Most plants without visual sensory organs have blindsight with a range of 60 feet.

Table: Plants

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	32d8	4d6	2d6	2d8	4d6
Gargantuan	36-37	6-7	24-25	16d8	2d8	1d8	2d6	2d8
Huge	28-29	6-7	20-21	4d8	2d6	1d6	2d4	2d6
Large	20-21	8-9	16-17	2d8	1d8	1d4	1d6	1d8
Medium-size	12-13	10-11	12-13	1d8	1d6	1d3	1d4	1d6
Small	8-9	12-13	10-11	1/2 d8	1d4	1d2	1d3	1d4
Tiny	4-5	14-15	10-11	1/4 d8	1d3	—	1d2	1d3
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	—	—	1d2
Fine	2-3	18-19	10-11	1/16 d8	—	—	—	—

Undead

An undead is a once-living creature animated by spiritual or supernatural forces. Usually these poor souls are cursed by demons and forced into service. See Table: Undead for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Will.

Skill Points: 3 x Int score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + Int modifier, plus 1 feat per 4 HD beyond 1 HD.

Undead share the following additional traits.

Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat. An undead is proficient with its natural weapons and any weapon mentioned in its entry. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy), as well as all lighter types.

Ability Scores: An undead has no Constitution score. It uses its Charisma modifier for Concentration checks.

Darkvision (Ex): Most undead have darkvision with a range of 60 feet.

Immunities: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless.

Healing: Undead cannot heal damage on their own if they have no Intelligence score. Undead can be healed with negative energy (usually only available through the use of magic). Most undead are destroyed immediately if reduced to 0 hit points or less.

Special: Undead cannot be raised from the dead.

Table: Undead

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	—	3/2 d12	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	—	2/d12	2d8	2d8	2d6	1d8
Huge	28-29	6-7	—	1/d12	2d6	2d6	2d4	1d6
Large	20-21	8-9	—	4d12	1d8	1d8	1d6	1d4
Medium-size	12-13	10-11	—	1d12	1d6	1d6	1d4	1d3
Small	8-9	12-13	—	1/2 d12	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	—	1/4 d12	1d3	1d3	1d2	—
Diminutive	2-3	16-17	—	1/8 d12	1d2	1d2	—	—
Fine	2-3	18-19	—	1/16 d12	—	—	—	—

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saves and Base Attack Bonuses).

Good Saving Throws: Fortitude.

Skill Points: 10-15.

Feats: None.

Vermin share the following additional traits.

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Vermin have no Intelligence score.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision (Ex): Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight (Ex): Most vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Resistance to Massive Damage (Ex): Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Table: Vermin

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	6-7	26-27	32 d8	2d6	4d6	2d8	4d6
Gargantuan	34-35	6-7	22-23	16 d8	1d8	2d8	2d6	2d8
Huge	26-27	6-7	18-19	8 d8	1d6	2d6	2d4	2d6
Large	18-19	8-9	14-15	2 d8	1d4	1d8	1d6	1d8
Medium-size	10-11	10-11	10-11	1 d8	1d3	1d6	1d4	1d6
Small	6-7	12-13	8-9	1/2 d8	1d2	1d4	1d3	1d4
Tiny	4-5	14-15	8-9	1/4 d8	—	1d3	1d2	1d3
Diminutive	2-3	16-17	8-9	1/8 d8	—	1d2	—	1d2
Fine	—	18-19	8-9	1/16 d8	—	—	—	—

RESEARCHING CREATURES

Researching a creature and learning its weaknesses will increase the likelihood of victory in the ultimate confrontation.

A character can uncover secrets about a particular creature or type of creature through research. The success of any such endeavor is measured with Research skill checks.

Researching a creature takes 1d4 hours plus an additional 1d4 hours if the creature is unique or has traits unlike other members of its species. The type of information gleaned in this amount of time depends on the character's Research check result, as shown below.

Type of Information	Research Check DC
Type Traits	
Reveals a creature's type and any traits common to that type.	15
Species Traits	
Reveals a specific creature's Species Traits.	20
Unique Traits	
Reveals the unique attributes and weaknesses (if any) of a specific creature.	25

CREATURE WEAKNESSES

Although a creature's type and species determine many of its traits and abilities, GMs are encouraged to alter a creature's physiology, behavior, abilities, tactics, and defenses when it serves the story or to confound players who think they know everything about their opponents.

The rules provided allow GMs to build custom monsters and ascribe special qualities to them. When designing a creature, the GM should also think of ways the creature can be defeated. From the character's point of view, a creature's weaknesses are more important than its abilities. Assigning weaknesses to creatures gives underpowered or poorly equipped characters a fighting chance.

Table: Sources of Weakness lists many sources to which a creature may be vulnerable. A source can be a specific object, location, substance, sound, sensation, or activity. How the creature interacts with a source of weakness is left up to the GM, although most sources must be in close proximity to the creature (if not touching the creature) to affect it. GMs may roll randomly on the table, choose a source that suits the creature, or devise their own.

Source Effects

After determining a creature's source of weakness, the GM needs to decide how the creature reacts when confronted by the source. Pick an effect that seems appropriate for the creature and the source.

A creature gets either a Fortitude or Will saving throw to overcome or resist the source of weakness; the DC of the save varies depending on the source's strength:

Strength of Source	Save DC
Easily resistible	10
Moderate	15
Strong	20
Overpowering	25

Creatures usually react to a source of weakness in one of six ways:

Addiction: The creature is compelled to ingest, imbibe, or inhale the source. The source must be within 5 feet of the creature to affect it. On a successful Will save, the creature negates the compulsion. On a failed save, the creature spends a full-round action indulging its addiction, then may resume normal actions while suffering one or more of the following effects (GM's choice):

- Creature takes a -2 penalty to Dexterity and Wisdom.

- Creature takes a -2 penalty on attack rolls and skill checks.
- Creature loses 10% of its current hit points.
- Blindness: The creature has a 50% miss chance in combat, loses any Dexterity bonus to Defense, moves at half speed, takes a -4 penalty on Strength and Dexterity-based skills, and cannot make Spot checks. Foes gain a +2 bonus on attack rolls to hit the creature.
- Deafness: The creature takes a -4 penalty to initiative checks and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks.
- Creature loses one of its extraordinary, supernatural, or spell-like special qualities.

Each effect lasts 1d4 hours. Even creatures immune to mind-affecting effects are susceptible to a source-induced addiction.

Attraction: The creature is compelled to move as fast as it can toward the source. On a successful Will save, the creature resists the compulsion. On a failed save, the creature moves toward the source at its maximum speed, taking the safest and most direct route. Once it reaches the source, the compelled creature seeks to possess it. If the source isn't something the creature can easily possess, it gets a new save every round to break the compulsion.

Even creatures immune to mind-affecting effects are susceptible to a source-induced attraction.

Aversion: The creature finds the source repellant. On a failed save, the creature cannot approach or remain within 1d4 x10 feet of it. In the case of traveling sounds, the creature moves away from the source as fast as it can, stopping only when it can no longer hear it. On a successful Will save, the creature overcomes its aversion and may approach the source freely.

A repelled creature that cannot move the requisite distance from the source suffers one or more of the following effects (GM's choice):

- Creature takes a -2 morale penalty to Strength and Dexterity.
- Creature takes a -2 morale penalty on attack rolls, damage rolls, and skill checks.
- Creature takes a -2 penalty to Defense.
- Blindness: See Addiction, above.
- Deafness: See Addiction, above.
- Creature loses one of its extraordinary, supernatural or spell-like special qualities.

Each effect lasts until the creature leaves the affected area and for 1d4 rounds afterward. Even creatures immune to mind-affecting effects are susceptible to a source-induced aversion.

Fascination: The creature finds the source fascinating and ceases all attacks and movement upon seeing, hearing, smelling, or otherwise perceiving it. On a successful Will save, the creature negates the fascination and can act normally. On a failed Will save, the creature can take no actions, and foes gain a +2 bonus on attack rolls against the creature. Any time the creature is attacked or takes damage, it gets a new save to negate the fascination. Otherwise, the fascination lasts as long as the creature can see, hear, smell, or otherwise perceive the source. Even creatures immune to mind-affecting effects are susceptible to a source-induced fascination.

Fear: The creature is frightened by the source. If it fails its Will save, the creature flees from the source as fast as it can. If unable to flee, the creature takes a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. On a successful save, the creature overcomes the fear and can approach the source or otherwise act without penalty.

Even creatures immune to mind-affecting effects are susceptible to a source-induced fear.

Harm: Contact with the source or proximity to the source harms the creature in some fashion. On a successful Fortitude save, the creature negates the effect or, in the case of instant death or disintegration, takes damage instead. GMs may choose one of the following effects or invent their own:

- Blindness and deafness: See Addiction, above. The blindness and deafness last 1d4 hours.
- Creature loses all of its supernatural and spell-like special qualities.
- Creature is turned to stone instantly.
- Creature loses 50% of its current hit points.
- Creature drops dead. On a successful save, the creature takes 3d6+15 points of damage instead.
- Creature is disintegrated. On a successful save, the creature takes 5d6 points of damage instead.

Even creatures immune to effects that require Fortitude saves are susceptible to source-induced harm.

HELLSPAWN

The creatures described in this section include Hellspawn, Demons, and everyday animals. Some creatures are presented as “templates.” A template can be acquired or inherited. Acquired templates can be applied to a creature anytime. Inherited templates assume the creature was born with the template. A creature’s description often includes statistics for both the standard breed and an “improved” version that has levels in one or more character classes.

Acid Rainer

These Hellspawn were created by demons wishing to inflict mankind’s carelessness upon itself. Formed from the byproducts of heavy industry and modern society, Acid Rainers are as terrifying as they are destructive. Acid Rainers are vaguely humanoid collections of acid with multiple caustic tentacles for arms and a dull, bestial intelligence bent on one goal: the complete dissolution of mankind. These Hellspawn often come into conflict with Pagans due to their highly destructive nature and intense loathing for the natural world.

Species Traits

Acid Resistance 10 (Ex): An acid rainer ignores the first 10 points of acid damage from any single attack.

Acid Spray (Ex): Once every 1d4 rounds, an acid rainer can spray out a cloud of caustic mist that fills a 30-foot radius spread centered on it. Each creature within this area takes 2d6 points of acid damage, or half damage if a Reflex save succeeds (DC 10 + 1/2 the acid rainer’s Hit Dice + its Constitution modifier).

Acid Touch (Ex): An acid rainer’s tentacles are coated with a caustic secretion that deals 1d6 points of acid damage on a successful hit.

Elemental: An acid rainer has the traits and immunities common to elementals.

Improved Grab (Ex): To use this ability, the acid rainer must hit a single opponent at least one size category smaller than itself with two tentacle attacks during the same round. If it gets a hold, it automatically deals damage for two tentacle attacks (including acid) each round that the hold is maintained.

Skill Bonuses: An acid rainer gains a +8 species bonus on Hide checks and a +4 species bonus on Move Silently checks.

Acid Rainer: CR 8; Huge elemental (air); HD 8d8+40; hp 76; Mas —; Init -2; Spd 5 ft., fly 40 ft. (average); Defense 10, touch 6, flat-footed 10 (-2 size, -2 Dex, +4 natural); BAB +6; Grap +19; Atk +9 melee (1d4+5 plus 1d6 acid, tentacle); Full Atk +9 melee (1d4+5 plus 1d6 acid, 6 tentacles) or +2 ranged; FS 15 ft. by 15 ft.; Reach 20 ft. with tentacles; SQ acid resistance 10, acid spray (DC 19), acid touch, darkvision 60 ft., elemental, improved grab; AL none; SV Fort +7, Ref +4, Will +2; AP 0; Rep +0; Str 20, Dex 7, Con 20, Int 6, Wis 11, Cha 11.

Skills: Hide +6, Listen +6, Move Silently +8, Spot +6.

Feats: Power Attack.

Advancement: 9–16 HD (Huge); 17–24 HD (Gargantuan); 25–31 HD (Colossal).

Ash Wraith

Ash Wraiths are created from the souls of humans who committed atrocities while hiding behind the church, or twisting holy teachings to justify unholy acts. Priests who molest children, Crusaders who raped and plundered their way across nations, televangelists who steal from the elderly to buy hookers and drugs are all likely candidates to become Ash Wraiths. The Fires of their own damnation are externalized, allowing them to share the unending misery that their selfishness and evil has wrought. Ash wraiths speak whatever languages they spoke in life.

They typically stand between 5 and 6 feet tall. Because they’re incorporeal, they have no weight.

Species Traits

Ash wraiths have the following traits:

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less.

Incorporeal (Ex): An ash wraith can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a wall of force). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it.

An ash wraith moves silently and cannot be heard with Listen checks. It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against an ash wraith. An ash wraith cannot be tripped or grappled by a corporeal attacker.

Burning Touch (Ex): The touch of an ash wraith deals 3d6 points of fire damage, and creatures hit by an ash wraith must succeed at a Reflex save (DC 15) or catch on fire.

Spawn (Su): Any humanoid slain by an ash wraith’s burning touch is immolated and reduced to a pile of ash that rises as an ash wraith in 1d4 rounds, provided that the soul is fitting (GM’s Discretion). Spawn are under the command of the ash wraith that created them.

and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an ash wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Fear of Daylight (Ex): Ash wraiths exposed to natural sunlight are panicked (no save). A panicked ash wraith flees from the sunlight as fast as possible; it can defend normally but cannot attack while exposed to natural sunlight.

Ash Wraith: CR 6; Medium undead; HD 6d12; hp 39; Mas —; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); Defense 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); BAB +3; Grap +3; Atk +6 melee (3d6 fire, burning touch); Full Atk +6 melee (3d6 fire, burning touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, burning touch, spawn, unnatural aura, fear of daylight; AL evil; SV Fort +2, Ref +5, Will +7; AP 0; Rep +0; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills: Hide +12, Intimidate +11, Listen +13, Read/Write Language (up to any three), Search +9, Sense Motive +11,

Speak Language (up to any three), Spot +13.

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Possessions: None.

Advancement: 7–12 HD (Medium).

Bogeyman

Some of Hell's most fearsome foot soldiers, Bogeymen typify the killers of the silver screen and urban legend. These Hellspawn are virtually indestructible and often seem to be single-minded in their objectives. Many Bogeymen will ignore assaults from obviously superior foes in order to kill their designated target. These victims are often seemingly selected at random, and no one can say for certain what purpose Hell has selected them for death.

Template Traits

"Bogeyman" is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the "base creature"). The creature retains its humanoid type. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Defense: The base creature's natural armor bonus improves by +3.

Special Qualities: A Bogeyman retains all the special qualities of the base creature and gains the additional special qualities described below.

Death's Door (Su): A Bogeyman appears to die if reduced to –10 hit points. However, unless it is reduced to its negative Constitution score in hit points, its "death" is only temporary; when the Bogeyman's fast healing ability (see below) brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A Bogeyman heals 5 points of damage per round until it is reduced to its negative Constitution score, at which point it dies. This ability does not enable the Bogeyman to regrow or reattach severed body parts.

Immunities (Ex): A Bogeyman is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Allegiances: Previous allegiances are lost; Replaced by an allegiance to evil. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A Bogeyman gains the following ability score increases: Str +2, Con +4. A Bogeyman must have a minimum Constitution score of 11.

Languages: A Bogeyman rarely speaks, but it can read, write, and understand whatever languages the base creature could.

Feats: A Bogeyman gains Great Fortitude and Improved Damage Threshold as bonus feats, assuming that it meets the prerequisites and the base creature did not already have those feats. A human Bogeyman keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

Breathsnatcher

These Hellspawn are created from the souls of people who took pleasure in inflicting suffering on those closest to them. Abusive parents/spouses, Arsonists, Sadists, and Murderers who tortured their victims are often altered to be Breathsnatchers. Breathsnatchers are often rather normal looking, aside from a wild quality in the eyes, and the sick gleeful smirk that they wear as their victims slowly perish. They average 6 feet tall and weigh about 150 pounds.

Species Traits

Breathsnatchers have the following traits:

Clawing Smoke (Su): Once every 1d4 rounds, a Breathsnatcher can expel a 30-foot cone of magic smoke. The smoke grants one-half concealment to creatures in its periphery and full concealment to characters obscured by more than 5 feet of smoke. In addition, any creature within the cone must succeed at a Fortitude save (DC 14) or get smoke in their lungs.

Holding one's breath doesn't help, as tendrils of smoke actively try to invade the lungs. This magic smoke begins to rip at the lungs and surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Snatch Breath (Su): As a full-round action, the Breathsnatcher can steal the breath from any adjacent creature with –1 or fewer hit points. This instantly kills the creature and grants the Breathsnatcher damage reduction 15/+1 for 1 hour per Hit Die of the victim.

Fast Healing 5 (Ex): A Breathsatcher heals 5 points of damage each round so long as it has at least 1 hit point remaining.

Breathsatcher: CR 6; Medium monstrous humanoid; HD 9d8; hp 40; Mas 10; Init +3; Spd 30 ft.; Defense 17, touch 13, flat-footed 14 (+3 Dex, +3 natural, +1 equipment); BAB +9; Grap +11; Atk +11 melee (1d4+2, knife) or +12 ranged (2d6, MAC Ingram M10) or +8 ranged (4d6, MAC Ingram M10 burst); Full Atk +11/+6 melee (1d4+2, knife) or +12/+7 ranged (2d6, MAC Ingram M10) or +8/+3 ranged (4d6, MAC Ingram M10 burst); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ clawing smoke, snatch breath, fast healing 5; AL evil; SV Fort +3, Ref +9, Will +9; AP 0; Rep +0; Str 14, Dex 17, Con 10, Int 13, Wis 16, Cha 9.

Skills: Hide +14, Listen +14, Move Silently +14, Read/Write English, Read/Write Language (any one), Speak English, Speak Language (any one), Spot +12.

Feats: Advanced Firearms Proficiency, Burst Fire, Personal Firearms Proficiency, Quick Draw, Simple Weapons Proficiency.

Possessions: Leather trenchcoat, knife, MAC Ingram M10 (.45 machine pistol) with suppressor.

Advancement: By character class.

Changeling

Changelings are the spirits of those people who indulged in debauchery in life. Heavy drinkers, the sexually promiscuous, habitual drug users, and gluttons are prime examples of the type of people who eventually become Changelings. When a Changeling is created, Demons typically take a human child and enact a ritual to bind the tortured soul to the child's body. The soul lies dormant, but intensely affects the moods and predilections of the host. Exorcism can remove the possessing spirit, and thus remove the template.

Template Traits

"Changeling" is an inherited template that can be added to any Small or Medium humanoid, monstrous humanoid, or outsider (referred to hereafter as the base creature). The changeling uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The creature's type changes to fey.

Hit Dice: Change to d6.

Special Qualities: A changeling retains all of the base creature's extraordinary, supernatural, and spell-like qualities except for qualities tied to its type. In addition to gaining the fey type, a changeling has the following special qualities.

Spell-like Abilities: 1/day—charm person, object reading; 3/day—detect magical aura. The changeling's caster level is equal to his or her character level.

Immunities (Ex): A changeling picks one energy type (acid, cold, electricity, fire, or sonic/concussion) to which it is immune.

Resistance to Energy (Ex): A changeling gains energy resistance 10 to one energy type (acid, cold, electricity, fire, or sonic/concussion).

A changeling cannot be resistant to an energy type to which it is immune (see above).

Damage Reduction 5/+1 (Su): A changeling ignores the first 5 points of damage dealt by a nonmagical weapon.

Allegiances: A changeling has an allegiance to chaos. This allegiance cannot be broken.

Ability Scores: A changeling's ability scores change as follows: Dex +4, Con -2, Cha +4.

Skill Bonuses: Changelings gain a +2 species bonus on Bluff and Sleight of Hand checks.

Feats: As the base creature.

Chemical Golem

These Hellspawn were created by one of Hell's human servants in the 1940's. Chemical Golems have been known to break free of their masters and rampage unchecked until they are destroyed. Most of the time, however, their devastating natures are firmly under the thumb of some other servant of Lucifer and Chemical Golems have won more than one battle in the War single-handedly.

Species Traits

A typical Chemical Golem stands about 9 feet tall and weighs approximately 4,000 pounds.

A Chemical Golem is incapable of speech, though it can understand any language spoken by its creator.

Berserk (Ex): When a Chemical Golem enters combat, it has a cumulative 1% chance each round of going berserk. When the uncontrolled golem goes on a rampage, it attacks the nearest living creature. If no creature is within reach, it smashes some object smaller than itself, then moves on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Breath Weapon (Ex): Once every 1d4 rounds, a Chemical Golem can breathe a 30-foot cone of acid and toxic fumes. Each creature in the area takes 5d6 points of acid damage (Reflex half) and 1d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice.

Chemical Healing (Ex): A Chemical Golem does not heal normally, but it can drink toxic liquids (such as acid, poison, or cleaning supplies) to heal itself. The creature heals 1 point of damage per 8 points of Purchase DC that it consumes in toxic chemicals. A Chemical Golem has no ability to discern which substances can heal it, so its creator must either command it to drink the appropriate chemicals on the spot or provide it with precise commands and a ready supply so that it can heal itself. A Chemical Golem gains no benefit from drinking a substance not considered immediately harmful to humans. The consumed liquids mix with the chemicals inside the golem and are destroyed.

Construct: A Chemical Golem has the traits and immunities common to constructs.

Damage Reduction 15/+1 (Su): A Chemical Golem ignores the first 15 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the Chemical Golem's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Magic Immunity (Ex): A Chemical Golem is immune to all spells, spell-like abilities, and supernatural effects, except one. A neutralize poison spell or effect slows the creature (as the slow spell) for 2d6 rounds, with no saving throw.

Rupture (Ex): If the Chemical Golem takes at least 10 points of damage (after damage reduction) from a single hit with a piercing or slashing weapon, its membrane ruptures, spraying a 10-foot cone of burning liquid and noxious fumes in the direction from which the attack originated. Each creature in the area takes 2d6 points of fire damage (Reflex half) and 1d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice. When the Chemical Golem is reduced to 0 hit points, its membrane collapses, spilling out all the remaining chemicals inside as a 15-foot-radius burst of acid, flame, and deadly gases. Every creature in the area takes 10d6 points of damage (half acid and half fire; Reflex half) and 2d4 points of Constitution damage (Fortitude negates). The DC for both saves is 10 + 1/2 the golem's Hit Dice.

Chemical Golem: CR 10; Large construct; HD 9d10; hp 49; Mas —; Init -1; Spd 20 ft. (can't run); Defense 20, touch 8, flat-footed 19 (-1 size, -1 Dex, +10 natural); BAB +1; Grap +15; Atk +11 melee (2d8+6, slam); Full Atk +11 melee (2d8+6, 2 slams) or +10 ranged; FS 5 ft. by 5 ft.; Reach 10 ft.; SQ berserk, breath weapon, chemical healing, construct, damage reduction 15/+1, magic immunity, rupture; AL creator; SV Fort +3, Ref +2, Will +3; AP 0; Rep +0; Str 23, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: None.

Advancement: 10–18 HD (Large); 19–27 HD (Huge).

Advanced Chemical Golem: CR 13; Huge construct; HD 19d10; hp 104; Mas —; Init -2; Spd 20 ft. (can't run); Defense 23, touch 8, flat-footed 18 (-2 size, -2 Dex, +13 natural); BAB +1; Grap +15; Atk +11 melee (2d8+6, slam); Full Atk +11 melee (2d8+6, 2 slams) or +10 ranged; FS 5 ft. by 5 ft.; Reach 10 ft.; SQ berserk, breath weapon, chemical healing, construct, damage reduction 15/+1, magic immunity, rupture; AL creator; SV Fort +6, Ref +4, Will +6; AP 0; Rep +0; Str 31, Dex 7, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: None.

Crawling Claw

These insidious little Hellspawn are often used as spies or

cannon fodder by the more potent in Hell's army. It is rumored that Crawling Claws are created in a magical ritual where a Demon severs his own hand to create one of these foul monsters. The horrifying appearance of these Hellspawn certainly supports this theory, as many of them are obviously not human hands. It should also be noted that no two Crawling Claws look the same.

Species Traits

Construct: Crawling Claws have the traits and immunities common to constructs.

Gaze Immunity (Ex): Because it lacks eyes, a Crawling Claw is immune to gaze attacks.

Smite Fallen (Ex): A Crawling Claw's attacks deal double damage against prone combatants.

Crawling Claw: CR 1/3; Diminutive construct; HD 1d10; hp 5; Mas —; Init +0; Spd 20 ft.; Defense 15, touch 14, flat-footed 15 (+4 size, +1 natural); BAB +0; Grap -12; Atk +4 melee (1, claw); Full Atk +4 melee (1, claw); FS 1 ft. by 1 ft.; Reach 0 ft.; SQ construct, gaze immunity, smite fallen, spell resistance 10; AL any; SV Fort +0, Ref +0, Will -3; AP 0; Rep +0; Str 10, Dex 10, Con —, Int —, Wis 5, Cha 5.

Skills: None.

Feats: None.

Advancement: None.

Demon

Demons were once angels of various houses. When Lucifer rose against God, the Angels who fought alongside the Morningstar were cast into Hell alongside him. Eons of torment have warped these once beautiful creatures into the chaotic and evil horrors that they are today.

Demon Traits: Most Demons possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

—Summon (Sp): Many Demons share the ability to summon others of their kind (the success chance and type of Demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

—Telepathy.

Except where otherwise noted, Demons speak Abyssal, and Celestial, as well as all human tongues.



Babau

	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	7d8+35 (66 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Defense:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+12
Attack:	Claw +12 melee (1d6+5)
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +2d6, spell-like abilities, summon demon
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.
Saves:	Fort +10, Ref +6, Will +6
Abilities:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Cleave, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (3-6)
Challenge Rating:	6
Alignment:	Always chaotic evil
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment:	—

Often called Ichor Demons, the Babau are those who utilized unfair and sneaky tactics during the war in Heaven. Their skin secretes a foul ichor making them dangerous to touch. Knife-like claws protrude from their hands and their jaws are distended and filled with shark-like teeth. Most have slimy black hair. The average Babau is about 6 feet tall and weighs about 140 pounds.

Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A Babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A Babau can make a sneak attack, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the Babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the Babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a Babau can attempt to summon 1 Babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Succubus

	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Defense:	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+6/+7
Attack:	Claw +7 melee (1d6+1)
Full Attack:	2 claws +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities, summon demon
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills:	Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Dodge, Mobility, Persuasive
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+6



Succubae are demons that tempted humanity with physical pleasures, in a bid to gain favor during the War in Heaven. Lust has always been their tactic, and beauty is paramount to them, though their natural state is inhumanly perfect, making them disconcerting to look at. The average Succubus is 6 feet tall in its natural form and weighs about 125 pounds. Note that Succubus is the title for female seducer demons. The male form is Incubus.

Combat

Succubae are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubae use their polymorph ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with characters is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubae are not above taking on the role of a damsel in distress when encountered within a dungeon. A Succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Energy Drain (Su): A Succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the Succubus must start a grapple, which provokes an attack of opportunity. The Succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the Succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—charm monster (DC 22), detect good, detect thoughts (DC 20), ethereal jaunt (self plus 50 pounds of objects only), polymorph (humanoid form only, no limit on duration), suggestion (DC 21), greater teleport (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a Succubus can attempt to summon 1 Vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A Succubus has a permanent tongues ability (as the spell, caster level 12th). Succubae usually use verbal communication with mortals.

Skills: Succubae have a +8 racial bonus on Listen and Spot checks.

*While using her polymorph ability, a Succubus gains a +10 circumstance bonus on Disguise checks.

Vrock

Vrocks are human souls warped into unearthly beasts. It is believed that the Vrock is the inspiration for some fictional references to "Old Ones" and the like. They are infectious and ultimately loyal to their demon masters.

Species Traits

Vrocks have the following traits:

Spores (Ex): A Vrock can release masses of spores from its body once every 3 rounds. The spores automatically deal 1d8 points of damage to all creatures within 5 feet of the Vrock. They then penetrate the skin and grow, dealing an additional 1d2 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. A delay poison spell stops the spores' growth for the duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour, a Vrock can emit a piercing screech. Every creature within a 30-foot radius must succeed at a Fortitude save (DC 10 + 1/2 Vrock's Hit Dice + Vrock's Constitution modifier) or be stunned for 1 round.

Dance of Ruin (Su): To use this ability, a group of five or more Vrocks join hands in a circle, dancing wildly and chanting. If they dance for 3 rounds, a wave of crackling energy flashes outward in a 100-foot radius. All creatures within the radius take 2d20 points of electricity damage (to which Vrocks are immune); a successful Reflex save (DC 15) halves the damage. Forcing the Vrocks to break the circle stops the dance.

Spell-like Abilities: At will—darkness, detect magical aura, displacement, telekinesis (DC 17). These abilities are as the spells cast by a 10th-level spellcaster. The DCs are Intelligence-based.

Summon Vrock (Sp): Once per day, a Vrock can attempt to summon another Vrock with a 35% chance of success. Summoned Vrock return whence they came after 1 hour. A Vrock that has just been summoned cannot use its own summon ability for 1 hour.

Teleport (Sp): A Vrock can teleport itself (plus 50 pounds of objects) to a specific destination up to 1,000 miles away. This ability is similar to the teleport incantation except the Vrock cannot teleport other creatures, need not make skill checks to succeed, and does not require any components to activate the ability. The Vrock may teleport as a full-round action, at will.

Immunities: Vrocks are immune to electricity and poison.

Damage Reduction 20/+2 (Ex): A Vrock ignores the first 20 points of damage dealt by any weapon with less than a +2 magic bonus.

Energy Resistance (Ex): Vrocks have acid, cold, and fire resistance 10.

Spell Resistance (Ex): A Vrock has spell resistance equal to 12 + the Vrock's Hit Dice (SR 20 for a normal Vrock).

Telepathy (Su): A Vrock can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): A Vrock can see in the dark up to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and the Vrock can function with no light at all.

Skill Bonuses: Vrocks gain a +8 species bonus on Listen and Spot checks.

Vrock: CR 9; Large outsider; HD 8d8+24; hp 60; Mas 17; Init +2; Spd 30 ft., fly 50 ft. (average); Defense 25, touch 11, flat-footed 23 (-1 size, +2 Dex, +14 natural); BAB +8; Grap +16; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, 2 claws), +9 melee (1d6+2, bite), +9 melee (1d4+2, 2 talons); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ spores, stunning screech (DC 17), dance of ruin, spell-like abilities, psionic abilities, summon Vrock, teleport, immune to electricity and poison, damage reduction 20/+2, acid resistance 10, cold resistance 10, fire resistance 10, SR 20, telepathy, darkvision 60 ft.; AL chaos, evil; SV Fort +9, Ref +8, Will +8; AP 0; Rep +0; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12.

Skills: Concentration +14, Hide +9, Knowledge (any one) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Speak Abyssal, Speak Language (any two), Spellcraft +12, Spot +12.

Feats: Archaic Weapons Proficiency, Multiattack, Power Attack.

Possessions: None.

Advancement: 9–12 HD (Large); 13–24 HD (Huge).

Doom Hag

Standing 6 feet tall and weighing 175 pounds, a Doom Hag resembles a grizzled crone. It is always clad in a shabby, tattered dress and shawl of a drab color. These flying Hellspawn are responsible for most of the legends of witches flying on their broomsticks. They typically seduce victims with their ability to duplicate any sound they hear and will often attack during daylight hours when they are virtually impossible to see.

Species Traits

Confusion (Sp): A Doom Hag can use confusion three times per day, as the spell cast by a 9th-level caster (Will save negates; save DC 14 + the Doom Hag's Charisma modifier).

Mimicry (Ex): A Doom Hag can imitate (but not necessarily understand) the sounds made by any person or animal it hears.

Natural Invisibility (Su): During daylight, a Doom Hag is naturally invisible and remains so even when attacking. Any creature that correctly discerns the Doom Hag's location despite being unable to see it has a 50% miss chance on melee and ranged attacks. This ability is always active, but the Doom Hag can suppress it for 1 round with a successful Concentration check (DC 15). A new check at the same DC is required for each subsequent round that it wishes to remain visible. The Doom Hag is visible from sundown to sunup.

Rend (Ex): If a Doom Hag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The rending attack deals damage as a claw attack plus 1.5 times the Doom Hag's Strength modifier.

Skill Bonus: A Doom Hag blends into the gloom, gaining a +4 species bonus on Hide checks at night or in darkness.

Undead: A Doom Hag has the traits and immunities common to undead.

Doom Hag: CR 6; Medium-size undead; HD 6d12; hp 39; Mas —; Init +0; Spd fly 30 ft. (perfect); Defense 18, touch 10, flat-footed 18 (+8 natural); BAB +3; Grap +7; Atk +8 melee (1d4+4, claw); Full Atk +8 melee (1d4+4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ confusion (DC 17), darkvision 60 ft., mimicry, natural invisibility, rend 1d4+6, undead; AL chaos, evil; SV Fort +2, Ref +2, Will +8; AP 0; Rep +0; Str 18, Dex 10, Con —, Int 15, Wis 17, Cha 16.

Skills: Bluff +11, Concentration +8, Hide +8 (+12 at night or in darkness), Intimidate +8, Knowledge (arcane lore) +10, Listen +10, Move Silently +8, Read/Write Language (any three), Speak Language (any three), Spot +10.

Feats: Simple Weapons Proficiency, Stealthy, Weapon Focus (claw).

Possessions: Tattered clothing, collections of scalps, teeth, and thighbones.

Advancement: 7–15 HD (Medium-size).

Dread Tree

Dread Trees are planted from the seeds of the Tree of Knowledge that Lucifer plundered during the beginning of the War between Heaven and Hell. These seeds have become defiled during their time in Hell and these awful Hellspawn are the result. Dread Trees appear to be old, dead maples or oaks with strange dark red fruit. Many Demons and Hellspawn use these aberrations as a first line of defense at their personal manses and homes. Needless to say, most mortals that transgress never return.

Species Traits

Blindsight (Ex): A Dread Tree is blind but can ascertain all creatures and objects within 30 feet just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the Dread Tree.

Double Damage against Objects (Ex): A Dread Tree that makes a full attack against an object or structure deals double damage to it.

Fire Vulnerability (Ex): A Dread Tree takes 50% more damage from fire attacks.

Improved Grab (Ex): To use this ability, the Dread Tree must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can smash in the next round (see below).

Intoxicating Fruit (Ex): The fruit of a Dread Tree produces a scent that is extremely intriguing to mammals. Any such creature within 100 feet of a Dread Tree must make a successful Will save (DC 10 + 1/2 the Dread Tree's Hit Dice + its Charisma modifier) or move into its fighting space. Once there, the creature must make another

successful Will save (same DC) or pick and eat the fruit. A creature too small to reach the branches eats fruit that has fallen from the tree. The fruit contains an ingested poison (Fortitude save DC 18; 1d6 Dex/unconsciousness for 2d6 rounds). The toxin remains viable for 1d6 days after picking.

Plant: Dread Trees have the traits and immunities common to plants.

Skills: Because a Dread Tree is intelligent, it gains skill points as if it were an animal. A Dread Tree gains a +16 species bonus on Hide checks made in forested areas.

Smash (Ex): A Dread Tree can smash a grappled opponent into its trunk or on the ground, dealing slam damage every round the hold is maintained.

Dread Tree: CR 8; Huge plant; HD 7d8+35; hp 66; Mas —; Init -1; Spd 20 ft.; Defense 20, touch 7, flat-footed 20 (-2 size, -1 Dex, +13 natural); BAB +5; Grap +22; Atk +12 melee (2d6+13, slam); Full Atk +12 melee (2d6+13, slam); FS 10 ft. by 10 ft.; Reach 15 ft.; SQ blindsight 30 ft., double damage against objects, fire vulnerability, intoxicating fruit (DC 14), plant, smash 2d6+13; AL evil; SV Fort +10, Ref +1, Will +4; AP 0; Rep +0; Str 29, Dex 8, Con 21, Int 2, Wis 15, Cha 12.

Skills: Hide -6 (+10 in forested areas), Intimidate +4, Listen +5, Spot +5.

Feats: None.

Advancement: 8–16 HD (Huge); 17–21 HD (Gargantuan).

Dryad

Dryads are Hellspawn crafted to seduce Pagans and nature lovers. Often naturalists in life, these souls are bound into trees and pose as nature spirits to dupe humans into carrying out Hell's agenda. In many cases, the dryad becomes so warped in the process that they truly believe themselves to be nature spirits of yore.

Species Traits

Dryads have the following traits:

Spell-Like Abilities: At will—entangle (DC 13), speak with plants, tree shape; 3/day—charm person (DC 13), deep slumber (DC 15), tree stride; 1/day—suggestion (DC 15). 6th-level caster. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous tree, or a copse of trees situated in one place (such as a lobby atrium) and must never stray more than 300 yards from it. Any who do stray from their trees become ill and die within 4d6 hours. A dryad's tree does not radiate magic.

Wild Empathy (Ex): A dryad can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions like a Diplomacy check made to improve the attitude of a person. The dryad rolls 1d20 +10 (+6 species bonus, +4 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.

Dryad: CR 3; Medium fey; HD 4d6; hp 14; Mas 11; Init +8; Spd 30 ft.; Defense 17, touch 12, flat-footed 13 (+4 Dex, +3 natural); BAB +1; Grap +1; Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow); Full Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork longbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ DR 5/+1, spell-like abilities, tree dependent, wild empathy; AL chaotic good, nature; SV Fort +3, Ref +8, Will +6; AP 0; Rep +0; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (life science) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9.

Feats: Great Fortitude, Improved Initiative.

Possessions: None.

Advancement: 3–4 HD (Medium).

Efreeti

Efreeti are the souls entrusted to work below Mephistopheles, stoking the very fires of Hell. These Creatures are rarely seen on earth, and are usually on an errand for their master when encountered. An efreeti typically uses its polymorph ability to conceal its true form: that of a 12-foot-tall giant with brick-red skin, fiery eyes, small horns, and jutting tusks. The average efreeti weighs about 2,000 pounds. Efreet read, write, and speak Infernal and one or more common or local languages.

Species Traits

Efreeti have the following traits:

Heat (Ex): An efreeti deals 1d6 points of additional fire damage whenever it hits in melee or each round it maintains a hold while grappling.

Spell-like Abilities: 1/day—detect magical aura, gaseous form, invisibility, wall of fire (save DC 16). These abilities are as the spells cast by a 10th-level spellcaster (save DC 12 + spell level). The DCs are Charisma-based.

Polymorph (Sp): An efreeti can cast polymorph, at will, as a move action. This ability is similar to the polymorph incantation except that no skill checks or components are required, the efreeti cannot transform any creature other than itself, and the efreeti can remain in its new form indefinitely.

Grant Wishes (Sp): Some efreeti (1% of the total population) are “noble” (being Mephistopheles’ personal lieutenants) and can grant up to three wishes to any being (non-genies only) that captures them. Noble efreet perform no other services and, upon granting the third wish, are free of their servitude. Whenever possible, an efreeti will twist the words of a wish to bring pain and destruction upon the wisher. A wish can produce any one of the following effects, at the GM’s discretion:

- Duplicate any spell (including raise dead).
- Undo the harmful effects of a spell.

- Increase one creature’s Wealth bonus by +20.
- Bequeath one nonmagical item with a purchase DC of 60 or less.
- Bequeath one magic item with a purchase DC of 45 or less.
- Remove all injuries and afflictions affecting one creature.
- Transport a number of creatures equal to the efreeti’s Hit Dice to any place the wisher chooses.
- Undo a single recent event.

Immunities: Efreet are immune to fire.

Cold Vulnerability: Efreet take 50% more damage when they fail a save against any cold-based attack.

Telepathy (Su): An efreeti can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Efreet can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and efreet can function with no light at all.

Efreeti: CR 8; Large outsider; HD 10d8+20; hp 65; Mas 14; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 20 ft. (perfect); Defense 18, touch 12, flat-footed 15 (–1 size, +3 Dex, +6 natural); BAB +10; Grap +20; Atk +15 melee (1d8+9 plus 1d6 fire, slam); Full Atk +15/+10 melee (1d8+9 plus 1d6 fire, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ heat, spell-like abilities, polymorph (self only), immune to fire, cold vulnerability, telepathy, darkvision 60 ft.; AL evil, law; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills: Bluff +12, Concentration +12, Craft (any one) +8, Escape Artist +11, Intimidate +13, Listen +12, Move Silently +11, Read/Write Infernal, Read/Write Language (any one), Sense Motive +11, Speak Infernal, Speak Language (any one), Spellcraft +9, Spot +12.

Feats: Archaic Weapons Proficiency, Combat Reflexes, Dodge, Improved Initiative.

Possessions: None.

Advancement: 11–15 HD (Large); 16–30 HD (Huge); or as character class.

Fiend

Fiends vary wildly. GMs are encouraged to design their own fiends using the information provided in the Table: Outsiders and below. Several sample fiends are given below.

Species Traits

Fiends have the following traits.

Variable Size: Depending on their size, fiends gain a size bonus or penalty on attack rolls, a size bonus or penalty to Defense, and a size bonus or penalty on Hide checks and grapple checks. See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a fiend’s typical fighting space and reach.

Natural Armor: A fiend has preternaturally tough skin and gains a natural armor bonus to Defense. The bonus depends on its size, and higher bonuses are allowable: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Immunities (Ex): A fiend is immune to one or more specific types of energy or weapon damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Resistance to Energy (Ex): A fiend is resistant to one or more specific types of energy damage. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction.

Damage Reduction (Su): Some fiends have damage reduction. Roll on Table: Fiend Immunities, Resistances, and Damage Reduction to determine whether a fiend has damage reduction. If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a fiend's damage reduction or contrive some other special vulnerability (see Creature Weaknesses for suggestions).

Telepathy (Su): Fiends with an Intelligence of 6 or higher can communicate telepathically with any creature within 100 feet that has a language.

Allegiances: All fiends have a primary allegiance to evil. Fiends may also have an allegiance to either chaos or law.

Bonus Feat: Fiends gain either Archaic Weapons Proficiency or Simple Weapons Proficiency as a bonus feat.

Automatic Languages: Fiends can speak Abyssal (the language of demons) and a number of additional languages equal to their Intelligence bonus. Fiends with an Intelligence of 8 or higher can also read and write these languages.

Advancement: By character class.

Table: Fiend Immunities, Resistances, and Damage Reduction

Roll d%	Immunity	Roll d%	Resistance	Roll d%	Damage Reduction
01-06	Acid damage	01-21	None (do not roll again)	01-33	None (do not roll again)
07-12	Cold damage	22-27	Acid resistance 10	34-45	5/specific weapon type ¹
13-18	Sonic/concussion damage	28-30	Acid resistance 20	46-57	10/specific weapon type ¹
19-24	Electricity damage	31-36	Cold resistance 10	58-63	20/specific weapon type ¹
25-30	Fire damage	37-39	Cold resistance 20	64-72	5/+1
31-36	Ballistic damage	40-45	Sonic/concussion resistance 10	73-81	10/+1
37-42	Bludgeoning damage	46-48	Sonic/concussion resistance 20	82-84	15/+1
43-48	Piercing damage	49-54	Electricity resistance 10	85-87	20/+1
49-54	Slashing damage	55-57	Electricity resistance 20	88-90	5/+2
55-60	Poison damage	58-63	Fire resistance 10	91-93	10/+2
61-66	Radiation damage	64-66	Fire resistance 20	94-98	15/+2
67-100	Choose one, and roll again	67-100	Choose one, and roll again	99-100	20/+2

¹Includes weapons made of a specific material (silver or wood, for example) or weapons that deal a specific type of damage (ballistic, bludgeoning, piercing, or slashing).

Festergog (Vomit Fiend)

These foul fiends were created by Hell's overlords from the regurgitations of those poor souls sent to Hell for their gluttony. Festergogs delight in seeing humans vomit and, if left to their own devices, will often engage in acts designed to make witnesses sick. Vomit Fiends are slow and will usually rely on brute strength and toughness when engaged in combat.

Festergog (Vomit Fiend): CR 9; Huge outsider; HD 12d8+60; hp 114; Mas 20; Init -2; Spd 20 ft., climb 20 ft.; Defense 22, touch 6, flat-footed 22 (-2 size, -2 Dex, +16 natural); BAB +16; Grap +33; Atk +23 melee (2d6+13, slam); Full Atk +23/+18/+13/+8 melee (2d6+9, slam), or +12/+7/+2/-3 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ stench, immune to electricity and poison, acid and fire resistance 20, damage reduction 10/slashing, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +15, Ref +8, Will +14; AP 0; Rep +0; Str 28, Dex 6, Con 20, Int 16, Wis 15, Cha 16.

Skills: Bluff +15, Climb +29, Intimidate +15, Knowledge (any three) +15, Listen +14, Read/Write Abyssal, Read/Write Draconic, Read/Write English, Read/Write Latin, Search +15, Sense Motive +14, Speak Abyssal, Speak Draconic, Speak English, Speak Latin, Spot +14, Survival +14.
Feats: Blind-Fight, Frightful Presence, Iron Will, Power Attack, Simple Weapons Proficiency.

Stench (Ex): A Festergog's skin exudes a toxic, foul-smelling pus. Any creature within 10 feet must succeed on a Fortitude save (DC 21) or become nauseated for as long as it remains in the affected area and for 1d4 rounds afterward. A nauseated creature cannot attack, cast spells, use spell-like abilities, or do anything else requiring attention or concentration. The only action a nauseated creature can take is a single move action per turn. Creatures that successfully save are unaffected and cannot be affected again by the same Festergog's stench for 24 hours.

Immunities (Ex): A Festergog is immune to electricity and poison.

Acid and Fire Resistance 20 (Ex): A Festergog ignores the first 20 points of damage from any attack that deals acid or fire damage.

Damage Reduction 10/Slashing (Su): A Festergog ignores the first 10 points of damage dealt by any nonslashing weapon.

Fleshraker (Knife Fiend)

These fiends are unholy retribution for those whose sin is wrath. They have an insatiable bloodlust and are often the first fiends to appear in any conflict with Heaven's forces. Most Fleshrakers carry a small arsenal of slashing weapons to dispatch to pious. They loathe the gentle and peaceful and often attacked peace rallies in the '60's and '70's.

Bonus Feat: A Fleshraker gains Archaic Weapons Proficiency as a bonus feat.

Damage Reduction 10/Ballistic (Ex): A Fleshraker ignores the first 10 points of damage dealt by any nonballistic weapon.

Death Hunger (Ex): A Fleshraker that goes 24 hours without killing a human suffers 1d4 points of Constitution damage. This damage cannot be restored until the Fleshraker kills a human, at which point the ability damage heals normally.

Fire Resistance 20 (Ex): A Fleshraker ignores the first 20 points of damage from any attack that deals fire damage.

Immunities (Ex): A Fleshraker is immune to slashing and piercing weapons.

Wounding Weapon (Su): Any slashing weapon wielded by a Fleshraker can inflict terrible wounds that bleed profusely. In addition to the normal damage the weapon deals, the target takes 1 point of damage that round and each subsequent round from bleeding. Multiple wounds from a wounding weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). A successful Treat Injury check (DC 15) or the application of any cure spell stops the bleeding. The weapon does not retain this ability outside the grasp of a Knife Fiend, although any bleeding wounds it has inflicted continue to bleed if the Fleshraker is disarmed.

Fleshraker (Knife Fiend): CR 3; Medium-size outsider; HD 4d8+8; hp 26; Mas 14; Init +4; Spd 30 ft.; Defense 24, touch 14, flat-footed 20 (+4 Dex, +9 natural, +1 leather jacket); BAB +4; Grap +5; Atk +9 melee (1d4+1/19-20, knife); Full Atk +9 melee (1d4+1/19-20, knife) or +9 ranged (1d4+1/19-20, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ damage reduction 10/ballistic, darkvision 60 ft., fire resistance 20, immunities, wounding weapon; AL evil, chaos; SV Fort +6, Ref +8, Will +5; AP 0; Rep +0; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 10.

Skills: Balance +8, Bluff +4, Disguise +4, Escape Artist +8, Hide +8, Knowledge (arcane lore) +6, Knowledge (behavioral science) +6, Listen +5, Move Silently +8, Read/Write Abyssal, Read/Write English, Read/Write Latin, Speak English, Speak Abyssal, Speak Latin, Spot +5.
Feats: Archaic Weapons Proficiency, Simple Weapons Proficiency, Weapon Finesse (knife), Weapon Focus (knife).

Possessions: Leather jacket, casual outfit, hat, 12 knives.

Advancement: By character class.

Harriken (Headsnatcher Fiend)

Harriken are Hell's answer to the sin of vanity. These

Hellspawn delight in becoming the beautiful by taking their heads. If forced to take the head of an ugly (or modest) person, the Headsnatcher will become very uncomfortable and usually seeks a new victim quickly. After the head has been taken, most Harriken will enjoy tearing apart the victim's life and relationships until a new, more beautiful, conquest comes along.

Attach Head (Ex): As an attack or move action, a Harriken can attach a head (either its own detached head or the severed head of any Medium-size humanoid creature) to its headless body. It gains the visual, auditory, and olfactory senses of the creature whose head it wears; if the creature had low-light vision, for instance, the Harriken gains this ability for as long as the head is worn.

The creature from which the head is taken must have died within the past 24 hours; otherwise, any attempt by the Harriken to graft the head onto its body fails.

Body Blindsight (Ex): A Harriken's headless body can sense its surroundings as though it has the blindsight ability with a range of 30 feet. However, without its own head, the Harriken loses its darkvision.

Detach Head (Ex): As an attack or move action, a Harriken can detach the head (either its own head or the severed head of any Medium-size humanoid creature) from its body.

Disguise Self (Su): The Harriken can assume the appearance of a specific Medium-size humanoid creature by attaching the creature's severed head to its body. The illusion lasts as long as the head remains attached. The Harriken does not gain any of the creature's abilities, mannerisms, or knowledge, but it gains a +10 bonus on Disguise checks. Other creatures get a Will save (DC 10 + 1/2 the Harriken's Hit Dice + its Charisma modifier) to pierce the illusion if they interact with it (such as by touching the Harriken and having that sensory input not match what they see). A true seeing spell reveals the Harriken's actual horrific appearance.

Electrical Rejuvenation (Ex): A Harriken is immune to electricity. Furthermore, it heals 1 point of damage for every die of electricity damage it would take normally. For example, a 6d6 lightning bolt heals 6 points of damage to the Harriken.

Fire Resistance 10 (Ex): A Harriken ignores the first 10 points of damage from any attack that deals fire damage.

Indestructible Body (Su): While its head is attached to its body, a Harriken can be killed. However, if its head is detached, the body stops taking damage when reduced to 1 hit point. Any damage dealt to the body that would knock it below 1 hit point is ignored. If the Harriken's detached head is found and destroyed (Defense 7; hp 5), the Harriken's body is instantly slain.

Telepathy (Su): A Harriken can communicate telepathically with any creature within 100 feet that has a language.

Harriken (Headsnatcher Fiend): CR 4; Medium-size outsider; HD 4d8+4; hp 22; Mas 13; Init +0; Spd 30 ft.; Defense 21 (+9 natural, +2 leather armor), touch 10, flatfooted 21; BAB +4; Grap +5; Atk +5 melee (1d6+1, slam) or +5 melee (1d8+1/19-20, longsword); Full Atk +5 melee

(1d6+1, slam) or +5 melee (1d8+1/19–20, longsword) or +4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Attach head, body blindsight, darkvision 60 ft., detach head, disguise self (DC 15), electrical rejuvenation, fire resistance 10, indestructible body, telepathy; AL evil; SV Fort +5, Ref +4, Will +6; AP 0; Rep +0; Str 13, Dex 11, Con 13, Int 16, Wis 15, Cha 16. Skills: Bluff +10, Disguise +10 (+20 when using disguise self ability), Hide +6, Intimidate +9, Listen +6, Move Silently +6, Read/Write Abyssal, Read/Write Languages (any three), Sense Motive +6, Speak Abyssal, Speak Languages (any three), Spot +6. Feat: Heroic Surge (1/day). Advancement: By character class.

Kwevencha (Spider Fiend)

Spider Fiends were created from the souls of the greedy in the days when silver and gold were common forms of currency. The Fiends were attracted to what they couldn't have and often resorted to murderous acts visited upon the rich. In the modern era, these Fiends are used for a multitude of purposes, presumably because of the open availability of greedy damned souls.

Damage Reduction 5/Silver (Ex): A Kwevencha ignores the first 5 points of damage dealt by any unsilvered weapon.

Immunities (Ex): A Kwevencha is immune to poison.

Improved Grab (Ex): To use this ability, the Kwevencha must hit a Small or Medium-size creature with its bite attack. If it gets a hold, it deals automatic damage with its bite on subsequent rounds.

Monstrous Spider Minions: A Kwevencha has 2d6 Tiny monstrous spiders clinging to its body. It can telepathically command these spiders to attack, but the Kwevencha must remain within 100 feet of the monstrous spiders to telepathically control them.

Poison (Ex): Bite; contact 1d6 Str/1d6 Str; Fortitude save (DC 10 + 1/2 the Kwevencha's Hit Dice + its Constitution modifier) resists.

Spit Poison (Ex): A Kwevencha can shoot a 20-foot-long line of poisonous spittle at a single target. The save DC and effects of the poison are described above.

Stability (Ex): A Kwevencha gains a +4 stability bonus on checks to resist trip and bull rush attacks.

Telepathy (Su): A Kwevencha can communicate telepathically with any creature within 100 feet that has a language.

Web Cocoon (Ex): A Kwevencha uses a spinneret in its abdomen to weave web cocoons around creatures incapacitated by its poison. A creature trapped inside the cocoon is immobile, although breathing is possible through the porous webbing. A Kwevencha's web cocoon has 20 hit points and a break DC of 26. Dealing damage to the web cocoon deals a like amount of damage to the creature trapped inside.

Skill Bonuses: A Kwevencha gains a +4 species bonus on Balance, Climb, Jump, and Spot checks.

Kwevencha (spider fiend): CR 7; Large outsider; HD 8d8+24; hp 60; Mas 20; Init +0; Spd 30 ft., climb 30 ft.; Defense 23 (–1 size, +14

natural), touch 10, flat-footed 23; BAB +8; Grap +18; Atk +13 melee (1d8+6 plus poison, bite) or +7 ranged touch (poison spittle); Full Atk +13 melee (1d8+6 plus poison, bite) and +8 melee (1d6+3, 2 claws) or +7 ranged touch (poison spittle); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ Damage reduction 5/silver, darkvision 60 ft., immunities, improved grab, monstrous spider minions, poison (DC 17), spit poison, telepathy, web cocoon; AL chaos, evil; SV Fort +9, Ref +6, Will +7; AP 0; Rep +0; Str 22, Dex 11, Con 17, Int 8, Wis 13, Cha 12.

Skills: Balance +11, Climb +17, Hide +3, Intimidate +8, Jump +13, Listen +8, Move Silently +7, Read/Write Abyssal, Speak Abyssal, Spot +12.

Feats: Improved Damage Threshold, Iron Will.

Advancement: 9–14 HD (Large); 15–21 HD (Huge); or by character class.

Murdergaunt (Whistling Fiend)

Often, those damned souls consigned to Hell for the sin of pride become Murdergaunts. These Whistling Fiends use the gifts bestowed upon them by their dark masters for wanton destruction and chaos. Murdergaunts suffer their eternal torment by being forced to realize that they are merely one of many and that they will never amount to more than cannon fodder in the War. This tortures the Fiend to the point of blind rage and hatred for those that still have a chance to be "special."

Damage Reduction 10/+1 (Ex): A Murdergaunt ignores the first 10 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the fiend's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Fire Resistance 10 (Ex): A Murdergaunt ignores the first 10 points of damage from any attack that deals fire damage.

Immunities (Ex): A Murdergaunt is immune to sonic and concussion damage.

Impale (Ex): A Murdergaunt that hits with one of its arm spikes may choose to impale its opponent. An impaled opponent takes arm spike damage each round it remains impaled (on the Murdergaunt's turn). An impaled creature must tear free of the serrated arm spike to move to another square, taking 1d6 points of damage in the process. A Murdergaunt must tear its arm spike from an impaled opponent to move to another square or to free the limb; pulling free the arm spike deals an automatic 1d6 points of damage to the impaled creature, but the Murdergaunt cannot use the newly freed arm spike to attack that round.

A Murdergaunt can impale two Medium-size or smaller creatures at the same time; however, it cannot make an attack (or attack of opportunity) with an arm spike that is currently impaling a foe.

Telepathy (Su): A Murdergaunt can communicate telepathically with any creature within 100 feet that has a language.

Whistle (Su): A Murdergaunt can whistle as a free action every round. Creatures within 120 feet who can hear the Murdergaunt's horrid

tune must make a Will save (DC 10 + 1/2 the Murdergaunt's Hit Dice + its Charisma modifier).

Any creature that fails its Will save cowers until the whistling stops. A cowering creature is frozen in fear, loses its Dexterity bonus, and can take no actions. In addition, a cowering creature takes a -2 penalty to Defense.

A creature that saves against the Murdergaunt's whistle cannot be affected by the same Murdergaunt's whistle for 24 hours. The save DC for the whistle is Charisma-based.

Murdergaunt (whistling fiend): CR 9; Large outsider; HD 9d8+27; hp 67; Mas 17; Init +3; Spd 40 ft., climb 20 ft.; Defense 25 (-1 size, +2 Dex, +14 natural), touch 11, flat-footed 23; BAB +9; Grap +17; Atk +13 melee (1d6+5, arm spike); Full Atk +13 melee (1d6+5, 2 arm spikes) or +12 ranged; FS 5 ft. by 5 ft.; Reach 10 ft.; SQ Damage reduction 10/+1, darkvision 60 ft., fire resistance 10, immune to sonic/concussion damage, impale, telepathy, whistle (DC 16); AL evil; SV Fort +9, Ref +9, Will +7; AP 0; Rep +0; Str 18, Dex 16, Con 16, Int 13, Wis 13, Cha 15. Skills: Balance +12, Climb +13, Escape Artist +12, Hide +14, Jump +13, Listen +10, Move Silently +14, Read/Write Abyssal, Read/Write Language (any one), Speak Abyssal, Speak Language (any one), Spot +10, Tumble +12.

Feats: Agile Riposte, Dodge, Stealthy.

Rotlord (Carrion Fiend)

Rotlords are often associated with the sin of sloth. These fiends feed on the corpses of other creatures, largely because they are too lazy to hunt live prey. Any human or servant of heaven who becomes an inconvenience can rouse a Rotlord to acting, however.

Rotlord (carrion fiend): CR 4; Large outsider; HD 5d8+15; hp 37; Mas 17; Init -1; Spd 20 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +5; Grap +14; Atk +9 melee (1d6+7, pincer); Full Atk +9 melee (1d6+5, 2 pincers), +7 melee (1d8+7 plus disease, bite); FS 10 ft. by 10 ft.; Reach 5 ft. (bite), 10 ft. (pincers); SQ disease, fast healing 3, immune to bludgeoning damage and poison, cold and fire resistance 10, telepathy, darkvision 60 ft.; AL evil; SV Fort +7, Ref +3, Will +5; AP 0; Rep +0; Str 20, Dex 8, Con 17, Int 11, Wis 12, Cha 12. Skills: Climb +10, Hide +4, Knowledge (any one) +5, Listen +6, Move Silently +4, Read/Write Abyssal, Search +5, Speak Abyssal, Speak Latin, Spot +6, Survival +6.

Feats: Multiattack, Simple Weapons Proficiency, Track.

Disease (Ex): Any creature that takes damage from a rotlord's bite must succeed on a Fortitude save (DC 15) or contract a horrible but treatable wasting disease (incubation period 1 day; 1d4 temporary Constitution). A successful Treat Injury check (DC 24) or a remove disease spell cures the affliction.

Animate Dead (Sp): Once per day, as an attack action, a rotlord can use animate dead as the spell cast by a 5th-level caster.

Fast Healing 3 (Ex): A rotlord that devours a Small or Medium-size

corpse gains the ability to heal damage at a rate of 3 hit points per round. Each devoured corpse provides the rotlord with 24 hours of fast healing. A rotlord can devour a Small corpse as a full-round action or a Medium-size corpse in 2 rounds.

Immunities (Ex): A rotlord is immune to bludgeoning damage and poison.

Cold and Fire Resistance 10 (Ex): A rotlord ignores the first 10 points of damage from any attack that deals cold or fire damage.

Skinhusker (Blade Fiend)

Skinhuskers are often associated with the sin of envy. These foul beasts attack the beautiful and selfless, removing their skin and collecting the husks (hence the name).

A skinhusker resembles a frightfully gaunt, 9-foot-tall human with red skin. Two slender, white horns protrude from its elongated forehead, and each of its two arms ends in a wicked, 3-foot-long, serrated bone blade. A skinhusker revels in combat and enjoys inflicting pain.

Skinhusker (blade fiend): CR 6; Large outsider; HD 7d8+21; hp 52; Mas 17; Init -1; Spd 30 ft.; Defense 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural); BAB +7; Grap +16; Atk +11 melee (1d8+7/19-20, bone arm blade); Full Atk +11 melee (1d8+5/19-20, 2 bone arm blades), or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved critical (bone arm blade), immune to fire and poison, electricity resistance 20, damage reduction 10/+1, telepathy, darkvision 60 ft.; AL evil, chaos; SV Fort +8, Ref +4, Will +7; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int 13, Wis 14, Cha 14.

Skills: Intimidate +11, Knowledge (any two) +10, Listen +11, Read/Write Abyssal, Read/Write Latin, Search +10, Speak Abyssal, Speak Latin, Spot +11, Survival +11.

Feats: Cleave, Power Attack, Simple Weapons Proficiency.

Improved Critical (Ex): A skinhusker threatens a critical hit on a natural roll of 19 or 20.

Death Explosion (Su): When a skinhusker is reduced to -1 or fewer hit points, it explodes in a ball of flame. All creatures in adjacent squares take 2d6 points of fire damage; a successful Reflex save (DC 12) halves the damage.

Immunities (Ex): A skinhusker is immune to fire and poison.

Electricity Resistance 20 (Ex): A skinhusker ignores the first 20 points of damage from any attack that deals electricity damage.

Gargoyle

These Hellspawn were created solely for defense of other, more important, Hellspawn. Most Gargoyles are dimly aware of their place in the hierarchy of Hell and seem to be rather content as long as they are fed regularly. There is talk in some circles that a few Gargoyles have managed to slip Hell's shackles, but whether this is fact or fantasy is yet unknown.

Species Traits

Keen Sight (Ex): Gargoyles have darkvision with a range of 60 feet and low-light vision.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Spot check (DC 20) to notice the gargoyle is alive.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can either disregard the gargoyle's damage reduction or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, sonic/concussion, piercing, or slashing).

Skill Bonus: A gargoyle receives a +8 species bonus on Hide checks when concealed against a background of worked stone.

Bonus Feats: Gargoyles receive the bonus feats Weapon Finesse (bite), Weapon Finesse (claw), and Weapon Finesse (gore).

Automatic Language: Gargoyles speak (but neither read nor write) Terran.

Gargoyle: CR 4; Medium-size magical beast; HD 4d10+16; hp 38; Mas 18; Init +2; Spd 45 ft., fly 75 ft. (average); Defense 16, touch 14, flat-footed 12 (+2 Dex, +4 natural); BAB +4; Grap +4; Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore), or +6 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ freeze, keen sight, damage reduction 15/+1; AL chaos, evil; SV Fort +8, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9 (+17 when concealed against worked stone), Listen +4, Speak Terran, Spot +4.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (gore).

Advancement: 5–6 HD (Medium-size); 7–12 HD (Large); or by character class.

Gear Golem

Gear golems cannot speak. They typically stand 10 feet tall and weigh 4,000 pounds. A gear golem may be created using the create golem incantation.

Species Traits

Gear golems have the following traits:

Construct: Gear golems are immune to mind-influencing effects as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Speed: Gear golems are lumbering constructs that can't take run actions.

Improved Grab (Ex): To use this ability, the gear golem must hit an opponent smaller than itself with its slam attack. If it gets a hold, it attempts to grind its foe against its spinning gears as a free action

(see below).

Gear Grind (Ex): If the gear golem successfully grapples a creature smaller than itself, it grinds the creature with its spinning gears for 4d8 points of slashing damage each round the grapple is maintained (including the round in which the grapple is first achieved).

Detonate (Ex): When a gear golem is reduced to 0 or fewer hit points, it explodes in a 20-foot-radius burst of serrated gears and shrapnel. The explosion deals 12d8 points of slashing damage to creatures caught in the radius; a successful Reflex save (DC 19) halves the damage.

Magic Immunity (Ex): A gear golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the slow spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. The golem rolls no saving throw against fire effects.

Repairable: Gear golems cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage, and each check represents 1 hour of work. A gear golem cannot repair itself.

Darkvision (Ex): Gear golems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gear golems can function with no light at all.

Gear Golem: CR 11; Large construct; HD 18d10+20; hp 119; Mas —; Init –1; Spd 20 ft. (can't run); Defense 30, touch 8, flat-footed 30 (–1 Dex, –1 size, +22 natural); BAB +13; Grap +23; Atk +18 melee (1d8+9, slam); Full Atk +18 melee (1d8+6, 2 slams); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ construct, improved grab, gear grind, detonate, magic immunity, darkvision 60 ft.; AL none or master; SV Fort +6, Ref +5, Will +6; AP 0; Rep +0; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills: Hide –5.

Feats: None.

Advancement: 19–24 HD (Large); 25–54 HD (Huge).

Advanced Gear Golem: CR 13; Huge construct; HD 25d10+40; hp 177; Mas —; Init –2; Spd 30 ft. (can't run); Defense 31, touch 6, flat-footed 31 (–2 Dex, –2 size, +25 natural); BAB +17; Grap +35; Atk +25 melee (2d6+15, slam); Full Atk +25 melee (2d6+10, 2 slams); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, improved grab, gear grind, detonate (30-foot-radius burst; DC 22), magic immunity, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +6, Will +8; AP 0; Rep +0; Str 31, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills: Hide –10.

Feats: None.

Half-Fiend

These monstrosities are usually the result of humans being raped by Fiends, but some few come from voluntary unions. Regardless of their origin, these Hellspawn have a deep loathing of their human sides because of the weakness it bestows upon them and an unending hatred for their infernal roots for the pain and anguish inflicted on them as children. Most Half-Fiends side with Hell's army simply because they are allowed to murder, rape and pillage freely. Some of these crossbreeds, however, prefer to stand alone or even join the ranks of the Host to do the Lord's work.

Template Traits

"Half-fiend" is an inherited template that can be added to any living creature (referred to hereafter as the "base creature") other than a celestial. The creature's type changes to outsider. It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2, or +3 if the half-fiend has wings.

Speed: There is a 25% chance that a half-fiend has bat like wings. Such a creature can fly at the base creature's normal speed (average maneuverability).

Defense: The base creature's natural armor bonus improves by +1.

Attacks: A half-fiend retains all the attacks of the base creature. It also gains a bite attack and two claw attacks if the base creature didn't already have them. If the base creature did not have bite and claw attacks, use the base damage values in the table below. Otherwise, use the values below or the base creature's base damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine		
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Qualities: A half-fiend retains all the special qualities of the base creature and gains the additional special qualities described below.

Darkvision (Ex): A half-fiend has darkvision with a range of 60 feet.

Damage Reduction (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 3D from the die roll, to determine whether the half-fiend has damage reduction. If the result is less than 1, the half-fiend has no damage reduction. If the campaign includes few or no magic weapons, the GM should consider allowing specific types of weapons to ignore a half-fiend's damage reduction or contrive some other special vulnerability.

Immunities (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 3D from the die roll, to determine whether the half-fiend has any immunities. If the result is less than 1, the half-fiend has no immunities.

Outsider: A half-fiend has the traits common to outsiders.

Resistance to Energy (Ex): Roll on Table: Fiend Immunities, Resistances, and Damage Reduction, subtracting 3D from the die roll, to determine whether the half-fiend has any resistances. If the result is less than 1, the half-fiend has no resistances.

Telepathy (Su): A half-fiend with an Intelligence score of 12 or higher can communicate telepathically with any living creature within 100 feet that has a language.

Allegiances: A half-fiend always has an allegiance to evil.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A half-fiend gains the following ability score increases: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Automatic Language: A half-fiend can speak Abyssal.

Skills: A half-fiend gains skill points as an outsider of its nonclass Hit Dice. Treat skills from the base creature's list as class skills. If the creature has a class, it gains skills for class levels normally.

Feats: A half-fiend gains feats as an outsider of its nonclass Hit Dice or as the base creature, whichever gives the greater number of feats.

Harpy

Hellspawn of unknown origin, Harpies are often found at the front of a Goth or death metal band, luring the young and impressionable into Satan's service through their gift of song. The only feature that distinguishes a Harpy from a normal human are her leathery, bat-like wings, which most Harpies disguise until they have lured their targets into oaths of fealty to her Demonic master.

Species Traits

Bonus Feat: A harpy gains Flyby Attack as a bonus feat.

Captivating Song (Su): The song of a harpy is a sonic, mind-affecting charm effect that fills a 300-foot spread. Every creature within that area that can hear the harpy must succeed at a Will save (DC 10 + 1/2 the harpy's Hit Dice + its Charisma modifier) or become utterly captivated for as long as the harpy sings. A captivated creature immediately begins moving toward the harpy, taking the most direct route available. If its path leads into a dangerous area (through flame, off a building, or the like), the creature is entitled to a second saving throw at the same DC to negate the effect. An affected creature within 5 feet of the harpy simply stands there and offers no resistance to the monster's attacks, although it can defend itself against attacks from other sources. Extremely loud music and other noises (such as an air horn) allow the captivated creature a new Will save. A creature that makes a successful saving throw at any point negates the effect and is immune to that harpy's song for 24 hours. A harpy is immune to its own captivating song ability and to those of other harpies.

Species Bonuses: The harpy's amazing voice grants it a +4 species bonus on Perform (act), Perform (sing), and Perform (stand-up) checks.

Harpy: CR 4; Medium-size monstrous humanoid; HD 7d8; hp 31; Mas 10; Init +2; Spd 20 ft., fly 80 ft. (average); Defense 14, touch 12, flat-footed 12 (+2 Dex, +1 natural, +1 leather jacket); BAB +7; Grap +7; Atk +7 melee (1d8, metal baton); Full Atk +7/+2 melee (1d8, metal baton) or +7 melee (1d4, 2 claws) or +9/+4 ranged (2d6, S&W M29); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ captivating song (DC 15); AL chaos, evil; SV Fort +2, Ref +7, Will +5; AP 0; Rep +0; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills: Bluff +6, Listen +5, Perform (act) +8, Perform (sing) +8, Perform (stand-up) +6, Read/Write English, Speak English, Spot +6. Feats: Flyby Attack, Personal Weapon Proficiency, Simple Weapons Proficiency.

Possessions: Leather jacket, S&W M29 (.44 magnum revolver), 50 rounds of ammunition, metal baton.

Advancement: By character class.

Invisible Stalker

Invisible Stalkers are the black ops units of Hell's army. These Hellspawn often operate in groups and typically follow their prey for weeks before making a kill. If one member of a team is captured, the rest of the Invisible Stalkers in the group will return quickly to dispatch the straggler before any information can be extracted from it.

Species Traits

Invisible stalkers have the following traits.

Elemental (Air): Invisible stalkers have the traits and immunities common to elementals.

Natural Invisibility (Su): An invisible stalker remains invisible even when attacking. Creatures that correctly discern the stalker's location despite being unable to see it have a 50% miss chance on melee and ranged attacks.

Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of Survival checks to track a creature's passage.

Automatic Language: Invisible stalkers speak (but neither read nor write) Auran. They understand (but do not speak, read, or write) two other languages.

Invisible Stalker: CR 7; Large elemental (air); HD 8d8+16; hp 52; Mas —; Init +8; Spd 30 ft., fly 30 ft. (perfect); Defense 17, touch 13, flat-footed 13 (-1 size, +4 Dex, +4 natural); BAB +6; Grap +14; Atk +10 melee (1d8+6, slam); Full Atk +10/+5 melee (1d8+6, slam), or +9 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +4, Ref +10, Will +4; AP 0; Rep +0; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +11, Move Silently +15, Search +11, Spot +13.

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Advancement: 9–16 HD (Huge); 17–24 HD (Gargantuan).

Advanced Invisible Stalker: CR 11; Huge elemental (air); HD 12d8+48; hp 102; Mas —; Init +7; Spd 30 ft., fly 30 ft. (perfect); Defense 18, touch 11, flat-footed 15 (-2 size, +3 Dex, +7 natural); BAB +9; Grap +21; Atk +15 melee (2d6+12, slam); Full Atk +15/+10 melee (2d6+12, slam), or +10 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, natural invisibility, improved tracking, darkvision 60 ft.; AL none or master; SV Fort +8, Ref +11, Will +6; AP 0; Rep +0; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +17, Search +13, Spot +15.

Feats: Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (slam).

Living Dumpster

The bane of Vagrants, these Hellish creations appeared only recently. They wait until an unsuspecting bum tries to poke around inside for a meal, then they snatch them up and devour them whole. Living Dumpsters all lack the standard labeling, "Do not play on or around this container." They will eat anything inside of them, but they especially enjoy eating children.

Living dumpsters do not speak. They weigh between 500 and 1,000 pounds; depending on how much trash they have inside them.



Species Traits

Living dumpsters have the following traits:

Construct: Living dumpsters are immune to mind-influencing effects, as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the

effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Wheels: Because the living dumpster relies on small caster wheels for locomotion, its speed is reduced by half on very soft or soft surfaces such as mud or thick lawns. It can't negotiate stairs, although it can hop up or down a curb without difficulty.

Wall Smash (Ex): If a living dumpster bull rushes a foe against a wall, it can make a free slam attack against that foe. If the attack succeeds, it deals 2d8+18 points of damage.

Swallow Whole (Ex): If a living dumpster successfully grapples a creature smaller than itself, it can attempt to swallow the creature. If the living dumpster succeeds at a second grapple check, the grappled opponent is swallowed whole. Swallowed characters take 1d8+9 points of damage per round from the vigorous shaking of the living dumpster. The swallowed creature can attack the living dumpster from inside using its natural weapons or a Small, Tiny, or Diminutive weapon. A living dumpster can hold two Medium creatures (or four Small creatures) at a time.

Darkvision (Ex): Living dumpsters can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and living dumpsters can function with no light at all.

Living Dumpster: CR 5; Large construct; HD 8d10+20; hp 64; Mas —; Init -2; Spd 30 ft.; Defense 19, touch 7, flat-footed 19 (-2 Dex, -1 size, +12 natural); BAB +6; Grap +16; Atk +11 melee (1d8+9, slam); Full Atk +11 melee (1d8+9, slam); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ construct, wheels, wall smash 2d8+18, swallow whole, darkvision 60 ft.; AL none; SV Fort +2, Ref +0, Will +2; AP 0; Rep +0; Str 22, Dex 7, Con —, Int —, Wis 10, Cha 1.

Skills: Hide -6.

Feats: None.

Possessions: None.

Advancement: 9-18 HD (Large); 19-24 HD (Huge).

Advanced Living Dumpster: CR 9; Huge construct; HD 23d10+40; hp 166; Mas —; Init -2; Spd 30 ft.; Defense 20, touch 5, flat-footed 20 (-3 Dex, -2 size, +15 natural); BAB +18; Grap +36; Atk +26 melee (2d6+15, slam); Full Atk +26 melee (2d6+15, slam); FS 15 ft. by 15 ft.; Reach 5 ft.; SQ construct, wheels, wall smash 4d6+30, swallow whole (holds 4 Medium creatures or 8 Small creatures), darkvision 60 ft.; AL none; SV Fort +7, Ref +5, Will +7; AP 0; Rep +0; Str 30, Dex 5, Con —, Int —, Wis 10, Cha 1.

Skills: Hide -11.

Feats: None.

Possessions: None.

Luciferan

These unique Hellspawn are believed to be the direct

descendants of the Morningstar himself. Most Luciferans live in the Middle East, around Israel, Jordan, Iraq, Turkey and Palestine. Although most of the family casts its lot in with its progenitor, Lucifer, there are those Luciferans that choose a different path, fighting on the side of Heaven or preferring to be left alone entirely. All that is known is that the Devil's blood runs through the Luciferans' veins and that some day there may come a reckoning for this unholy family.

Species Traits

Automatic Language: Luciferans read, write, and speak Aramaic.

Body Glow (Su): A luciferan's skin constantly emits a pale red glow that is imperceptible in lighted conditions, but the effect reduces any concealment the luciferan may have due to darkness by one step.

Immolation (Su): A luciferan can increase the glow from its skin into a raging inferno. The flame so generated deal 6d6 points of fire damage to each object and creature within a 10-foot radius of the luciferan. A successful Reflex save (10 + 1/2 the luciferan's Hit Dice + its Constitution modifier) halves the damage.

Skill Bonuses: A luciferan gains a +2 species bonus on Bluff and Intimidate checks.

Luciferan: CR 2; Medium-size outsider; HD 2d8+2; hp 11; Mas 14; Init +1; Spd 30 ft., fly 40 ft. (average); Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +2; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4, 2 claws) or +3 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ body glow, darkvision 60 ft., immolation; AL any; SV Fort +5, Ref +4, Will +4; AP 0; Rep +0; Str 10, Dex 13, Con 14, Int 12, Wis 12, Cha 14.

Skills: Bluff +4, Intimidate +4, Knowledge (arcane lore) +6, Read/Write Aramaic, Speak Aramaic, Speak English.

Feats: Simple Weapons Proficiency.

Possessions: Colt Python, 12 rounds of .357 ammunition.

Advancement: By character class.

Maniac

Maniacs are the shock troops in Hell's army. They are created by placing a sinner's soul from Hell into the body of one of the converted. Demon lords use Maniacs for suicide missions and as defense for they are easy to create and the souls are recycled back to Hell when the Maniac is destroyed.

Template Traits

"Maniac" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature retains its original type. It uses all the base creature's statistics and special abilities except as noted here. Because the Maniac is created through possession, exorcism can remove the possessing spirit, and thus remove the template.

Challenge Rating: Same as base creature +1.

Hit Dice: Change to d12.

Attacks: A maniac retains all the attacks of the base creature and gains a slam attack if the base creature didn't already have one. If the base creature did not have a slam attack, use the base damage values in the table below. Otherwise, use the values below or the base creature's base damage, whichever is greater.

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A maniac retains all the special qualities of the base creature and gains the additional qualities described below.

Ability Surge (Ex): Once per day as a free action, the maniac can temporarily increase its Strength and Dexterity scores, but doing so imposes a penalty on its saving throws. While this ability is in effect, the maniac gains a +4 morale bonus to both Strength and Dexterity but takes a -2 penalty on all saving throws. Ability surge lasts for a number of rounds equal to the maniac's character level. Following an ability surge, the maniac is fatigued (-2 to Strength and Dexterity) for as many rounds as the surge was in effect, but it may negate this penalty as a free action by spending an action point.

Damage Reduction 5/- (Ex): A maniac ignores the first 5 points of damage dealt by any attack.

Immunities (Ex): A maniac is immune to mind-affecting effects.

Resistance to Massive Damage (Ex): A maniac gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Allegiances: Previous allegiances are lost and replaced by allegiances to chaos and evil. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, with a +2 bonus on Fortitude saves, and modified by new ability scores.

Ability Scores: A maniac gains the following ability score increases: Str +4, Con +4.

Feats: A maniac gains Improved Damage Threshold and Toughness as bonus feats.

Monstrous Flytrap

A Monstrous Flytrap is a large plant that eats human flesh. Hellspawn who seek pets or sentinels to guard their home often create Monstrous Flytraps. Sentient and capable of human speech, these plants are disturbing in the extreme. On the upside, they do tend to have very pretty singing voices.

Species Traits

Plant: Monstrous flytraps have the traits and immunities common to plants.

Improved Grab (Ex): To use this ability, a monstrous flytrap must hit with its bite attack. If it gets a hold, it can attempt to swallow its opponent (see below), provided its opponent is at least two size categories smaller than it. See Improved Grab.

Swallow Whole (Ex): A monstrous flytrap can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature can attack the flytrap from inside its mouth using claws or a Small or Tiny slashing weapon. The flytrap does not release its opponent until it is slain or its swallowed prey is completely drained of blood (that is, dead). A monstrous flytrap's mouth can swallow only one opponent at a time and cannot attack while it drains a creature's blood.

Blood Drain (Ex): A creature swallowed by a monstrous flytrap takes 1d6+13 points of damage every round due to blood loss. For every 3 hit points it drains, the monstrous flytrap heals 1 hit point of damage. After draining its swallowed prey to death, it expectorates the lifeless husk and seeks out its next meal.

Automatic Language: Monstrous flytraps raised from seedlings can be taught to speak (but neither read nor write) one language.

Monstrous Flytrap: CR 7; Huge plant; HD 11d8+55; hp 104; Mas —; Init -2; Spd 20 ft.; Defense 14, touch 6, flat-footed 14 (-2 size, -2 Dex, +8 natural); BAB +8; Grap +25; Atk +16 melee (1d6+13, bite); Full Atk +16/+11 melee (1d6+13, bite), or +5 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ plant, improved grab, swallow whole, blood drain 1d6+13, blindsight 60 ft.; AL none or owner; SV Fort +12, Ref +1, Will +5; AP 0; Rep +0; Str 28, Dex 7, Con 21, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Advancement: 12-16 HD (Huge); 17-32 HD (Gargantuan); 33-48 HD (Colossal).

Advanced Monstrous Flytrap: CR 12; Gargantuan plant; HD 22d8+154; hp 253; Mas —; Init -2; Spd 20 ft.; Defense 16, touch 4, flat-footed 16 (-4 size, -2 Dex, +12 natural); BAB +16; Grap +41; Atk +25 melee (1d8+19, bite); Full Atk +25/_ +20/_ +15/_ +10 melee (1d8+19, bite), or +9 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ plant, improved grab, swallow whole, blood drain 1d8+19, blindsight 60 ft.; AL none or owner; SV Fort +20, Ref +5, Will +9; AP 0; Rep +0; Str 36, Dex 7, Con 25, Int 10, Wis 14, Cha 14.

Skills: None.

Feats: None.

Mummy

For a variety of Mummies in the **Contagion** setting, see the Living Dead available at retailers everywhere, or at www.aegisstudios.net

Night Terror

Night Terrors are Hellspawn who subsist on the fear of their victims. Shape changing and Invisible (see below) the Night Terror is a particularly nasty creature. These Hellspawn often hound a chosen victim until they literally scare their prey to death. Usually Night Terrors are created from attaching a human soul to a person's fear. This is a complicated process often only attempted by arch demons, and used as a punishment to particularly cruel sinners. A night terror stands 5 to 6 feet tall and weighs between 120 and 200 pounds. Although it is always horrific and feral, the details of the creature's appearance can vary widely. The typical specimen is almost impossible to describe because it can alter its appearance based on the specific fears of its victim.

Species Traits

Bonus Feat: A night terror gains Simple Weapons Proficiency as a bonus feat.

Chosen Victim (Ex): A night terror can feed on the terror of only one individual at a time. Once it chooses its victim, it can choose another only upon the death of the previous victim or by making a successful Will save (DC 25).

Fear Aura (Su): A night terror projects a frightful aura that affects all creatures within 30 feet. Creatures in the area that can see the night terror must make a Will save (DC 10 + 1/2 the night terror's Hit Dice + its Charisma modifier). Those that fail the save are shaken. The night terror's chosen victim is left cowering instead of shaken. Creatures that successfully save against a night terror's fear aura cannot be affected by that particular night terror's fear aura for 24 hours.

Immune to Fear (Ex): Night terrors are immune to fear effects.

Selective Invisibility (Su): Once the night terror has chosen its victim, only that individual can see it. To everyone else, the creature is invisible, as the invisibility spell (caster level 10th). If the night terror attacks anyone, it becomes visible to all viewers until the next sunrise.

Skill Bonuses: A night terror gains a +4 species bonus on Intimidate and Sense Motive checks during the night. It loses these bonuses during daylight hours.

Terrify (Su): Once per night as a full-round action, the night terror can try to feed upon the fear of its chosen victim. The victim must make a successful Will save (DC 10 + 1/2 the night terror's Hit Dice + its Charisma modifier) or take 1d4 points of Wisdom damage. The night terror can attempt to use this ability only if it has already successfully used its fear aura against the target. If this Wisdom damage would cause the chosen victim's Wisdom score to fall below 0, the victim must make another Will save. Success leaves the victim's Wisdom score at 0; failure means the victim dies on the spot.

Vulnerability (Ex): Each night terror has a specific irrational weakness that varies with the individual. For each night terror, roll on Table: Sources of Weakness on. Regardless of its nature, the

weakness has overpowering strength (Will save DC 20) and causes the aversion effect.

Night Terror: CR 2; Medium-size fey; HD 3d6; hp 10; Mas 10; Init +5; Spd 30 ft., fly 30 ft. (average); Defense 12, touch 11, flat-footed 11 (+1 Dex, +1 natural); BAB +1; Grap +2; Atk +2 melee (1d4+1, claw) or +2 melee (1d6+1/19-20, cleaver); Full Atk +2 melee (1d4+1, 2 claws) or +2 melee (1d6+1/19-20, cleaver) or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chosen victim, fear aura (DC 14), immune to fear, low-light vision, selective invisibility, terrify (DC 14), vulnerability (any one); AL evil; SV Fort +1, Ref +2, Will +6; AP 0; Rep +3; Str 13, Dex 13, Con 10, Int 12, Wis 16, Cha 17.

Skills: Bluff +6, Climb +3, Disguise +5, Escape Artist +2, Hide +4, Intimidate +13, Knowledge (behavioral science) +6, Listen +6, Move Silently +5, Search +3, Sense Motive +13, Spot +6.

Feats: Improved Initiative, Renown, Simple Weapons Proficiency.

Possessions: Cleaver, collection of beheaded dolls.

Advancement: By character class.

Otyugh

Otyughs are tentacled horrors that live in dirty and polluted areas. Once human, these creatures are mutated due to exposure to various man made toxins, in tandem with Hellish energy. Often Hellspawn will create Otyughs, and then release them into the environment to watch the havoc they wreak on the local citizenry. It is not uncommon for Hellspawn to treat this practice as a spectator sport, even going so far as to begin betting pools on such things as the number of humans an Otyugh can kill in one night, the number of Humans it will take to kill the Otyugh, and how long an Otyugh will last before ultimately being located and put down by Clergy and Slayers. Otyughs weigh 500-750 pounds. They speak one local language.

Species Traits

Otyughs have the following traits:

Darkvision (Ex): Otyughs can see in the dark up to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and otyughs can function with no light at all.

Improved Grab (Ex): To use this ability, the otyugh must hit an opponent at least one size category smaller than itself with a tentacle attack. If it gets a hold, it can constrict (see below).

Constrict (Ex): An otyugh deals automatic tentacle damage to a creature smaller than itself with a successful grapple check.

Disease (Ex): An otyugh's bite carries a nasty disease called filth fever. Filth fever—bite: Fortitude save (DC 16) negates; incubation period 1d3 days; initial and secondary damage 1d3 Dex and 1d3 Con.

Skill Bonus: An otyugh gains a +8 species bonus on Hide checks when in its lair, due to its natural coloration.

Otyugh: CR 4; Large aberration; HD 6d8+18; hp 45; Mas 17; Init +1; Spd 20 ft.; Defense 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural);

BAB +4; Grap +12; Atk +7 melee (1d6+6, tentacle rake); Full Atk +7 melee (1d6+4, 2 tentacle rakes), +2 melee (2d6+2 plus disease, bite); FS 10 ft. by 10 ft.; Reach 10 ft. (15 ft. with tentacles); SQ darkvision 60 ft., improved grab, constrict 1d6+4, disease; AL none; SV Fort +5, Ref +3, Will +6; AP 0; Rep +0; Str 18, Dex 12, Con 17, Int 5, Wis 12, Cha 6. Skills: Hide +5 (+13 in lair), Listen +9, Speak Language (any one), Spot +9.

Feats: Alertness.

Advancement: 7–8 HD (Large); 9–15 HD (Huge).

Advanced Otyugh: CR 7; Huge aberration; HD 12d8+60; hp 114; Mas 24; Init +0; Spd 20 ft.; Defense 19, touch 8, flatfooted 19 (–2 size, +11 natural); BAB +8; Grap +24; Atk +14 melee (2d4+12, tentacle rake); Full Atk +14 melee (2d4+8, 2 tentacle rakes), +9 melee (2d8+4 plus disease, bite); FS 15 ft. by 15 ft.; Reach 15 ft. (20 ft. with tentacles); SQ darkvision 60 ft., improved grab, constrict 2d4+8, disease; AL none; SV Fort +9, Ref +4, Will +9; AP 0; Rep +0; Str 26, Dex 10, Con 21, Int 5, Wis 12, Cha 6.

Skills: Hide +0 (+8 in lair), Listen +15, Speak Language (any one), Spot +15.

Feats: Alertness, Improved Damage Threshold.

Platonic

A platonic is a powerful Hellspawn devoted to a particular cause or abstract concept. A platonic is compelled to protect and advance its cause at every opportunity, which often brings it into contact with mortals whose goals are more complex and nebulous. Obviously these causes and concepts are usually negative in some respect, tainted with Hell's pride, anger, hatred, etc.

Platonics can change their appearance at a whim, but most choose to appear as handsome humans of either gender. If they aren't bothering to disguise their otherworldly origin, their skin has a faint luminescent quality.

Each platonic has an abstract principle to which it is fanatically devoted. Platonics are beholden to what they call the Pact of the Boundless. A series of rules that all platonics follow, the Pact mandates that when possible, platonics won't reveal their true nature to mundanes. Furthermore, platonics are compelled to act as subtly as possible.

Platonics naturally speak all languages. They choose their height and weight, but generally pick something within human norms.

Species Traits

Platonics have the following traits:

Aura of Menace (Su): A terrible aura surrounds platonics moved to anger or violence. Any hostile creature within a 20-foot radius of an enraged platonic must succeed at a Will save (DC 17 + platonic's Charisma modifier) to resist its effect. Those who fail suffer a –2 morale penalty on attacks and saves and a –2 penalty to Defense for one day or until they successfully injure the platonic who generated



the aura. A creature that has resisted or broken the effect cannot be affected again by that platonic's aura for one day.

Spell-Like Abilities: At will—bestow curse, change self, detect magic, dispel magic, fear, status, telekinesis, and teleport. In addition, platonic generally have four additional spell-like abilities (each usable at will) chosen from the spell lists and three spell-like abilities (each usable once per day) chosen from among the incantations. These seven spell-like abilities relate to the platonic's cause in some way, and they tend to be split evenly between offense, defense, and utility abilities. A platonic's spell-like abilities are as the spells cast by a 10th-level spellcaster.

Tongues (Su): All platonic can speak with any creature that has a language, as though using a tongues spell cast by a 10th-level caster. This ability is always active.

Extradimensional Storage (Su): Platonic can store up to 50 pounds of gear extradimensionally, sending it away or calling it to hand as a free action once per round. They usually store weapons, cash, and other generally useful goods in this manner.

Keen Vision (Ex): All platonic have low-light vision and 60-foot darkvision.

Immunities (Ex): Platonic are immune to cold, electricity, petrification, and sonic attacks.

Energy Resistances (Ex): Platonic have acid resistance 20 and fire resistance 20.

Damage Reduction 30/+3 (Ex): A platonic ignores the first 30 points of damage dealt by weapons of less than +3 enchantment.

Spell Resistance (Ex): A platonic has spell resistance equal to 10 + Hit Dice.

Fast Healing 10 (Ex): A platonic heals 10 points of damage each round so long as it has at least 1 hit point.

Bonus Feat: Platonic gain the bonus feat Archaic Weapons Proficiency.

Sraosha (Platonic of Contract Enforcement)

Sraosha: CR 17; Medium outsider; HD 15d8+75; hp 142; Mas 20; Init +5; Spd 30 ft.; Defense 32, touch 17, flat-footed 27 (+5 Dex, +15 natural, +2 deflection); BAB +15; Grap +21; Atk +24 melee (1d8+12/19–20, +3 longsword) or +21 melee (1d4+6, unarmed strike) or +23 ranged (2d8+3, +3 M-16A2) or +19 ranged (4d8+3, +2 M-16A2 burst); Full Atk +24/+19/+14 melee (1d8+12/19–20, +3 longsword) or +21/+16/+11 melee (1d4+6, unarmed strike) or +23/+18/+13 ranged (2d8+3, +2 M-16A2) or +19/+14/+9 ranged (4d8+3, +2 M16A2 burst); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aura of menace, spell-like abilities, tongues, extradimensional storage, keen vision, immunities, acid and fire resistance 20, damage reduction 30/+3, SR 25, fast healing 10; AL contract enforcement; SV Fort +14, Ref +14, Will +15; AP 0; Rep +0; Str 23, Dex 21, Con 20, Int 20, Wis 23, Cha 24.

Skills: Computer Use +7, Diplomacy +25, Intimidate +25, Investigate +23, Knowledge (business) +23, Knowledge (civics) +23, Listen +24,

Research +25, Search +25, Sense Motive +24, Spot +24.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Burst Fire, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Spell-Like Abilities: At will—bestow curse (DC 21), break enchantment, change self, detect magical aura, discern lies, dispel magic, fear (DC 21), hold person (DC 20), status, telekinesis (DC 22), teleport, wall of force; 1/day—baleful polymorph (DC 24), greater dispel magic, teleport. Caster level 10th; save DC 17 + spell level.

Possessions: +3 longsword, +3 M16A2 (both items stored extradimensionally), +2 ring of protection.

Advancement: By character class.

Rat, Dire

Dire rats are giant rats mutated by Hellish energies to act as pets or guardians for Hellspawn. They are fairly sizable, and extremely sickly in appearance, often covered with green and purple pustules.

Species Traits

Dire rats have the following traits:

Disease (Ex): Dire rats carry a supernatural disease called filth fever. Filth fever—bite: Fortitude save (DC 12) negates; incubation period 1d3 days; initial and secondary damage 1d3 Dex and 1d3 Con.

Darkvision (Ex): Dire rats can see in the dark up to 60 feet.

Darkvision is black and white only, but it is otherwise like normal sight, and dire rats can function with no light at all.

Scent (Ex): This ability allows the dire rat to detect approaching enemies, sniff out hidden foes, and track by scent.

Skill Bonuses: Dire rats gain a +8 species bonus on Swim checks. Dire rats apply their Strength or Dexterity bonus (whichever is higher) to Climb and Swim checks.

Bonus Feat: Dire rats gain the bonus feat Weapon Finesse (bite). Advanced dire rats lose this feat if their Strength bonus exceeds their Dexterity bonus.

Dire Rat: CR 1/3; Small animal; HD 1d8+1; hp 5; Mas 12; Init +3; Spd 40 ft., climb 20 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +0; Grap -4; Atk +4 melee (1d4, bite); Full Atk +4 melee (1d4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ disease, darkvision 60 ft., scent; AL none; SV Fort +3, Ref +5, Will +3; AP 0; Rep +0; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +14, Hide +11, Move Silently +6, Swim +11.

Feats: Weapon Finesse (bite).

Possessions: None.

Advancement: 2–3 HD (Small); 4–6 HD (Medium); 7–12 HD (Large); 13–24 HD (Huge).

Advanced Dire Rat: CR 4; Large animal; HD 9d8+36; hp 76; Mas 18; Init +1; Spd 40 ft., climb 20 ft.; Defense 13, touch 10, flat-footed 12 (-1 size,

+1 Dex, +3 natural); BAB +6; Grap +16; Atk +11 melee (1d8+9, bite); Full Atk +11 melee (1d8+9, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ disease, darkvision 60 ft., scent; AL none; SV Fort +3, Ref +5, Will +3; AP 0; Rep +0; Str 22, Dex 13, Con 18, Int 1, Wis 12, Cha 4.
Skills: Climb +18, Hide +5, Move Silently +4, Swim +15.
Feats: None.
Possessions: None.

Replacement

A replacement is a physical duplicate of a specific humanoid, called a primary. Although a replacement does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A replacement is identical in appearance to the primary except it has jet-black eyes with no visible irises. Some replacements wear special contact lenses (purchase DC 12) to conceal this sinister physical divergence.

Replacements are grown in Hellwombs, which are crafted from the flesh of murdered children. A sample of the primary's bodily tissue, or an object important to the primary is placed within the womb, and used as a template for the growth process. These unholy creatures are without a soul, making them easy targets for possession. In fact, any creature capable of possessing another may automatically possess a replacement at will, provided that the replacement is not already possessed. If the Replacement is already possessed, then resolve the situation as normal. Many Hellspawn and demons create Replacements to act as vessels for themselves or their allies.

Template Traits

"Replacement" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A replacement uses all the primary's statistics except as noted here.

Challenge Rating: Same as the original -1.

Hit Dice: Change to one die type smaller than the primary.

Special Qualities: A replacement gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities. A replacement gains none of the original's other special qualities or talents. A replacement knows that it lacks some of the abilities of the original and occasionally feels resentful toward the original for this reason.

In addition to its inherited extraordinary abilities, a replacement has the following special quality:

Limited Existence (Ex): A replacement has a programmed natural life span of one to four years (the creator must specify the life span when the project to create the replacement begins). Once the replacement reaches the end of its programmed life span, it must make a Fortitude save (DC 25) once per day. Each failed save drains the replacement of 1d6 points of Constitution. This ability drain cannot be restored by any means. When its Constitution drops to 0, the replacement dissolves into a mass of protoplasmic goo.

A replacement that dies before this time retains the shape of the original.

Allegiances: A replacement's primary allegiance is to its creator or owner. This allegiance cannot be broken unless the creator or owner does something to break it (such as by attacking the replacement).

Saves: As the original, modified by altered ability scores (see Abilities, below).

Action Points: Replacements do not acquire or amass action points.

Abilities: As the original, except ability scores cannot exceed 12.

Ability scores of 13 or higher for the original are reduced to 12 for the replacement. A replacement that gains levels can never raise an ability score above 12.

Skills: A replacement has access to any skill in which the original has ranks, and all of a replacement's skills are class skills even if they are cross-class skills for the original. A replacement gets a number of skill points per Hit Die equal to 4 + the replacement's Intelligence modifier (minimum 1 skill point per Hit Die). The replacement can never have more ranks in a skill than the original.

The replacement gains a +4 species bonus on Disguise checks when impersonating the original. The bonus increases to +10 if the replacement wears contact lenses that hide its distinctive black eyes.

Feats: A replacement gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

Automatic Languages: A replacement can read, write, and speak any language known by the original.

Advancement: By character class.

Retriever

A Retriever is a creature used by Hellspawn to collect victims and targets. The Retriever is a chthonic creature with variable numbers of limbs and eyes placed on a shifting bulbous frame. Its flesh is slimy and repulsive to the touch, and its limbs and eyes are of variable lengths and colors. A typical retriever weighs about 6,500 pounds. It does not speak, though when excited it makes a sound similar to the songs of Humpback whales.

Species Traits

Construct: Retrievers are immune to mind-influencing effects as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray, as a free action. An individual ray is usable only once every 4 rounds. It can fire an eye ray in the same round as it makes physical attacks. The save DC for all rays is 10 + 1/2 the retriever's Hit Dice + the retriever's Dexterity modifier. The four eye effects are:

- Fire: Deals 12d6 points of fire damage to the target (Reflex

half).

- Cold: Deals 12d6 points of cold damage to the target (Reflex half).
- Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).
- Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Fast Healing 5 (Ex): Retrievers regain 5 hit points per round. Fast healing stops working when the retriever is reduced to 0 hit points or fewer.

Find Target (Sp): When ordered to find an item or being, a retriever does so unerringly, as though guided by discern location. The being giving the order must have seen (or have an item belonging to) the creature to be found, or have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, the retriever must hit with its bite attack. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is how it usually “retrieves” things.

Retriever: CR 11; Huge construct; HD 10d10+40; hp 95; Mas —; Init +3; Spd 50 ft.; Defense 21, touch 11, flat-footed 18 (–2 size, +3 Dex, +10 natural); BAB +7; Grap +25; Atk +15 melee (2d4+10, claw) or +8 ranged touch (special, eye ray); Full Atk +15 melee (2d4+10, 4 claws), +10 melee (1d6+5, bite) or +8 ranged touch (special, eye ray); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ construct, eye rays (DC 18), fast healing 5, find target, improved grab; AL evil, master; SV Fort +3, Ref +6, Will +3; AP 0; Rep +0; Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Possessions: None.

Advancement: 11–15 HD (Huge); 16–30 HD (Gargantuan).

Advanced Retriever: CR 13; Gargantuan construct; HD 18d10+80; hp 179; Mas —; Init +3; Spd 50 ft.; Defense 23, touch 9, flat-footed 20 (–4 size, +3 Dex, +14 natural); BAB +13; Grap +39; Atk +23 melee (2d6+14, claw) or +12 ranged touch (special, eye ray); Full Atk +23 melee (2d6+14, 4 claws), +19 melee (1d8+7, bite) or +12 ranged touch (special, eye ray); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ construct, eye rays (DC 22), fast healing 5, find target, improved grab; AL evil, master; SV Fort +6, Ref +9, Will +6; AP 0; Rep +0; Str 39, Dex 17, Con —, Int —, Wis 11, Cha 1.

Skills: None.

Feats: None.

Possessions: None.

Roach Thrall

A Roach Thrall is a giant insectoid that infests a human host, twisting the host into service of Hell. The host becomes sociopathic

and withdrawn within days of infection. A Roach Thrall will discard the Host body at any time that it feels threatened or inconvenienced, or if their host body is knocked unconscious. Once freed of a human host, the Roach thrall seeks out others of its kind in order to breed. Roach Thralls lay their eggs in sleeping human hosts, and the cycle begins anew.

Roach thralls learn the dominant human language in their area quickly—generally within a few weeks of emerging from their eggs. They lose the ability to speak if they emerge from their human host, but they still understand any human language they know. In their true forms, roach thralls can wordlessly speak to each other by linking their antennae. In roach form, a roach thrall is about 5 feet long and weighs about 150 pounds.

Species Traits

Roach thralls have the following traits:

Human Host: While inside its human host, the roach thrall can't use its natural weapons or darkvision. The host body has 10 hit points; if it's reduced to 0 or fewer hit points, the roach thrall automatically spends a full-round action growing out of the ruined host.

The roach thrall can voluntarily cast aside its host body as a full-round action.

Multiple Limbs: Once they've emerged from their human hosts, roach thralls walk upright for a few days before reverting to the gait of a cockroach. This is a preference, not a mandate; the roach thrall can choose whether to be upright or not once per round as a free action. An upright roach thrall has a speed of 30 feet and can use four limbs to attack. Otherwise, it has a speed of 40 feet and can only use two limbs to attack.

Resistance to Massive Damage (Ex): Although roach thralls aren't vermin, they share some attributes with cockroaches. Roach thralls gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Darkvision (Ex): Roach thralls outside of their human hosts can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and otyughs can function with no light at all.

Skill Bonus: The roach thrall living inside a human host gains a +10 species bonus on Disguise checks. It also gains a +5 species bonus on Bluff checks when attempting to pass itself off as its human host.

Roach Thrall: CR 2; Medium aberration; HD 3d8+3; hp 16; Mas 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (bipedal) or 40 ft. (as insect); Defense 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); BAB +2; Grap +2; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4, 2 claws or 4 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ human host, multiple limbs, resistance to massive damage, darkvision 60 ft.; AL roach thralls; SV Fort +2, Ref +3, Will +4; AP 0; Rep +0; Str 11, Dex 14, Con 12, Int 14, Wis 13, Cha 7.

Skills: Bluff +5 (+10 when pretending to be its human host), Climb +4,

Disguise +5 (+15 inside human host), Jump +4, Listen +6, Read/Write Language (any three), Sense Motive +5, Speak Language (any three), Spot +6, Swim +4.

Feats: Alertness, Archaic Weapons Proficiency, Deceptive, Improved Initiative, Simple Weapons Proficiency.

Advancement: 4–6 HD (Medium) in cockroach form.

Sewer Sludge

A Sewer Sludge is a creature created to defend the underground havens of various Hellspawn. These creatures are mindless piles of animated filth that exist only to ensnare and kill intruders, and those unfortunates who wander into the area of a Hellspawn's home unawares.

Species Traits

Blindsight (Ex): A sewer sludge is blind but can ascertain all creatures and objects within 30 feet just as a sighted creature would. Beyond that range, all targets have total concealment with respect to the sewer sludge.

Camouflage (Ex): A motionless sewer sludge looks like nothing more than a pile of rotting garbage. A successful Spot check (DC 15) is required to recognize it as a creature.

Constrict (Ex): A sewer sludge deals slam damage (1d6+1 for a typical specimen) with a successful grapple check against a target at least one size category smaller than itself.

Disease (Ex): The touch of a sewer sludge carries typhoid bacillus (Fort DC 13 negates; incubation period 1d3 weeks; initial 1d4 Con; secondary 1d4 Con).

Immunities (Ex): A sewer sludge is immune to electricity and cold damage. If a cold attack deals damage equal to or greater than the sewer sludge's Constitution score, the creature is affected as though by a slow spell.

Improved Grab (Ex): To use this ability, the sewer sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze: A sewer sludge has the traits and immunities common to oozes.

Stench (Ex): A creature within 10 feet of a sewer sludge must make a successful Fortitude save (DC 10 + 1/2 the sludge's Hit Dice + its Constitution modifier) or be nauseated. The nausea persists for as long as the creature remains within 10 feet of the sewer sludge. A creature that leaves and reenters the area must make another save.

Sewer Sludge: CR 5; Medium-size ooze; HD 4d10+14; hp 36; Mas —; Init +0; Spd 20 ft.; Defense 10, touch 10, flat-footed 10; BAB +3; Grap +4; Atk +4 melee (1d6+1 plus disease, slam); Full Atk +4 melee (1d6+1 plus disease, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsight 30 ft., disease, camouflage, constrict 1d6+1, immunities, improved grab,

ooze, stench (DC 13); AL none; SV Fort +2, Ref +1, Will -4; AP 0; Rep +0; Str 13, Dex 10, Con 13, Int —, Wis 1, Cha 1.

Skills: None.

Feats: None.

Advancement: 5–8 HD (Large); 9–12 HD (Huge).

Advanced Sewer Sludge: CR 7; Large ooze; HD 8d10+39; hp 83; Mas —; Init +0; Spd 20 ft.; Defense 10, touch 8, flatfooted 10 (-1 size, -1 Dex, +2 natural); BAB +6; Grap +15; Atk +10 melee (1d8+7 plus disease, slam); Full Atk +10/+5 melee (1d8+7 plus disease, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ blindsight 30 ft., disease, camouflage, constrict 1d6+1, immunities, improved grab, ooze, stench (DC 17); AL none; SV Fort +5, Ref +1, Will -3; AP 0; Rep +0; Str 21, Dex 8, Con 17, Int —, Wis 1, Cha 1.

Skills: None.

Feats: None.

Skeleton

A Skeleton is simply the animated bones of a creature, usually powered via necromancy, or infernal influence. More powerful Hellspawn use them as guardians and sentries.

Template Traits

"Skeleton" is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). A skeleton uses all the base creature's statistics except as noted here.

Challenge Rating: A skeleton's Challenge Rating depends on its size: Tiny or smaller 1/10, Small 1/6, Medium-size 1/3, Large 2, Huge 5, Gargantuan 9, Colossal 12.

Type: The creature's type changes to undead.

Hit Dice: Drop any Hit Dice gained from attaining levels, and raise the remaining Hit Dice to d12.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Defense: A skeleton's natural armor bonus to Defense changes to a value based on its size: Tiny or smaller +0, Small +1, Medium-size +2, Large +3, Huge +4, Gargantuan +6, Colossal +10.

Attacks: A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with all of them at its full attack bonus. (If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if they're better.)

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it's greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8.

Special Qualities: A skeleton loses all of the base creature's special

qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has the following special qualities.

Skeleton Immunities (Ex): A skeleton has cold immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, piercing, or slashing weapons.

Allegiances: A skeleton loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A skeleton's saving throw modifiers are based on Hit Dice and given in Table: Creature Saves and Base Attack Bonuses.

Action Points: A skeleton does not acquire or amass action points. It loses any action points possessed by the base creature.

Ability Scores: A skeleton gains the following ability score increase: Dexterity +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton loses all skills.

Feats: A skeleton loses all feats except those that confer armor or weapon proficiency (Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency.) A skeleton gains the feat Improved Initiative.

Human Skeleton: CR 1/3; Medium-size undead; HD 1d12; hp 6; Mas —; Init +5; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +0; Grap +0; Atk +0 melee (1d4, claw); Full Atk +0 melee (1d4, 2 claws); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, skeleton immunities; AL creator; SV Fort +0, Ref +1, Will +2; AP 0; Rep +0; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Improved Initiative, Simple Weapons Proficiency.

Skin Feaster

Skin Feasters are repugnant Undead who eat human flesh in an attempt to regain their lost appearance. Skin Feasters tend to be created from those who were prideful and vain in life. As punishment, they walk the earth hideous and skinless, forced to indulge in

cannibalism to try to regain their former beauty. Many Skin Feasters were actors, models, and Casanovas in life.

Species Traits

Automatic Languages: A skin feaster can read, write, and speak any one language that it could in life.

Bonus Feat: A skin feaster gains Simple Weapons Proficiency as a bonus feat.

Flesh Weakness (Ex): A skin

feaster that successfully deals damage to an opponent with its necrotizing touch attack must spend its next turn devouring the flesh that has fallen from that opponent's body. It takes no other actions during this time but can defend itself normally. It can consume an amount of flesh equivalent to 3 points of Constitution damage (or drain; see below) per round.

Necrotizing Touch (Su): With a successful melee touch attack, the skin feaster causes lumps of flesh to fall from the target's body, dealing 1d3 points of Constitution damage; a successful Fortitude save negates (DC 10 + 1/2 the skin feaster's Hit Dice + its Charisma modifier). On a failed save, the target must attempt a second Fortitude save at the same DC. Failure indicates that 1 point of the Constitution damage already taken becomes Constitution drain instead.

Skin Regrowth (Su): If a skin feaster manages to eat an amount of flesh equivalent to 6 points of Constitution damage (or drain; see above) in any 24-hour period, it begins to regrow its skin. This process requires 1d6 hours. For the next 1d3 days thereafter, the skin feaster appears just as it did before its death, excluding scars, moles, or other minor skin imperfections. Only the creature's appearance changes—it is still an undead with all of its usual species traits except the flesh weakness, which is not active while the skin feaster wears its new skin. Once this period is over, the skin feaster's regrown skin sloughs off, restoring it to its usual appearance and reactivating its flesh weakness.

Undead: Skin feasters have the traits and immunities common to undead.

Skin Feaster: CR 3; Medium-size undead; HD 4d12; hp 26; Mas —; Init +3; Spd 30 ft.; Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +2; Grap +2; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4, claw) or +5 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ flesh weakness, necrotizing touch (DC 13), skin regrowth, undead; AL evil; SV Fort +1, Ref +4, Will +6; AP 0; Rep +0; Str 10, Dex 16, Con —, Int 6, Wis 15, Cha 12.

Skills: Climb +6, Jump +6, Listen +8, Read/Write Language (any one), Speak Language (any one), Spot +8.

Feats: Simple Weapons Proficiency.

Advancement: 5–8 HD (Medium-size); 9–15 HD (Large).

Advanced Skin Feaster: CR 5; Large undead; HD 9d12; hp 58; Mas —; Init +2; Spd 30 ft.; Defense 16, touch 11, flatfooted 14 (–1 size, +2 Dex, +5 natural); BAB +4; Grap +12; Atk +7 melee (1d6+6, claw); Full Atk +7 melee (1d6+6, claw) or +5 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ flesh weakness, necrotizing touch (DC 15), skin regrowth, undead; AL evil; SV Fort +3, Ref +5, Will +8; AP 0; Rep +0; Str 18, Dex 14, Con —, Int 6, Wis 15, Cha 12.

Skills: Climb +9, Jump +9, Listen +10, Read/Write (any one), Speak (any one), Spot +10.

Feats: Agile Riposte, Dodge, Simple Weapons Proficiency.



Spirit

The term Spirit refers to human souls tormented by their own sins, or pressed into direct service of Hell. Unlike Ghosts, who retain their free will, Spirits are subservient to Demons. Spirits tend to be angry and spiteful.



Species Traits

All spirits have the following capabilities. Particular types of spirits may have additional abilities.

Undead: Spirits are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or effects of massive damage, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less (but may be rejuvenated, as noted below).

Incorporeal (Ex): A spirit can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). It can pass through solid objects at will, but not force effects (such as a wall of force). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. A spirit moves silently and cannot be heard with Listen checks (unless it wished to be heard). It has no Strength score, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against an ash wraith. A spirit cannot be tripped or grappled by a corporeal attacker, nor can a spirit make trip or grapple attacks.

Bonuses to Defense: A spirit gains a deflection bonus to its Defense equal to its Charisma modifier (minimum +1). Although it may appear to wear armor and other forms of protection, a spirit receives no natural armor bonus or equipment bonus to Defense.

Corrupting Touch (Su): A spirit that hits a living target with its incorporeal touch attack deals 1d6 points of damage. The spirit adds its Dexterity modifier to the attack roll.

Invisibility (Ex): Spirits are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A spirit may reveal itself willingly, but normally does so only during the night.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit

through simple combat; the "destroyed" spirit will often restore itself in 2d4 days. As a rule, the only way to get rid of a spirit forever is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require use of the Research skill.

Turn Resistance (Ex): A spirit has +4 turn resistance. If a spirit is turned but cannot flee, it is instead destroyed. However, it may still rejuvenate (see above).

Imprisonment (Ex): Spirits are bound to a particular place. This place is usually a dwelling, building, or similarly contained area. Within this area, they may use their abilities as normal. In addition, some spirits may only be present at particular times (an anniversary of a death, or only between midnight and dawn). They may be released from this imprisonment by particular actions (giving their physical body a proper funeral, restoring a lost or stolen item, getting vengeance on those responsible for their death, and so forth). A spirit may be unaware of the nature of its release, or may be unwilling to divulge those details.

Darkvision (Ex): Spirits can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and spirits can function with no light at all.

Skill Bonuses: Spirits receive a +8 species bonus on Hide, Listen, Search, and Spot checks.

Animating Spirit (Poltergeist)

An animating spirit can move and throw objects around.

Telekinesis (Su): An animating spirit can use telekinesis as an attack action, at will (as a 10th-level caster.) Creatures subjected to the telekinesis attack are entitled to a Will save (DC 15 + spirit's Intelligence modifier) to resist.

Animating Spirit (Poltergeist): CR 2; Medium undead; HD 1d12; hp 6; Mas —; Init +4 (Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 11, touch 11, flat-footed 11 (+1 deflection); BAB +0; Grap —; Atk +0 melee touch (1d6, corrupting touch); Full Atk +0 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, telekinesis (DC 15), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +0, Ref +0, Will +2; AP 0; Rep +0; Str —, Dex 11, Con —, Int 11, Wis 11, Cha 10.

Skills: Bluff +4, Diplomacy +4, Hide +12, Intimidate +5, Listen +12, Read/Write Language (any one), Search +12, Sense Motive +4, Speak Language (any one), Spot +12.

Feat: Improved Initiative.

Advancement: 2–3 HD (Medium); 4–7 HD (Large).

Frightful Spirit (Apparition)

A frightful spirit's twisted features horrify all who behold it.

Horrific Appearance (Su): Any living creature within 60 feet that

views the frightful spirit must succeed at a Fortitude save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or immediately suffer 1d4 points of temporary Strength damage, 1d4 points of temporary Dexterity damage, and 1d4 points of temporary Constitution damage. A creature that successfully saves against this effect cannot be affected by the same spirit's horrific appearance for one day.

Frightful Spirit (Apparition): CR 3; Medium undead; HD 2d12; hp 13; Mas —; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection); BAB +0; Grap —; Atk +1 melee touch (1d6, corrupting touch); Full Atk +1 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, horrific appearance (DC 12), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +0, Ref +1, Will +4; AP 0; Rep +0; Str —, Dex 12, Con —, Int 12, Wis 12, Cha 11.

Skills: Bluff +4, Diplomacy +4, Hide +14, Intimidate +5, Listen +14, Search +14, Sense Motive +6, Spot +14.

Feat: Improved Initiative.

Advancement: 3–5 HD (Medium); 6–9 HD (Large).

Groaning Spirit (Banshee)

A groaning spirit can panic others with its mournful cry.

Frightful Moan (Su): A groaning spirit can moan as an attack action. All living creatures within a 30-foot spread must succeed at a Will save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or become panicked for 2d4 rounds. A panicked creature flees as fast as possible, cowers if unable to get away, and defends normally (but cannot attack). This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spirit's moan for one day.

Groaning Spirit: CR 4; Medium undead; HD 3d12; hp 19; Mas —; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection); BAB +1; Grap —; Atk +2 melee touch (1d6, corrupting touch); Full Atk +2 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, frightful moan (DC 14), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +2, Will +4; AP 0; Rep +0; Str —, Dex 13, Con —, Int 13, Wis 13, Cha 12.

Skills: Bluff +6, Diplomacy +6, Hide +14, Intimidate +7, Listen +15, Search +14, Sense Motive +6, Spot +15.

Feat: Improved Initiative.

Advancement: 4–7 HD (Medium); 8–12 HD (Large).

Possessing Spirit (Haunt)

A possessing spirit can take command of a living physical body.

Possession (Su): Once per round, as an attack action, a possessing spirit can merge with a living creature and seize control of its body. To use this ability, the spirit must first enter the target's fighting space; doing so does not provoke attacks of opportunity.

The target can resist the spirit's attempt at possession with a successful Will save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier). If the save succeeds, the spirit is rebuffed and pushed into an adjacent square. That spirit cannot possess a target that successfully saves for one day, and the spirit cannot again enter the target's fighting space during that time. If the save fails, the spirit vanishes into the target's body and takes control of it.

A possessed creature gains the spirit's Intelligence, Wisdom, Charisma, base attack bonus, base save bonuses, allegiances, skills, and feats. The possessed creature retains its Strength, Dexterity, Constitution, type, hit points, massive damage threshold, grapple check modifier, fighting space, reach, Reputation bonus, and extraordinary abilities. It loses access to any spell-like abilities, supernatural abilities, action points, and mental abilities (including prepared spells and knowledge gained from life experiences). While possessing a host creature, the spirit loses its supernatural or extraordinary abilities except for its turn resistance. The possessed creature's original spirit instantly reinstates itself if the possessing spirit is turned, destroyed, or otherwise dislodged from its host. A possessing spirit can leave its host as a free action, if it so chooses. Any attack that deals massive damage on the host's body allows the host another Will save to oust the possessing spirit and regain control of its body (whether or not the massive damage Fortitude save succeeds).

Possessing Spirit: CR 5; Medium undead; HD 5d12; hp 32; Mas —; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection); BAB +2; Grap —; Atk +4 melee touch (1d6, corrupting touch), Full Atk +4 melee touch (1d6, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, possession (DC 17), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +3, Will +6; AP 0; Rep +0; Str —, Dex 15, Con —, Int 15, Wis 15, Cha 14.

Skills: Bluff +8, Diplomacy +8, Hide +17, Intimidate +9, Listen +17, Search +17, Sense Motive +8, Spot +17.

Feat: Combat Reflexes, Improved Initiative.

Advancement: 6–9 HD (Medium); 10–15 HD (Large).

Weakening Spirit (Fetch)

A weakening spirit draws strength from the bodies of living creatures.

Draining Touch (Su): A living creature wounded by the weakening spirit's corrupting touch attack must succeed at a Fortitude save (DC 10 + spirit's Hit Dice + spirit's Charisma modifier) or suffer 1d4 points

of permanent Strength drain. A creature reduced to 0 Strength by a weakening spirit's draining touch dies and rises as a free-willed weakening spirit 24 hours later.

Weakening Spirit: CR 6; Medium undead; HD 4d12; hp 26; Mas —; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (good); Defense 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); BAB +1; Grap —; Atk +3 melee (1d6 plus 1d4 Str drain, corrupting touch); Full Atk +2 melee (1d6 plus 1d4 Str drain, corrupting touch); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, incorporeal, corrupting touch, draining touch (DC 15), invisibility, rejuvenation, +4 turn resistance, imprisonment, darkvision 60 ft.; AL none or varies; SV Fort +1, Ref +3, Will +6; AP 0; Rep +0; Str —, Dex 14, Con —, Int 14, Wis 14, Cha 13.

Skills: Bluff +7, Diplomacy +7, Hide +16, Intimidate +7, Listen +16, Search +16, Sense Motive +8, Spot +16.

Feat: Improved Initiative.

Advancement: 5–8 HD (Medium); 9–14 HD (Large).

Toxyderm

Placing a tormented soul within a quantity of toxic waste creates a Toxyderm. The creatures become mindless elementals, serving the whim of their demonic masters without question. While not terribly intelligent, these creatures are capable of reason and strategy. Difficult to destroy and extremely dangerous, these Hellspawn are often used as mass murder machines and assassins. Vaguely humanoid in size and shape, the specific appearance of a Toxyderm is dictated by the waste that spawned it.

Species Traits

Regardless of the type of waste that spawned them, toxyderms share the following traits.

Elemental: As elementals, toxyderms are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits, flanking, or the effects of massive damage. They cannot be raised from the dead.

Breath Weapon (Ex): A toxyderm has a cone-shaped breath weapon that it can use as an attack action once every 1d4 rounds. The exact length and type of the breath weapon varies depending on the toxyderm.

Engulf (Ex): A toxyderm can engulf creatures at least one size smaller than itself as an attack action. It cannot make a slam attack during a round in which it engulfs. The toxyderm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the engulfing toxyderm, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a Reflex save (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Dexterity modifier) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the toxyderm moves forward. Engulfed creatures are automatically considered grappled and take damage from the

toxyderm's slam attack every subsequent round (no attack roll required).

Darkvision (Ex): A toxyderm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the toxyderm can function with no light at all.

Chemical Toxyderm

Acid (Ex): The chemical toxyderm is made of an acid that dissolves organic material. With each successful slam, the toxyderm deals 2d6 points of acid damage in addition to normal slam damage. A creature continues to take acid damage each round until the acid is rinsed off with water.

Breath Weapon (Ex): The chemical toxyderm breathes a 50-foot cone of acid that deals 15d6 points of damage, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Unlike the garbage toxyderm, the chemical toxyderm takes no damage from its own breath weapon.

Chemical Toxyderm: CR 15; Huge elemental; HD 24d8+120; hp 228; Mas —; Init +0; Spd 20 ft.; Defense 20, touch 8, flat-footed 20 (–2 size, +12 natural); BAB +18; Grap +37; Atk +27 melee (2d6+16 plus 2d6 acid, slam) or +16 ranged; Full Atk +27/+22/+17/+12 melee (2d6+16 plus 2d6 acid, slam) or +16/+11/+6/+1 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, engulf (DC 22), acid, breath weapon (DC 27), darkvision 60 ft.; AL none; SV Fort +21, Ref +10, Will +8; AP 0; Rep +0; Str 32, Dex 11, Con 20, Int 6, Wis 11, Cha 11.

Skills: Hide –8, Listen +27, Spot +27, Swim +15.

Feats: Cleave, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack.

Possessions: None.

Advancement: 25–60 HD (Huge); 61–72 HD (Gargantuan).

Advanced Chemical Toxyderm: CR 26; Gargantuan elemental; HD 64d8+454 (includes Toughness feats); hp 742; Mas —; Init +4 (Improved Initiative); Spd 20 ft.; Defense 22, touch 6, flat-footed 22 (–4 size, +16 natural); BAB +48; Grap +75; Atk +60 melee (2d8+22 plus 2d6 acid, slam) or +44 ranged; Full Atk +60/+55/+50/+45 melee (2d8+22 plus 2d6 acid, slam) or +44/+39/+34/+29 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, engulf (DC 42), acid, breath weapon (DC 49), darkvision 60 ft.; AL none; SV Fort +42, Ref +23, Will +23; AP 0; Rep +0; Str 40, Dex 11, Con 24, Int 6, Wis 11, Cha 11.

Skills: Hide –12, Listen +56, Spot +56, Swim +41.

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Toughness (x2), Weapon Focus (slam).

Possessions: None.

Garbage Toxyderm

Disease (Ex): Hantavirus—slam. Fortitude save (DC 14) negates; incubation period 1 day; initial damage 1d2 Str; secondary damage 1d2 Str (temporary or permanent) and 1d2 Con (temporary or permanent).

Breath Weapon (Ex): The garbage toxyderm can expel some of its mass in a 50-foot cone. This deals 10d6 points of bludgeoning damage, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Each time the toxyderm uses its breath weapon, it takes 20 points of damage. Furthermore, any creature that takes damage from the cone must succeed at a Fortitude save (DC 14) or contract a disease (see above).

Garbage Toxyderm: CR 11; Huge elemental; HD 18d8+90; hp 171; Mas —; Init -2; Spd 20 ft., burrow 10 ft.; Defense 16, touch 6, flat-footed 16 (-2 size, -2 Dex, +10 natural); BAB +13; Grap +30; Atk +20 melee (2d6+13 plus disease, slam) or +9 ranged; Full Atk +20/+15/+10 melee (2d6+13 plus disease, slam) or +9/+4/-1 ranged; FS 15 ft. by 15 ft.; Reach 10 ft.; SQ elemental, engulf (DC 17), disease, breath weapon (DC 24), darkvision 60 ft.; AL none; SV Fort +16, Ref +4, Will +6; AP 0; Rep +0; Str 28, Dex 7, Con 20, Int 6, Wis 11, Cha 11. Skills: Hide -10, Listen +21, Spot +21, Swim +13. Feats: Cleave, Great Cleave, Power Attack, Sunder. Possessions: None. Advancement: 19-40 HD (Huge); 41-54 HD (Gargantuan).

Advanced Garbage Toxyderm: CR 18; Gargantuan elemental; HD 42d8+294; hp 483; Mas —; Init -2; Spd 20 ft., burrow 10 ft.; Defense 18, touch 4, flat-footed 18 (-4 size, -2 Dex, +14 natural); BAB +32; Grap +57; Atk +41 melee (2d8+19 plus disease, slam) or +26 ranged; Full Atk +41/+36/+31/+25 melee (2d8+19 plus disease, slam) or +26/+21/+16/+11 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, engulf (DC 29), disease, breath weapon (60-foot cone; DC 38), darkvision 60 ft.; AL none; SV Fort +37, Ref +14, Will +16; AP 0; Rep +0; Str 36, Dex 7, Con 24, Int 6, Wis 11, Cha 11. Skills: Hide -14, Listen +39, Spot +39, Swim +33. Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Sunder. Possessions: None.

Nuclear Toxyderm

Radiation (Ex): The area within a quarter-mile of a nuclear toxyderm is considered highly irradiated (see Radiation Sickness, below), so characters receive a low exposure to radiation if they remain in the area for less than a minute and a moderate exposure if they stay longer. If the nuclear toxyderm hits a creature with a slam attack, that creature receives a severe exposure to radiation.

Breath Weapon (Ex): The nuclear toxyderm's breath weapon is a 100-foot cone of white-hot nuclear slag and fullspectrum radiation. It deals 20d6 points of damage to all in its path, or half damage if a Reflex save succeeds (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Constitution modifier). Any creature that takes damage from the cone also suffers a high exposure to radiation (see the Radiation Sickness).

Chain Reaction (Su): If the nuclear toxyderm is reduced to 0 or fewer hit points, it explodes in a blinding flash of light that deals 400 points of damage to everything (creatures and objects alike) within 400 feet and 100 points of damage to everything within a mile; a successful Reflex save halves the damage (DC 10 + 1/2 toxyderm's Hit Dice + toxyderm's Dexterity modifier). This explosion generally results in a mile high mushroom cloud and a highly radioactive crater a quarter-mile across.

Nuclear Toxyderm: CR 20; Gargantuan elemental; HD 30d8+180; hp 305; Init +0; Spd 30 ft.; Defense 21, touch 6, flat-footed 21 (-4 size, +15 natural); BAB +22; Grap +47; Atk +32 melee (2d8+19 plus radiation, slam) or +18 ranged; Full Atk +32/+27/+22/+17 melee (2d8+19 plus radiation, slam) or +18/+13/+8/+3 ranged; FS 20 ft. by 20 ft.; Reach 15 ft.; SQ elemental, radiation, engulf (DC 25), breath weapon (DC 32), chain reaction, darkvision 60 ft.; AL none; SV Fort +26, Ref +12, Will +12; AP 0; Rep +0; Str 36, Dex 11, Con 24, Int 13, Wis 11, Cha 11. Skills: Hide -12, Listen +33, Spot +33, Swim +31. Feats: Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam). Possessions: None. Advancement: 31-64 HD (Gargantuan); 65-90 HD (Colossal).

Advanced Nuclear Toxyderm: CR 35; Colossal elemental; HD 90d8+840 (includes Toughness feats); hp 1,245; Init +4 (Improved Initiative); Spd 30 ft.; Defense 22, touch 2, flatfooted 22 (-8 size, +20 natural); BAB +65; Grap +47; Atk +75 melee (4d6+25 plus radiation, slam) or +57 ranged; Full Atk +75/+70/+65/+60 melee (4d6+25 plus radiation, slam) or +57/+52/+47/+42 ranged; FS 30 ft. by 30 ft.; Reach 15 ft.; SQ elemental, radiation, engulf (DC 55), breath weapon (DC 64), chain reaction, darkvision 60 ft.; AL none; SV Fort +26, Ref +12, Will +12; AP 0; Rep +0; Str 44, Dex 11, Con 28, Int 13, Wis 11, Cha 11. Skills: Hide -16, Listen +75, Spot +75, Swim +75. Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Toughness (x10), Weapon Focus (slam). Possessions: None.

Radiation Sickness

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The

Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area or a specific source of radiation. Then consult Table: Radiation Exposure to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up).

The degree of the exposure determines the severity of the radiation sickness, as indicated on Table: Radiation Sickness. At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

Table: Radiation Exposure

Situation	Time of Exposure				
	1 rnd	1 min	10 min	1 hr	1 day
Character in irradiated area:					
Lightly irradiated	Mild	Mild	Mild	Mild	Mild
Moderately irradiated	Mild	Mild	Low	Low	Low
Highly irradiated	Low	Low	Moderate	Moderate	Moderate
Severely irradiated	Moderate	Moderate	High	High	Severe
Character exposed to radiation source:					
Mildly radioactive materials	Mild	Mild	Low	Low	Low
Highly radioactive materials	Moderate	Moderate	High	High	Severe
Severely radioactive materials	Moderate	High	Severe	Severe	Severe

Table: Radiation Sickness

Degree of Exposure	Fort Save DC	Damage
Mild	7	1d4-2 Con*
Low	15	1d6-2 Con*
Moderate	18	1d6-1 Con
High	21	1d6 Con
Severe	24	2d6 Con

*Minimum damage 0 Con.

Wendigo

Wendigos are created from the souls of humans who have tasted human flesh. These former cannibals are filled with a hunger for flesh and a rage that rivals the heartiest werewolf. A wendigo is generally 8 feet tall and weighs 400 pounds.

Species Traits

Rage (Ex): A wendigo that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wendigo gains +4 Strength and +4 Constitution, and takes a -2 penalty Defense. The creature cannot end its rage voluntarily.

Rend (Ex): If a wendigo hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Ferocity (Ex): A wendigo is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Scent (Ex): This ability allows the wendigo to detect approaching enemies, sniff out hidden foes, and track by scent.

Low-Light Vision (Ex): Wendigos 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.

Skill Bonuses: Wendigos gain a +10 species bonus on Balance, Climb, Jump, and Survival checks.

Wendigo: CR 5; Large giant; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 17, touch 10, flat-footed 16 (-1 size, +1 Dex, +7 natural); BAB +4; Grap +14; Atk +9 melee (1d6+6, claw) or +4 ranged; Full Atk +9 melee (1d6+6, 2 claws), +4 melee (1d6+3, bite) or +4 ranged; FS 5 ft. by 5 ft.; Reach 10 ft.; SQ rage, rend 2d6+9, ferocity, peripheral invisibility, scent, low-light vision; AL evil; SV Fort +9, Ref +3, Will +4; AP 0; Rep +0; Str 23, Dex 13, Con 19, Int 6, Wis 14, Cha 6.

Skills: Balance +12, Climb +18, Hide -1, Jump +18, Listen +4, Spot +4, Survival +14.

Feats: Dodge, Mobility, Simple Weapons Proficiency.

Rage (Ex): When raging, the wendigo gains 12 hit points. Its other statistics change as follows: Mas 23; Defense 15, touch 8, flat-footed 14; Grap +16; Atk +11 melee (1d6+8, claw); Full Atk +11 melee (1d6+8, 2 claws), +6 melee (1d6+4, bite); SQ rend 2d6+12; SV Fort +11; Str 27, Con 23; Climb +20, Jump +20.

Possessions: None.

Advancement: By character class.

Whisperer in the Dark

This unnatural creature was crafted by demons to collect souls for Hell. The Whisperer in the Dark tends to target weak and lonely souls, who don't put up much of a struggle. Typical targets include potential suicides, drug abusers, the elderly, and battered wives. Upon collecting 30 souls, the Whisperer returns to Hell to deliver its prey. From a distance, a Whisperer in the Dark resembles a swirling bank of mist or light fog, but an observer within 30 feet of the whisperer can clearly see dozens of humanoid faces in the fog, silently screaming their endless torment.

Species Traits

Daylight Powerlessness (Ex): A whisperer in the dark is utterly powerless in natural sunlight and flees from it if possible. If caught in sunlight, it cannot attack and may make only one move or attack action each round. It cannot take full-round actions at all in this situation.

Incorporeal Subtype (Su): A whisperer in the dark has no physical form and can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, though it has a 50% chance to ignore any damage from a corporeal source. The whisperer in the dark can pass through solid objects at will, and its own attacks pass through armor. The charred one moves in complete silence and cannot be heard at all.

Steal Essence (Su): If a creature with an Intelligence score greater than 2 is slain by a whisperer in the dark, its essence is absorbed into the monster's consciousness within 1d4 rounds, though its physical body remains intact. Stealing a creature's essence grants the whisperer 12 temporary hit points, and a new screaming face resembling that of the absorbed creature appears permanently within the cloud.

Turn Resistance +2 (Su): A whisperer in the dark is treated as having +2 Hit Dice for the purpose of turn or rebuke attempts.

Undead: A whisperer in the dark has the traits and immunities common to undead.

Unnatural Aura (Su): A whisperer in the dark constantly projects an unnatural aura to a radius of 30 feet around itself. Both wild and domesticated animals can sense this aura and refuse to enter its area. If forced to come closer than 30 feet to the whisperer in the dark, they panic and remain panicked for as long as they are in the area.

Whisperer in the Dark: CR 12; Large undead (incorporeal); HD 11d12; hp 71; Mas —; Init +7; Spd 30 ft., fly 60 ft. (good); Defense 14, touch 14, flat-footed 11 (–1 size, +3 Dex, +2 deflection); BAB +5; Grap —; Atk +4 melee (2d6 Con, incorporeal touch); Full Atk +4 melee (2d6 Con, 4 incorporeal touches); FS 5 ft. by 5 ft.; Reach 10 ft.; SQ daylight powerlessness, incorporeal, steal essence, turn resistance +2, undead, unnatural aura; AL chaos, evil; SV Fort +3, Ref +6, Will +9; AP

0; Rep +0; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills: Concentration +8, Hide +13, Intimidate +12, Listen +12, Search +12, Sense Motive +8, Spot +12.

Feats: Alertness, Blind-Fight, Combat Reflexes, Frightful Presence, Improved Initiative.

Advancement: 12–18 HD (Huge); 19–26 HD (Gargantuan).

Yeti

A yeti is a large, white-furred, human-shaped creature that stands about 8 feet tall and weighs approximately 300 pounds. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat. Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions. Although a yeti can stand and walk upright, it tends to hunch over and use its hands and feet, in the manner of a gorilla, to navigate ice floes and rocky terrain. Its eyes are either blue or colorless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

Species Traits

Cold Subtype (Ex): A yeti is immune to cold damage. It takes 50% more damage from fire attacks.

Constrict (Ex): A yeti deals normal claw damage (treat as bludgeoning damage) plus 2d6 points of cold damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab (Ex): To use this ability, the yeti must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can constrict in the same round.

Skill Bonus: The yeti's white fur grants it a +15 species bonus on Hide checks made in snowy conditions.

Yeti: CR 3; Large monstrous humanoid (cold); HD 4d8+4; hp 22; Mas 12; Init +1; Spd 40 ft.; Defense 14, touch 10, flatfooted 13 (–1 size, +1 Dex, +4 natural); BAB +4; Grap +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ cold subtype, constrict, darkvision 60 ft., improved grab; AL none; SV Fort +2, Ref +5, Will +5; AP 0; Rep +0; Str 18, Dex 13, Con 12, Int 9, Wis 12, Cha 11.

Skills: Climb +10, Hide +2 (+17 in snowy conditions), Move Silently +6, Speak Giant, Survival +7.

Feats: None.

Advancement: 5–8 HD (Large); 9–12 HD (Huge).

Abominable Snowman (Advanced Yeti): CR 6; Huge monstrous humanoid (cold); HD 12d8+36; hp 90; Mas 16; Init +0; Spd 40 ft.; Defense 15, touch 8, flat-footed 15 (–2 size, +7 natural); BAB +12; Grap +28; Atk +18 melee (2d4+8, claw); Full Atk +18 melee (2d4+8, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ cold subtype, constrict, darkvision

60 ft., improved grab; AL any; SV Fort +7, Ref +8, Will +9; AP 0; Rep +0; Str 26, Dex 11, Con 16, Int 9, Wis 12, Cha 11.

Skills: Climb +14, Hide +3 (+18 in snowy conditions), Move Silently +10, Speak Giant, Survival +12.

Feats: Power Attack, Track.

Zeikune

A Zeikune is a human sized insect-like creature, crafted from the souls of people whose greed caused them to harm or kill their fellow man. Pimps, contract killers, and people who poison family members for insurance money are all examples of souls capable of becoming Zeikune. These creatures have four arms, two legs, a mosquito like head and pincers on their face that allow them to grapple their victims. A two-foot long tongue extends from their mouth to deliver their liquefaction fluids and allow them to drain their victims.

Species Traits

Improved Grab (Ex): To use this ability, the zeikune must hit an opponent with its bite attack. If it gets a hold, it automatically deals bite damage and liquefaction damage (see below) each round that the hold is maintained.

Liquefaction (Ex): Once the zeikune gets a hold of its opponent (see Improved Grab above), it begins injecting fluids that dissolve the victim's organs, dealing 1d4 points of Constitution damage per round. If the creature dies or its Constitution score drops to 0 as a result of this process, the creature's organs turn to slush, and the ability damage becomes ability drain. The victim dies, at which point the zeikune can begin sucking the liquefied organs from the creature's body (see Siphon Fluids, below).

Siphon Fluids (Ex): Once a zeikune liquefies the internal organs of a creature, it can spend a full round action siphoning the fluids from the dead creature's body, leaving behind a shriveled husk. The fluid not only provides sustenance but also heals the zeikune of 3d6 points of damage and 1d6 points of ability damage (per ability).

Zeikune: CR 4; Medium-size aberration; HD 5d8+5; hp 27; Mas 13; Init +6; Spd fly 40 ft. (perfect); Defense 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 insight); BAB +3; Grap +3; Atk +3 melee (2d4, bite); Full Atk +3 melee (2d4, bite) or +5 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft., improved grab, liquefaction, power resistance 17, siphon fluids; AL none; SV Fort +2, Ref +3, Will +5; AP 0; Rep +0; Str 11, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills: Hide +9, Listen +8, Move Silently +9, Spot +8.

Feats: Improved Initiative, Simple Weapons Proficiency.

Advancement: By character class.



Zombie

For a full range of Zombies usable with the **Contagion** setting, see Living Dead, available at retailers everywhere, or at www.aegisstudios.net

Zombie, Liquefied

Liquefied Zombies are created from corpses in advanced states of decay, chemical accidents, or botched attempts to raise the dead. Liquefied zombies cannot speak. They are generally between 5 feet and 6 feet tall, and they weigh about 150 pounds.

Template Traits

"Liquefied zombie" is an acquired template that can be added to any corporeal creature other than a construct, elemental, ooze, plant, or undead (referred to hereafter as the base creature). The creature must be in an advanced state of decay, but not yet reduced to a skeletal corpse. The liquefied zombie uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: A liquefied zombie's Challenge Rating equals the base creature's CR + the following modifier based on size: Tiny or smaller +0, Small +1, Medium +2, Large +4, Huge +5, Gargantuan +7, Colossal +10.

Type: The creature's type changes to undead.

Hit Dice: Drop any Hit Dice gained from experience, triple the number of Hit Dice left, and raise them to d12.

Speed: If the base creature could fly, its maneuverability rating as a liquefied zombie drops to clumsy.

Defense: A liquefied zombie's natural armor bonus to Defense increases to the following, based on its size (but use the base creature's natural armor bonus if it's higher): Small or smaller +0, Medium +1, Large +2, Huge +3, Gargantuan +6, Colossal +10.

Attacks: The liquefied zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. A liquefied zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the liquefied zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6.

For purposes of Strength bonuses to damage, a slam attack attack is considered a two-handed attack.

Special Qualities: A liquefied zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A liquefied zombie may retain any or all of the base creature's extraordinary abilities at the GM's discretion. In addition to gaining the undead type, a liquefied zombie has the following special quality.

Liquefied Spew (Ex): Whenever a liquefied zombie is

damaged in combat by anything other than a bludgeoning weapon, some of the liquefied tissue spews forth, covering everything within 5 feet of the liquefied zombie. The scalding liquid deals 1d6 points of damage and exposes anyone it touches to the disease of necrotizing fasciitis.

Darkvision (Ex): Liquefied zombies have darkvision with a range of 60 feet.

Allegiances: A liquefied zombie loses any previous allegiances and adopts a new allegiance to its creator. This allegiance cannot be broken.

Saves: A liquefied zombie's saving throws are based on Hit Dice.

Action Points: A liquefied zombie does not acquire or amass action points. It loses any action points gained by the base creature.

Ability Scores: A liquefied zombie's ability scores change as follows: Str +4, Dex -2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills: The liquefied zombie loses all skills.

Feats: The liquefied zombie loses all the base creature's feats except the following: Archaic Weapons Proficiency, Exotic Weapons Proficiency, Personal Firearms Proficiency, and Simple Weapons Proficiency. The liquefied zombie gains the Toughness feat.

Human Liquefied Zombie: CR 2; Medium undead; HD 3d12+3 (includes Toughness feat); hp 22; Init -1; Spd 30 ft.; Defense 10, touch 9, flat-footed 10 (-1 Dex, +1 natural); BAB +0; Grap +2; Atk +2 melee (1d6+3, slam); Full Atk +2 melee (1d6+3, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, liquefied spew, darkvision 60 ft.; AL creator; SV Fort +1, Ref +0, Will +3; AP 0; Rep +0; Str 15, Dex 8, Con —, Int —, Wis 10, Cha 1. Skills: None.

Feats: Toughness.

MUNDANE CREATURES

Anaconda, Giant

Species Traits

Constrict (Ex): A giant anaconda deals 1d6+16 points of bludgeoning damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab (Ex): To use this ability, the giant anaconda must hit an opponent at least one size category smaller than itself with either a bite or a tail slap attack. If it gets a hold, it automatically deals bite or tail slap damage each round that the hold is maintained, and it can constrict in the same round and attempt to swallow in the next round. If the giant anaconda wishes, it can continue to attack with its tail or its bite (not both) while it grapples with its body, but it takes a -20 penalty on all grapple checks if it does so.

Scent (Ex): This ability allows a giant anaconda to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A giant anaconda gains a +8 species bonus on Balance,

Climb, and Swim checks and a +4 species bonus on Hide, Listen, and Spot checks.

Swallow Whole (Ex): If a giant anaconda begins its turn with an opponent one or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the giant anaconda, the opponent takes bludgeoning damage equal to the anaconda's tail slap attack plus 1d6 points of acid damage per round from the monster's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the giant anaconda's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the stomach using claws or a Small or Tiny slashing weapon. Dealing at least 30 points of damage to the stomach (Defense 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge giant anaconda's stomach can hold 1 Large, 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Giant Anaconda: CR 9; Huge animal; HD 12d8+60; hp 114; Mas 21; Init +1; Spd 20 ft., climb 20 ft., swim 40 ft.; Defense 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); BAB +9; Grap +28; Atk +18 melee (1d6+11, tail slap); Full Atk +18 melee (1d6+11, tail slap) and +13 melee (2d6+5, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ constrict (1d6+16), improved grab, low-light vision, scent, swallow whole; AL none; SV Fort +13, Ref +9, Will +5; AP 0; Rep +0; Str 32, Dex 13, Con 21, Int 1, Wis 12, Cha 2. Skills: Balance +9, Climb +19, Hide +12, Listen +5, Spot +5, Swim +19. Feats: None.

Advancement: 13-23 HD (Huge); 24-36 HD (Gargantuan).

Advanced Giant Anaconda: CR 15; Gargantuan animal; HD 30d8+210; hp 345; Mas 25; Init +1; Spd 20 ft., climb 20 ft., swim 40 ft.; Defense 18, touch 7, flat-footed 17 (-4 size, +1 Dex, +11 natural); BAB +22; Grap +49; Atk +33 melee (1d8+15, tail slap); Full Atk +33 melee (1d8+15, tail slap) and +28 melee (2d8+7, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ constrict (1d8+22), improved grab, low-light vision, scent, swallow whole; AL none; SV Fort +24, Ref +18, Will +11; AP 0; Rep +0; Str 40, Dex 13, Con 25, Int 1, Wis 12, Cha 2.

Skills: Balance +9, Climb +23, Hide +8, Listen +5, Spot +5, Swim +23.

Feats: None

Ape

Species Traits

Scent (Ex): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ape: CR 2; Large animal; HD 4d8+8; hp 26; Mas 14; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BAB +3; Grap +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +6, Ref +6, Will +2; AP 0; Rep +0; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 5-8 HD (Large).

Bat

Species Traits

Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

Bat: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 5 ft., fly 40 ft. (good); Defense 16, touch 16, flat-footed 14 (+4 size, +2 Dex); BAB +0; Grap -17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; AL none; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.

Skills: Listen +9, Move Silently +6, Spot +9.

Feats: None.

Advancement: None.

Bear

Species Traits

Bears have the following traits.

Improved Grab (Ex): To use this ability, the bear must hit with a claw attack.

Scent (Ex): This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bear: CR 4; Large animal; HD 6d8+24; hp 51; Mas 19; Init +1; Spd 40 ft.; Defense 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural); BAB +4; Grap +16; Atk +11 melee (1d8+8, claw); Full Atk +11 melee (1d8+8, 2 claws), +6 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Climb +18, Listen +6, Spot +6.

Feats: None.

Advancement: 7-10 HD (Large).

Boar

Boars are about 4 feet long and 3 feet high at the shoulder.

Species Traits

Boars have the following traits:

Ferocity (Ex): Boars are such tenacious combatants that they continue to fight without penalty until reduced to -10 hit points. At -10 hit points, they are slain.

Scent (Ex): This ability allows the wild boar to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Low-Light Vision (Ex): Boars 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.

Boar: CR 2; Medium animal; HD 3d8+9; hp 22; Mas 17; Init +0; Spd 40 ft.; Defense 16, touch 10, flat-footed 16 (+6 natural); BAB +2; Grap +4; Atk +4 melee (1d6+3, gore); Full Atk +4 melee (1d6+3, gore); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ ferocity, scent, low-light vision; AL None; SV Fort +6, Ref +3, Will +2; AP 0; Rep +0; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

Feats: None.

Advancement: 4-5 HD (Medium).

Cat

Species Traits

Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Bonus Feats: A cat gains the bonus feats Weapon Finesse (bite) and Weapon Finesse (claw).

Cat: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d2-4, claw); Full Atk +4 melee (1d2-4, 2 claws), -1 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).

Advancement: None.

Crocodile

Species Traits

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab (Ex): To use this ability, a crocodile must hit an

opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skill Bonus: Crocodiles gain a +2 species bonus on Hide checks when submerged.

Medium-Size Crocodile: CR 2; Medium-size animal; HD 3d8+9; hp 22; Mas 17; Init +1; Spd 20 ft., swim 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +2; Grap +6; Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); Full Atk +6 melee (1d8+6, bite), or +6 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.

Skills: Hide +7 (+19 when submerged), Listen +5, Spot +5.

Feats: None.

Advancement: 4–5 HD (Medium-size); 6–7 HD (Large).

Huge Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Mas 19; Init +1; Spd 20 ft., swim 30 ft.; Defense 16, touch 9, flat-footed 15 (–2 size, +1 Dex, +7 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); Full +11 melee (2d8+12, bite), or +11 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+4 while submerged), Listen +5, Spot +5.

Feats: None.

Advancement: 8–16 HD (Huge); 17–32 HD (Gargantuan).

Dog

Dogs come in two varieties: Small, which reflects animals like Chihuahuas and poodles and Medium (German shepherds, retrievers and the like.)

Species Traits

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See *Special Qualities* for more information.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: CR 1/3; Small animal; HD 1d8+2; hp 6; Mas 15; Init +3; Spd 40 ft.; Defense 14, touch 14, flat-footed 11 (+1 size, +3 Dex); BAB +0; Grap –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +4, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Medium-Size Dog: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 40 ft.; Defense 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); BAB +1; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; AL none or owner; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Feats: None.

Advancement: None.

Donkey

Donkeys are surefooted and sturdy. They can carry up to 50 pounds as a light load, 51–100 pounds as a medium load, and 101–150 pounds as a heavy load. A donkey can drag 750 pounds.

Species Traits

Donkeys have the following traits:

Low-Light Vision (Ex): Donkeys 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.

Scent (Ex): This ability allows the donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Donkeys gain a +2 species bonus on Balance checks.

Donkey: CR 1/6; Medium animal; HD 2d8+2; hp 11; Mas 12; Init +0; Spd 30 ft.; Defense 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); BAB +1; Grap +1; Atk +1 melee (1d3, bite); Full Atk +1 melee (1d3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent; AL none or owner; SV Fort +4, Ref +4, Will +0; AP 0; Rep +0; Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4.

Skills: Balance +3, Listen +5, Spot +5.

Feats: None.

Advancement: None.

Eagle

Eagles include other large birds of prey and raptors. They are typically 3 feet long and have a wingspan of about 7 feet.

Species Traits

Eagles have the following traits:

Low-Light Vision (Ex): Eagles 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.

Skill Bonuses: Eagles gain a +8 species bonus on Spot checks during daylight.

Bonus Feats: Eagles gain the bonus feats *Weapon Finesse* (bite) and *Weapon Finesse* (claw).

Eagle: CR 1; Small animal; HD 1d8+1; hp 5; Mas 12; Init +2; Spd 10 ft., fly 80 ft. (average); Defense 14, touch 13, flatfooted 12 (+1 size, +2 Dex, +1 natural); BAB +0; Grap -4; Atk +3 melee (1d3, claw); Full Atk +3 melee (1d3, 2 claws), -2 melee (1d4 bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision; SV Fort +3, Ref +4, Will +2; AP 0; Rep +0; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills: Hide +6, Listen +7, Spot +7 (+15 during daylight).

Feats: Weapon Finesse (claw, bite).

Advancement: 2-3 HD (Medium); 4-6 HD (Large).

Elephant

Species Traits

Elephants have the following traits:

Trample (Ex): An elephant can trample Medium or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 25) to halve the damage. The mastadon's trample deals 2d6+18 points of damage (Reflex save, DC 31, for half damage).

Scent (Ex): This ability allows the elephant to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Low-Light Vision (Ex): Elephants 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.

Elephant: CR 8; Huge animal; HD 11d8+55; hp 104; Mas 21; Init +0; Spd 40 ft.; Defense 15, touch 8, flat-footed 15 (-2 size, +7 natural); BAB +8; Grap +26; Atk +16 melee (1d6+15, slam) or +16 melee (2d6+15, gore); Full Atk +16 melee (1d6+10, slam), +11 melee (2d4+5, 2 stamps) or +16 melee (2d6+15, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 2d6+15, scent, low-light vision; AL None or owner; SV Fort +12, Ref +7, Will +4; AP 0; Rep +0; Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

Skills: Hide -8, Listen +6, Spot +6.

Feats: None.

Advancement: 12-22 HD (Huge).

Advanced Elephant (Mastadon): CR 10; Huge animal; HD 18d8+90; hp 171; Mas 21; Init +0; Spd 40 ft.; Defense 17, touch 8, flat-footed 17 (-2 size, +9 natural); BAB +13; Grap +33; Atk +23 melee (1d6+18, slam) or +23 melee (2d6+18, gore); Full Atk +23 melee (1d6+12, slam), +18 melee (2d4+6, 2 stamps) or +23 melee (2d6+18, gore); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ trample 2d6+18, scent, low-light vision; AL none; SV Fort +16, Ref +11, Will +7; AP 0; Rep +0; Str 34, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

Skills: Hide -8, Listen +6, Spot +6.

Feats: None.

Advancement: None.

Ferret

Species Traits

Attach (Ex): If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defense and has a Defense of 12.

Scent (Ex): This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Bonus Feat: A ferret gains the bonus feat Weapon Finesse (bite).

Ferret: CR 1/4; Tiny animal; HD 1/4 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ attach, low-light vision, scent; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Feats: Weapon Finesse (bite).

Advancement: None.

Hawk

Species Traits

Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Bonus Feat: Hawks gain the bonus feat Weapon Finesse (claw).

Hawk: CR 1; Tiny animal; HD 1d8; hp 4; Mas 10; Init +3; Spd 10 ft., fly 60 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d4-2, claw); Full Atk +5 melee (1d4-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6 (+14 in daylight).

Feats: Weapon Finesse (claw).

Advancement: None.

Herd Animal

This is a catch- all type which includes cows, bison and other large herd animals.

Species Traits

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: CR 2; Large animal; HD 5d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +11; Atk +6 melee (1d8+6, butt); Full Atk +6 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; AL none; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4. Skills: Listen +8, Spot +5. Feats: None. Advancement: 6-7 HD (Large).

Horse

A horse cannot fight while carrying a rider.

Species Traits

Scent (Ex): This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Horse: CR 1; Large animal; HD 3d8+6; hp 19; Mas 15; Init +1; Spd 60 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +2; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6. Skills: Listen +6, Spot +6. Feats: None. Advancement: None.

Lizard

Species Traits

Lizards have the following traits:

Poison (Ex): Some species of giant lizard have a poisonous bite. Bite: Fortitude save (DC 14); initial and secondary 1d3 Strength damage.

Low-Light Vision (Ex): Lizards 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.

Skill Bonuses: Lizards use their Dexterity modifier for Climb checks. They gain a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In wooded or overgrown areas, the species bonus on Hide checks improves to +8.

Bonus Feat: Lizards gain the bonus feat Weapon Finesse (bite).

Lizard: CR 1/6; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +2; Spd 20 ft., climb 20 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 2. Skills: Balance +10, Climb +6, Hide +14 (+18 in wooded or overgrown areas), Listen +5, Move Silently +6, Spot +5.

Feats: Weapon Finesse (bite). Advancement: None.

Giant Lizard: CR 2; Medium animal; HD 3d8+9; hp 22; Mas 17; Init +2; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +5; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Poison, low-light vision; AL none; SV Fort +6, Ref +5, Will +2; AP 0; Rep +0; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2. Skills: Balance +10, Climb +13, Hide +6 (+10 in wooded or overgrown areas), Listen +5, Move Silently +6, Spot +5, Swim +11. Feats: None. Advancement: 4-5 HD (Medium); 6-18 HD (Large); 19-32 HD (Huge); 33-45 HD (Gargantuan).

Monkey

Species Traits

Bonus Feat: Monkeys gain the bonus feat Weapon Finesse (bite).

Monkey: CR 1/6; Tiny animal; HD 1d8; hp 4; Mas 10; Init +2; Spd 30 ft., climb 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5. Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4. Feats: Weapon Finesse (bite). Advancement: 2-3 HD (Small).

Octopus

Species Traits

Octopi have the following traits:

Aquatic: Octopi can move in water without making Swim checks and cannot drown in water.

Improved Grab (Ex): To use this ability, a normal octopus must hit with its tentacle attack (which itself deals no damage). If it gets a hold, it automatically deals bite damage each round the hold is maintained. If a giant octopus successfully hits with a tentacle slam against a target smaller than itself, it can deal automatic bite damage each round or it can constrict (see below).

Constrict (Ex): A giant octopus that succeeds in grappling an opponent smaller than itself deals 1d4+5 points of damage per round as it constricts.

Poison (Ex): Some small octopi have venomous bites. Bite: Fortitude save (DC 10 + 1/2 octopus's Hit Dice + octopus's Constitution modifier); initial and secondary 1d2 Strength damage.

Ink Cloud (Ex): Both the octopus and giant octopus can emit a cloud of jet-black ink as a free action. The normal octopus's ink cloud is a 10-foot cube, while the giant octopus's ink cloud fills a 20-foot cube. The

cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus or giant octopus can jet backward once a round as a full-round action, at a speed of 200 feet.

Low-Light Vision (Ex): Lizards 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.

Skill Bonuses: Both octopi and giant octopi can change colors and squeeze into small spaces. They gain a +4 species bonus on Hide checks and a +10 species bonus on Escape Artist checks.

Bonus Feats: Normal octopi gain the bonus feats Weapon Finesse (bite) and Weapon Finesse (tentacles).

Octopus: CR 1/6 (1/2 if venomous); Small animal; HD 1/2 d8; hp 2; Mas 11; Init +3; Spd 5 ft., swim 30 ft.; Defense 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); BAB +0; Grap -3; Atk +4 melee (special, tentacles); Full Atk +4 melee (special, tentacles), -1 melee (1d4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Aquatic, improved grab, poison (DC 10), ink cloud, jet, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 3.

Skills: Escape Artist +13, Hide +7, Listen +5, Move Silently +5, Spot +5.
Feats: Weapon Finesse (bite, tentacles).

Advancement: 1-2 HD (Small); 3-7 HD (Medium).

Giant Octopus: CR 8; Large animal; HD 8d8+8; hp 44; Mas 13; Init +2; Spd 10 ft., swim 30 ft.; Defense 18, touch 11, flatfooted 16 (-1 size, +2 Dex, +7 natural); BAB +6; Grap +15; Atk +10 melee (1d4+7, tentacle slam); Full Atk +10 melee (1d4+5, 8 tentacle slams), +5 melee (1d8+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Aquatic subtype, improved grab, constrict, ink cloud, jet, low-light vision; AL none; SV Fort +7, Ref +8, Will +3; AP 0; Rep +0; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

Skills: Escape Artist +12, Hide +2, Listen +5, Move Silently +4, Spot +5.
Feats: None.

Advancement: 9-12 HD (Large); 13-24 HD (Huge); 25-42 (Gargantuan).

Owl

Species Traits

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Bonus Feat: Owls gain the bonus feat Weapon Finesse (claw).

Owl: CR 1/4; Tiny animal; HD 1/2 d8; hp 2; Mas 10; Init +3; Spd 10 ft., fly 40 ft. (average); Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d2-2, claw); Full Atk +5 melee (1d2-2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; AL none or owner; SV Fort +2, Ref +5, Will +2; AP 0; Rep +0; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and

darkness).

Feats: Weapon Finesse (claw).

Advancement: 1 HD (Small); 2 HD (Medium-size); 3-4 HD (Large).

Porpoise

Porpoises measure 4-6 feet long and weigh 110 to 170 pounds. The following stats may also be used to describe whales of similar size.

Species Traits

Porpoises have the following traits:

Aquatic: Porpoises can move in water without making Swim checks and cannot drown in water.

Blindsight (Ex): Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures. This form of echolocation allows them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Skill Bonuses: Porpoises gain a +4 species bonus on Listen and Spot checks. These bonuses are lost if blindsight is negated.

Bonus Feat: Porpoises gain the bonus feat Weapon Finesse (slam).

Porpoise: CR 1/2; Medium animal; HD 2d8+2; hp 11; Mas 13; Init +3; Spd swim 80 ft.; Defense 15, touch 13, flatfooted 12 (+3 Dex, +2 natural); BAB +1; Grap +1; Atk +4 melee (1d4, slam); Full Atk +4 melee (1d4, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, blindsight; AL none or school; SV Fort +4, Ref +6, Will +1; AP 0; Rep +0; Str 11, Dex 17, Con 13, Int 5, Wis 12, Cha 6.

Skills: Listen +10 (+6 if blindsight is negated), Spot +10 (+6 if blindsight is negated).

Feats: Weapon Finesse (slam).

Advancement: 3-4 HD (Medium); 5-6 HD (Large).

Rat

Species Traits

Scent (Ex): This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Bonus Feat: Rats gain the bonus feat Weapon Finesse (bite).

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Feats: Weapon Finesse (bite).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2–4 HD (Large).

Raven

Species Traits

Bonus Feat: Ravens gain the bonus feat Weapon Finesse (claw).

Raven: CR 1/4; Tiny animal; HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 10 ft., fly 40 ft. (average); Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -13; Atk +4 melee (1d2–5, claw); Full Atk +4 melee (1d2–5, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; AL none or owner; SV Fort +2, Ref +4, Will +2; AP 0; Rep +0; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6.

Feats: Weapon Finesse (claw).

Advancement: 1/2 HD (Small); 1 HD (Medium-size); 2–4 HD (Large).

Shark

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Bonus Feat: Sharks gain the bonus feat Weapon Finesse (bite).

Shark: CR 1; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +2; Spd swim 60 ft.; Defense 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); BAB +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +6 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; AL none; SV Fort +4, Ref +5, Will +2; AP 0; Rep +0; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7, Swim +9.

Feats: Weapon Finesse (bite).

Advancement: 4–7 HD (Large); 8–16 (Huge).

Snake

Species Traits

Snakes have the following traits.

Variable Size: See Table: Creature Sizes for attack and Defense modifiers based on size, as well as for a snake's fighting space (assuming the creature is coiled) and reach.

Improved Grab (Ex): Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab.

Constrict (Ex): With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison (Ex): A viper injects venom with a successful bite. The victim

must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + 1/2 the snake's Hit Dice + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Bonus Feat: Vipers gain the bonus feat Weapon Finesse (bite).

Constrictor Snake: CR 2; Medium-size animal; HD 3d8+3; hp 16; Mas 13; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Feats: None.

Advancement: 4–8 HD (Large); 9–16 HD (Huge); 17–32 HD (Gargantuan).

Tiny Viper: CR 1/3; Tiny animal; HD 1/4 d8; hp 1; Mas 11; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Defense 17, touch 15, flat-footed 14 (+2 size, +3 Dex, +2 natural); BAB +0; Grap -10; Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; AL none; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Feat: Weapon Finesse (bite).

Advancement: 1/2–1 HD (Small); 2 HD (Medium-size); 3–4 HD (Large); 5–16 HD (Huge).

Squid

Species Traits

Squid have the following traits:

Aquatic: Squid can move in water without making Swim checks, and they cannot drown in water.

Improved Grab (Ex): To use this ability, the squid must hit with its tentacle arm attack. If it gets a hold, the squid automatically deals bite damage each round the hold is maintained. Squid and giant squid are treated as one size category larger for purposes of determining their grapple check bonus. If a giant squid makes a successful strike with its tentacle rake attack against a target smaller than itself, it

can constrict (see below).

Constrict (Ex): A giant squid deals automatic tentacle damage with a successful grapple check against creatures smaller than itself.

Ink Cloud (Ex): Both the squid and giant squid can emit a cloud of jet-black ink as a free action. The squid's ink cloud fills a 10-foot cube, while the giant squid's ink cloud fills a 20-foot cube. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid or giant squid can jet backward once per round as a full-round action. This increases the squid's speed to 240 feet and the giant squid's speed to 320 feet.

Darkvision (Ex): Squid can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and squid can function with no light at all.

Bonus Feats: Normal squid (but not giant squid) gain the bonus feats **Weapon Finesse (bite)** and **Weapon Finesse (tentacles)**.

Squid: CR 1/6; Small animal; HD 1/2 d8; hp 2; Mas 11; Init +3; Spd swim 60 ft.; Defense 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural); BAB +0; Grap -2; Atk +2 melee (special, tentacles); Full Atk +2 melee (special, tentacles), -3 melee (1d4-2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, ink cloud, jet, darkvision 60 ft.; SV Fort +2, Ref +5, Will +1; AP 0; Rep +0; Str 7, Dex 17, Con 11, Int 1, Wis 12, Cha 3.

Skills: Hide +7, Listen +7, Spot +7.

Feats: Weapon Finesse (bite, tentacles).

Advancement: 1 HD (Small); 2-4 HD (Medium); 5-11 HD (Large).

Giant Squid: CR 10; Huge animal; HD 12d8+60; hp 114; Mas 21; Init +0; Spd swim 80 ft.; Defense 17, touch 9, flatfooted 17 (-2 size, +9 natural); BAB +9; Grap +29; Atk +15 melee (1d6+12, tentacle rake); Full Atk +15 melee (1d6+8, 10 tentacle rakes), +10 melee (2d6+4, bite); FS 15 ft. by 15 ft.; Reach 10 ft. (30 ft. with tentacles); SQ aquatic, improved grab, constrict 1d6+8, ink cloud, jet, darkvision 60 ft.; SV Fort +11, Ref +6, Will +4; AP 0; Rep +0; Str 26, Dex 11, Con 21, Int 1, Wis 12, Cha 2.

Skills: Hide -8, Listen +8, Spot +8.

Feats: None.

Advancement: 13-18 HD (Huge); 19-36 (Gargantuan).

Tiger

Species Traits

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See **Improved Grab**.

Rake (Ex): A tiger that gets a hold of its target can make two rake

attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on **Balance**, **Hide**, and **Move Silently** checks. In areas of tall grass or heavy undergrowth, their **Hide** bonus improves to +8.

Tiger: CR 4; Large animal; HD 6d8+18; hp 45; Mas 17; Init +2; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; AL none; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: None.

Advancement: 7-12 HD (Large); 13-18 HD (Huge).

Toad

Species Traits

Skill Bonuses: A toad's coloration gives it a +4 species bonus on **Hide** checks.

Toad: CR 1/10; Diminutive animal; HD 1/4 d8; hp 1; Mas 11; Init +1; Spd 5 ft.; Defense 15, touch 15, flat-footed 14 (+4 size, +1 Dex); BAB +0; Grap -17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; AL none; SV Fort +2, Ref +3, Will +2; AP 0; Rep +0; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +21 (includes +4 species bonus), Listen +5, Spot +4.

Feats: None.

Advancement: None.



Wolf

Species Traits

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See **Special Qualities** for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on **Survival** checks when tracking by scent.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, trip, low-light vision; AL none; SV

Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

Advancement: 3–4 HD (Large).

Swarm

A swarm is a collection of Fine or Diminutive creatures (usually creatures of the vermin or animal types, but not always) that acts as a single creature. Swarms include flocks of birds, swarms of bees, writhing nests of poisonous snakes, and any other conglomeration of creatures that tends to move as a solid mass.

A swarm has the characteristics of its original type, except as noted here.

A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Defense. The swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (if comprised of flying creatures) 5 feet on a side, but its reach is 0 feet. To attack, the swarm moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm may provoke an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures. Multiple swarms, or multiple 5-foot squares represent larger swarms.

Swarms are presented in a variety of sizes, with a typical example of their type.

Species Traits

Swarms have the following traits:

Swarm: Swarms are not subject to critical hits or flanking. A swarm takes half damage from ballistic, slashing, and piercing weapons. It is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*) unless the swarm is susceptible to mind-affecting effects. (If it has a mind, it has a single hive mind that can be targeted by a mind-affecting spell, though swarms of vermin are mindless and thus immune to such effects.) A swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm that fails a Fortitude save against massive damage disperses and does not reform until its hit points return to full. Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage. A swarm's attacks are nonmagical unless the

swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, incorporeality, or other special abilities may make a creature immune (or at least resistant) to damage from the swarm. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any intelligent creature vulnerable to a swarm's damage that begins its turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn. Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Casting or concentrating on a spell requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration (such as moving silently or opening a lock) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

Sentience (Ex): Most swarms have the Intelligence of a single member of the swarm. Sentient swarms have a hive mind. A swarm with a hive mind has a higher Intelligence score but is susceptible to mind-affecting spells as if it was a single intelligent creature. Sentient swarms have skills as a magical beast (2 x Int score, plus 1 additional skill point per HD beyond 1 HD).

Monstrous Spider Swarm

Vermin: A monstrous spider swarm is immune to mind affecting attacks.

Poison (Ex): Bite—Fortitude save (DC 14); initial and secondary damage 1d4 Str.

Resistance to Massive Damage (Ex): A monstrous spider swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Darkvision (Ex): A monstrous spider swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the spiders can function with no light at all.

Monstrous Spider Swarm: CR 2; Medium vermin (swarm of Tiny vermin); HD 4d8; hp 18; Mas 10; Init +3; Spd 20 ft., climb 10 ft.; Defense 13, touch 13, flat-footed 10 (+3 Dex); BAB +3; Grap —; Atk swarm (1d6 plus poison, swarm); Full Atk swarm (1d6 plus poison, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, vermin, distraction, poison, resistance to massive damage, darkvision 60 ft.; AL none; SV Fort +4, Ref +4, Will

+1; AP 0; Rep +0; Str 1, Dex 16, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +3, Move Silently +8, Spot +5.

Feats: None.

Advancement: None.

Piranha Swarm

Aquatic: A swarm of piranha can move in water without making Swim checks and cannot drown in water.

Low-Light Vision (Ex): A swarm of piranha can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions.

Piranha Swarm: CR 3; Medium animal (swarm of Diminutive animals); HD 6d8+6; hp 33; Mas 12; Init +3; Spd swim 30 ft.; Defense 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); BAB +4; Grap —; Atk swarm (2d6, swarm), Full Atk swarm (2d6, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, aquatic, distraction, low-light vision; AL none; SV Fort +6, Ref +8, Will +2;

AP 0; Rep +0; Str 1, Dex 17, Con 12, Int 1, Wis 10, Cha 1.

Skills: Hide +8, Spot +5.

Feats: None.

Advancement: None.

Sentient Killer Bee Swarm

The killer bees in this swarm possess a hive mind. If dispersed, the bee swarm loses its intelligence (as individual Bees are nonintelligent).

Poison (Ex): Bite—Fortitude save (DC 14) negates; initial and secondary damage 1d3 Con.

Resistance to Massive Damage (Ex): A sentient killer bee swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Darkvision (Ex): A sentient killer bee swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the killer bees can function with no light at all.

Sentient Killer Bee Swarm: CR 5; Medium vermin (swarm of Fine vermin); HD 5d8; hp 22; Mas 10; Init +5; Spd fly 20 ft. (perfect); Defense 15, touch 15, flat-footed 10 (+5 Dex); BAB +3; Grap —; Atk swarm (3d6 plus poison, swarm); Full Atk swarm (3d6 plus poison, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, sentience, distraction, poison, resistance to massive damage, darkvision 60 ft.; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 1, Dex 20, Con 10, Int 10 (— when dispersed), Wis 12, Cha 2.

Skills: Hide +7, Intimidate +4, Listen +7, Move Silently +7, Spot +7.

Feats: None.

Advancement: None.

West Nile Mosquito Swarm

This cloud of mosquitoes drains blood from its victims and also carries a deadly virus.

Vermin: A West Nile mosquito swarm is immune to mind affecting attacks.

Disease (Ex): West Nile virus—bite. Fortitude save (DC 12) negates; incubation period 1d4 days; initial damage 1 Dex and 1 Con; secondary damage 1d2 Dex (temporary) and 1d2 Con (temporary or permanent).
Resistance to Massive Damage (Ex): A West Nile mosquito swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Darkvision (Ex): A West Nile mosquito swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the mosquitoes can function with no light at all.

West Nile Mosquito Swarm: CR 1; Medium vermin (swarm of Fine vermin); HD 1d8; hp 4; Mas 10; Init +4; Spd fly 20 ft. (perfect); Defense 14, touch 14, flat-footed 10 (+4 Dex); BAB +0; Grap —; Atk swarm (1d4 plus disease, swarm); Full Atk swarm (1d4 plus disease, swarm); FS 5 ft. by 5 ft.; Reach 0 ft.; SQ swarm, vermin, distraction, disease, resistance to massive damage, darkvision 60 ft.; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 1, Dex 18, Con 10, Int —, Wis 12, Cha 2.

Skills: Listen +6, Spot +6.

Feats: None.

Advancement: None.

Chapter 12: Rules and Mechanics

Well, I'll be damned if I'm going to let some aspiring Van Helsing get his hands on my blood. This being the case I promptly spun the ogre into white boy #2, knocking the syringe out of his hand. The black one leapt at me, his knife poised and ready. I tightened my grip on the roll of quarters and pushed my fist through his face. His nose and cheekbones exploded upon impact, filling his sinus cavity with shards of bone. Dropping the knife, and holding his face, he fell to the floor, screaming and bleeding. The ogre had gotten stuck in the throat with the syringe. It was an effect that I honestly had not intended to have happen.

Quickly, I picked up the girl's limp corpora and made for the nearest door. As tainted as she may have been, I had no desire for her to be subjected to whatever atrocities my trenchcoated assailants had in store for her. I am not a monster with lack of conscience.

This chapter details the rules mechanics used in the **Contagion** setting. These systems will help adjudicate any conflict the characters enter: though the GM is, as always, the final arbiter in any situation. Yes, this means that the GM may freely ignore these systems, as the story requires.

THE CORE MECHANIC

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

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

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

The Dice

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

Dice Notation

These rules use the following die notations:

d4 = four sided die

d6 = six sided die

d8 = eight sided die

d10 = ten sided die

d12 = twelve sided die

d20 = twenty sided die

d% = percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.) As an alternative, many hobby shops do carry 100-sided dice as well.

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

Multiplying

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ($\times 2$) and a double ($\times 2$) applied to the same number results in a triple ($\times 3$, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

ENVIRONMENT, HAZARDS AND CONDITIONS

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and characters need a way to see. See Table: Light Sources for the radius that a light source illuminates and how long it lasts.

Table: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character that succeeds at a Survival check (DC 15) gains a +4

competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Characters exposed to open flames might find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse him- or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the character another save with a +4 bonus.

Starvation and Thirst

Sometimes characters might find themselves without food and water. In normal climates, characters need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the character gets water or food, as needed. Even magical effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round,

the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage.

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation

When a character is strangled by an instrument or an attacker, use the rules below.

A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target that is not pinned can use his or her attack action to strangle his or her attacker.

Falling

A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects

Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table: Damage from Falling Objects.

Objects deal the initial damage given in Table: Damage from Falling Objects if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is

pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50



Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft (chemical) skill description.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison

A character has a 5% chance (roll of 1 on 1d20) to expose him- or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a 1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him- or herself with the weapon.

Poison Immunity

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

Disease

When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table: Diseases.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. A wound as small as an insect bite can transmit some diseases. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).

Initial Damage: The damage the victim takes after the incubation period.

Secondary Damage: The amount of damage the character takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Table: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	Str and 1 Con	1d2 Str and 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	Str	1d3 Str and 1d3 Con*
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* and 1d2 Con*
Necrotizing fasciitis	Contact DC 13	1d6 days	Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	Dex and 1 Con	1d2 Dex and 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	Str and 1 Dex	Str and 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on

Table: Acid Damage.

Table: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Table: Electricity Damage

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

Condition 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 ability score 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 character can't see at all, and thus everything has total concealment to him or her. 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. Characters 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).

Cowering

The character is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the character takes a -2 penalty to his or her Defense. The condition typically lasts 10 rounds.

Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of his or her normal Defense. This condition typically lasts 1 round.

Dead

A character dies when his or her hit points drop to -10 or lower, or when his or her Constitution drops to 0.

Deafened

The character can't hear and takes a -4 penalty on initiative checks. The character can't make Listen checks. Characters 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 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying

The character is near death and unconscious, with -1 to -9 wound points. The character can take no actions, and each round a dying character loses 1 hit point until he or she dies or becomes stable.

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 character can't move. Otherwise, the character can move at half speed, but can't run or charge.

Exhausted

Characters 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.

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 his or her Dexterity bonus to Defense and cannot make attacks of opportunity.

Grappled

When grappled, a character can't undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a Coup de Grace against a helpless character.

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. The character defends normally but cannot attack.

Paralyzed

Characters 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.

Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a -4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

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 Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

Shaken

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

Stable

A stable character is no longer dying, but is still unconscious.

Stunned

A character who becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a -2 penalty to Defense. The condition typically lasts 1 round.

Unconscious

An unconscious character is unable to defend him- or herself. The character is helpless and typically falls prone.

HIT POINTS

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

Injury and Death

Hit points measure how hard a character is to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

At 0 hit points, a character is disabled.

At from -1 to -9 hit points, a character is dying.

At -10 or lower, a character is dead.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take non-strenuous move actions without further injuring his or herself, but if the character attacks or performs any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Healing that raises the character above 0 hit points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower.

A character can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and the character can have fewer than 0 hit points (see *Stable Characters and Recovery*.)

Dying (-1 to -9 Hit Points)

When a character's current hit points drop below 0, the character is dying. A dying character has a current hit point total between -1 and -9 inclusive.

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 naturally or with help (see below).

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, he or she is dead. A character can also die if his or her Constitution is reduced to 0.

Massive Damage

Any time a character takes damage from a single hit that exceeds the character's massive damage threshold, that damage is considered massive damage. A character's massive damage threshold is equal to the character's current Constitution score; taking the Improved Damage Threshold feat can increase it.

When a character takes massive damage that doesn't reduce his or her hit points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points. Creatures immune to critical hits are also immune to the effects of massive damage.

Subdual Damage

Subdual damage (also referred to as Nonlethal damage) is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal subdual damage, but the attacker takes a -4 penalty on attack rolls for trying to deal subdual damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal subdual damage (unless it is used as an improvised melee weapon).

Subdual damage does not affect the target's hit points as lethal damage does. Instead, track Subdual damage separately from Hit Point damage. A character's current Hit Points reflect his current Health, and Subdual damage does not cause Hit Point loss. You must subtract any subdual damage from an attack from the target's current hit point total. If the Subdual damage reduces the character's Hit Points to 0, the target is knocked unconscious for 1d8+1 rounds.

If the subdual damage from a single attack equals or exceeds the target's massive damage threshold, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for 1d4+1 rounds.

Stable Characters and Recovery

A dying character (one with -1 to -9 hit points) is unconscious and loses 1 hit point every round until he or she becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his or her turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he or she remains unconscious for 1 hour; at which point he or she makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current hit point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, he or she loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his or her current hit point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, dying character becomes stable; he or she makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he or she makes the same Fortitude save every hour until he or she becomes conscious. Even while unconscious, the character recovers hit points naturally, and he or she can return to normal activity when his or her hit points rise to 1 or higher.

Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In some campaign settings, magical healing is also available. In any case, a character can't regain hit points past his or her full normal total.

Natural Healing

A character recovers 1 hit point per character level per evening of rest (8 hours of sleep).

A character undergoing complete bed rest (doing nothing for an entire day) recovers 2 hit points per character level.

Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give a character temporary hit points. When a character gains temporary hit points, make a note of his or her current hit points before adding the temporary hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop. When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score—even a temporary one—can give the character more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal hit points go down accordingly.

SPEED

A character's speed tells how far he or she 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 an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

SAVING THROWS

Generally, when a character is subject to an unusual or magical attack, he or she gets 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:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

Saving Throw Types

The three different kinds of saving throws are:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

Reflex: These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his or her Will saving throws.

COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is 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 to begin 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 his or her 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 his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied 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 his or her Dexterity bonus to Defense 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 his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her 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.

Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

If a character loses an action due to delaying, he or she may act on any count on the next turn. Again, the character cannot interrupt an action.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get his or her regular action that round.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game

time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Table: Actions in Combat

	Attack of Opportunity ¹
Attack Actions	
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe ²
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Move Actions	
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon ³	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Full-Round Actions	
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
Free Actions	
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	
Disarm ⁴	Yes
Grapple ⁴	Yes
Load a weapon	Yes
Trip an opponent ⁴	No (Yes if unarmed)
Use a feat ⁵	Varies
No Action	
Delay	No
5-foot step	No

¹Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

²If the object is being held, carried, or worn by a creature, yes. If not, no.

³If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

⁴These 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.

⁵The description of a feat defines its effect.

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws.

If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table: Actions in Combat notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee

attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

Action Types

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform 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.

Attack Action

An attack 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 an attack action and a move action. A character can take a move action before or after performing an attack action.

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Actions in Combat, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a -4 penalty on his or her 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 that an unarmed attack deals subdual damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Unarmed Strike Damage: An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of subdual damage. A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a -4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's 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.

"Armed" Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. 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. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

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 his or her 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 he or she is 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, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps

against any attacks of opportunity the character is subject to while performing his or her move action.

Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using an attack action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

Start/complete full-round action cannot be used with a full attack, charge, run, or withdraw action.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

Move Action

A move action allows a character to move his or her speed or perform an action that takes a similar amount of time. A character can move his or her speed, climb one-quarter of his or her 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 an attack 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.

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or

putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

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 free actions (see below) as the GM allows. Most spells are considered Full-Round Actions.

Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge: The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

Attacking after a Charge: After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge. Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character

does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action: A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively: A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons: If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

2. 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.

Double Weapons: A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

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

Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character doesn't also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he or she move from that square. If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

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 are all free actions.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the GM determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

1. First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.
2. Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

1. First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).
2. Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character,

the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

Make an unarmed melee touch attack against the target. Doing this provokes an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempt the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

1. The character provokes an attack of opportunity from the target he or she is trying to disarm.
2. The character and the target make opposed attack rolls with their respective weapons. If the weapons are different

sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

3. If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

- **Attack of Opportunity:** If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.
- **Modifiers:** If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.
- **Failed Attempts:** Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

Grapple

Grappling means wrestling and struggling hand-to-hand. There are three stages to grappling: grabbing, holding, and pinning.

1. Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.
2. Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt

a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

3. Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Table: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. **Attack of Opportunity:** A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.
2. **Grab:** The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.
3. **Hold:** Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike.

If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is

two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

4. **Maintain the Grapple:** To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares: A character doesn't threaten any squares while grappling.

No Dexterity Bonus: A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (The character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all

opponents.

Use Feat, Skill, or Talent

Certain feats let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Combat Statistics

This section summarizes the fundamental combat statistics.

Attack Roll

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, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, 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 he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

Attack Bonus

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 Defense 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.

Table: Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsetly)	+8

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 (see Table: Ranged Weapons and Table: Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

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, he or she takes 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.

Damage

When a character hits with a weapon, he or she 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.

Damage is deducted from the target's current hit points.

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 his or her Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his or her 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 he or she is 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) multiple times and total the results.

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 Defense, 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.

Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to:

$$10 + \text{Dexterity modifier} + \text{class bonus (if any)} + \text{equipment bonus} + \text{size modifier}$$

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

Class Bonus

A character's class and level can grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum 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 Defense.

Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (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 Defense.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Magical Effects: Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

Cover

Cover provides a bonus to Defense. 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 his or her 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 Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. 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 against attacks that affect an area. 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 Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense 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 his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

Table: Cover

Degree of Cover (Example)	Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; 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 ¹
Total (on the other side of a solid wall)	—	—

¹Half 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

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

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 Defense. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

Table: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2
Defender prone	-4	+4
Defender stunned or cowering	-22	-22
Defender climbing	-22	-22
Defender flat-footed	+02	+02
Defender running	+02	+22
Defender grappling (attacker not)	+02	+03
Defender pinned	-44	+04
Defender helpless (such as paralyzed, sleeping, or bound)	+02	+02
Defender has cover	--- See Cover ---	---
Defender concealed or invisible	- See Concealment -	---

Table: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender ¹	+2	-
Attacker on higher ground	+1	+0
Attacker prone ²	-4	-2
Attacker invisible ³	+2 ³	+2 ³

¹A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

²Some ranged weapons can't be used while the attacker is prone.

³The defender loses any Dexterity bonus to Defense.

Special Attacks

This section covers explosives and other special attacks.

Grenades and Explosives

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 square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Thrown Explosives (hit)

Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square 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 square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square 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 1d8.

Thrown Explosive (Miss 2 to 3 Range Increments)

Roll on d8	Location Struck
1	Upper right corner, one square beyond target
2	Upper right corner, one square right of target
3	Lower right corner, one square right of target
4	Lower right corner, one square short of target
5	Lower left corner, one square short of target
6	Lower left corner, one square left of target
7	Upper left corner, one square left of target
8	Upper left corner, one square beyond target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Thrown Explosives (Miss 4 to 5 Range Increments)

Roll on d12	Location Struck
1	Upper right corner, two squares beyond target
2	Upper right corner, one square beyond and right of target
3	Upper right corner, two squares right of target
4	Lower right corner, two squares right of target
5	Lower right corner, one square short and right of target
6	Lower right corner, two squares short of target
7	Lower left corner, two squares short of target
8	Lower left corner, one square short and left of target
9	Lower left corner, two squares left of target
10	Upper left corner, two squares left of target
11	Upper left corner, one square beyond and left of target
12	Upper left corner, two squares beyond target

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 square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, 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 square), 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.

Attack an Object

Sometimes a character needs to attack or break an object

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it.

(If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	5	5	15
High quality	5	10	20
High security	10	20	35
Ultrahigh security	20	50	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	2	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	20	35
Cinderblock wall	8	90	35
Chain	10	5	25
Handcuffs	10	10	30
Metal bars	10	15	30

¹Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities: Objects are immune to subdual damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

VEHICLE MOVEMENT AND COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement.

Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

Optional Attack Action: If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

Movement: Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

Optional Attack Action: If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

Hide and Seek: When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but

because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

Character Scale: Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

Chase Scale: In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Table: Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement ¹	Turn Number ²	Movement ¹	Turn Number ²		
Stationary ³	0	—	0	—	+0	—
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	-1
Highway speed	51-150	4	6-15	2	+2	-2
All-out	151+	8	16+	4	+4	-4

¹The number of squares a vehicle can move at this speed.

²The number of squares a vehicle must move at this speed before making a turn.

³A stationary vehicle cannot move or maneuver.

Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed category at the end of the previous round. A stationary vehicle can change to alley speed

in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Stationary: The vehicle is motionless.

Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

Street Speed: The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

Highway Speed: The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

All-Out: The vehicle is traveling extremely fast, more than 80 miles per hour.

Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many

times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard. On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object

results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil slick	15
Object	
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. The driver can only succeed at one dash per round.

On a failed check, the vehicle does not change speed categories.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. The driver can only succeed at one hard break per round.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

Jump: A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1-3 ft. (ditch)	15
4-8 ft. (culvert)	20
8-15 ft. (creek, small ravine)	25
16-25 ft. (narrow road, small pond)	35
26-40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+0
Street speed	+5
Highway speed	+0
All-out	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as

its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the target (or driver of the target vehicle) can make a Reflex save (DC 15) to reduce the damage to both by half. If the target is another vehicle the driver must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table: Collision Damage

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0



After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	X1
A moving vehicle, striking head-on or 45 degrees from head-on	X2
A moving vehicle, striking perpendicular	X1
A moving vehicle, striking from the rear or 45 degrees from the rear	X 1/2
A vehicle being sideswiped (see Sideswipe)	X 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, and then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, and then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to $2d6 \times$ the character scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to $2d4 \times$ the character scale turn number for its speed (Reflex save, DC 15, for half damage).

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Crew Quality

Rather than force the GM to create,



or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

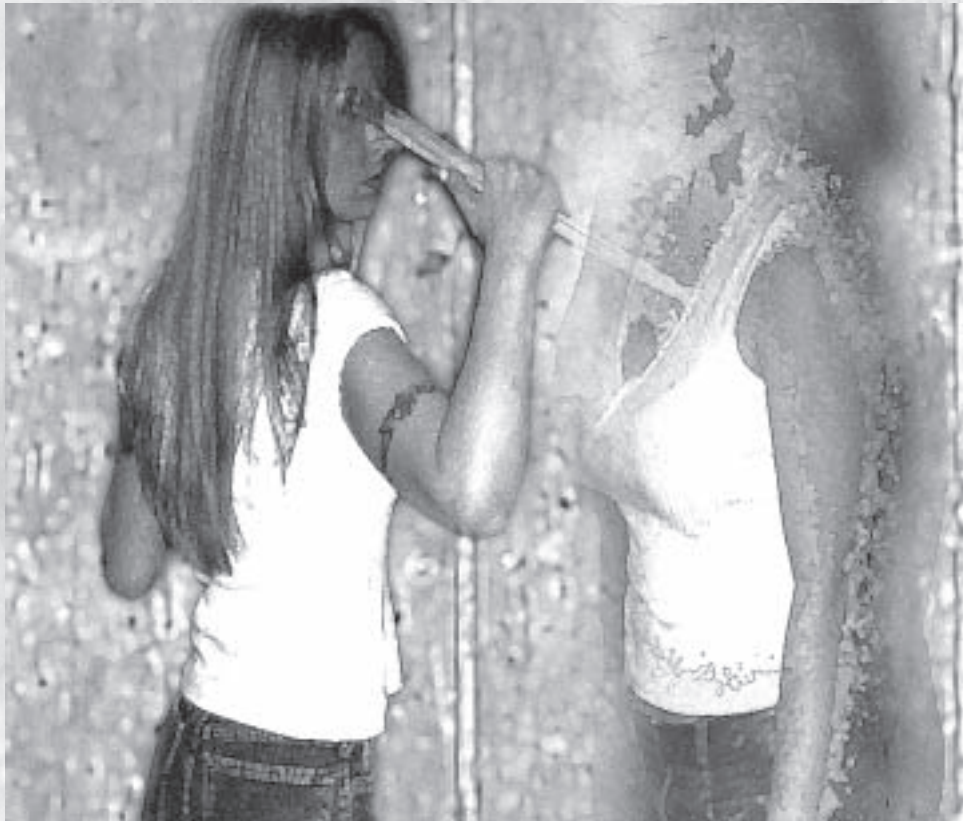


Table: Crewed Vehicles

Name	Crew	Initiative	Maneuver
Civilian Aircraft			
Bell Jet Ranger	2 (Skilled +4)	+0	+0
Bell Model 202	2 (Skilled +4)	+0	+0
Cessna 172 Skyhawk	1 (Normal +2)	-2	-2
Learjet Model 45	2 (Skilled +4)	+0	+0
Civilian Cars			
Acura 3.2 TL	1 (Normal +2)	+0	+1
Aston-Martin Vanquish	1 (Normal +2)	+0	+2
BMW M3	1 (Normal +2)	+0	+3
Chevrolet Cavalier	1 (Normal +2)	+1	+1
Chevrolet Corvette	1 (Normal +2)	+0	+2
Dodge Neon	1 (Normal +2)	+1	+1
Ford Crown Victoria	1 (Normal +2)	+0	+1
Jaguar XJS	1 (Normal +2)	+0	+1
Lamborghini Diablo	1 (Normal +2)	+0	+3
Mercedes E55 AMG	1 (Normal +2)	+0	+2
Volkswagen Jetta	1 (Normal +2)	+0	+2
Civilian Motorcycles			
Ducati 998R	1 (Normal +2)	+2	+5
Harley Davidson FLSTF	1 (Normal +2)	+1	+3
Yamaha YZ250F	1 (Normal +2)	+2	+4
Civilian Trucks			
AM General Hummer	1 (Normal +2)	+0	+0
Chevrolet Suburban	1 (Normal +2)	+0	+0
Dodge Caravan	1 (Normal +2)	+0	+0
Ford Escape XLT	1 (Normal +2)	+0	+0
Ford F-150 XL	1 (Normal +2)	+0	+0
Toyota Tacoma Xtracab	1 (Normal +2)	+0	+0
Civilian Water Vehicles			
Bayliner 1802 Capri	1 (Normal +2)	+0	+0
Fairline Targa 30	1 (Normal +2)	-2	-2
Sea-Doo XP	1 (Normal +2)	+1	+3
Other Vehicles			
Armored truck	2 (Skilled +4)	+2	+2
Honda TRX400FW	1 (Normal +2)	+1	+3
Limousine	1 (Skilled +4)	+0	+0
Moving truck	1 (Normal +2)	-2	-2
NABI Model 40LFW	1 (Skilled +4)	+0	+0
Military Vehicles			
BMP-2	3 (Skilled +4)	+2	+2
M1A2 Abrams	4 (Skilled +4)	+0	+0
M2A2 Bradley	3 (Skilled +4)	+0	+0
M131A1 Gavin	2 (Skilled +4)	+2	+2
UH-60 Black Hawk	2 (Skilled +4)	+0	+0

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

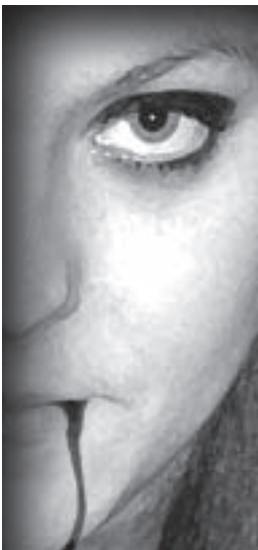
Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.



Chapter 13: Running Contagion

"So tell me Tommy, now that the Necromancer has you captured, how do you plan on getting out?"

YOUR JOB

As the Gamemaster you have an important job of keeping the story interesting and providing challenges for the players to overcome each time you sit down together. This is not an easy as some would make it look. If you're new to role-playing games you may want to return to the creating characters chapter of the book, as this section is for the person that will be running the game.

Gamemastering can be simplified into one idea: telling a good story. You tell a story that the characters react to in different ways. The player of a Vagrant might react differently to a ghost than a member of the Clergy. When you tell a story you can think of it as watching television, except you have to explain what the players are watching. They can't smell the first rain of spring, or a deep sewer. The players can't see what the NPC's are wearing so it's your job to explain it to them. The more adjectives you use to explain the scenery to them the better, and the greater grasp your players will have on what you're trying to show them.

Taking on the role of Gamemaster does come with a bit more work than any other player in the game will have to do. It is the Gamemaster's responsibility to adjudicate the rules, acting as a sort of judge whenever the system becomes involved. It is highly recommended that the Gamemaster familiarize himself with the rules chapter of this book. Of course, with well over 200 pages of rules, system, and setting, it would be a bit taxing to attempt to memorize every nuance and statistic in this book. Feel free to look things up, as you need. Some Gamemasters find looking up rule information in the middle of a gaming session to be tedious and time consuming. Remember, as the Gamemaster, you can arbitrarily change and ignore the rules as you see fit. That is the upside of being in charge of the story.

There are many different types of stories to tell. The world of **Contagion** is a gritty view of the present day world gone wrong. When you tell a story in the **Contagion** universe it's important to remember this underlying theme. There aren't many parallels to Saturday morning cartoons, but that doesn't mean that the whole world is filled with doom and gloom. There are pleasant and normal things that go on in **Contagion**, and the players will want to see them. Your story can be anything you want it to be, whether that's a fast paced dark adventure into the truth behind a vampire's plot or the measured pace of a game based on role-playing first. Ultimately you set the tone, pace and tempo of a game session. The players have their own way of speeding up or slowing down your plans, but as the Gamemaster you decide when things happen.

This is not to say that the players don't have some control over your game, but don't worry: it's supposed to be like that. When the players interact with your NPC's they help to develop your world and the stories within it. As the background of the game becomes more developed, the players will be able to understand your style of storytelling and develop their own characters and level of play. The players in your game could be totally new to the role-playing experience and need your help to understand how to play in this type of game. Conversely your players could be well-seasoned veterans of the gaming world and know their way around many games. Whoever your players are they are integral to your game. Remember with no players you have no game and that only makes for long nights of brainstorming.

Just as there are many different types of storylines, there are a multitude of different types of players. When you get ready to start the game session, it is important to keep in mind what types of players you have surrounding you at the table. With time you will find that certain players like to play certain types of roles. Some players enjoy creating a powerful beat-stick to hit every enemy they encounter along the road of game play. Other players might stay introspective and play more of a secondary role in the story's movements. Either way is perfectly fine, as long as all of the players are having a good time and you make sure to pay attention to both characters equally. A sure fire way to upset players is give all the attention to one or two characters and leave the rest to rot in the cellar.

BACKGROUNDS

The background of each character is very important to your developing story. These backgrounds can take shape in many different forms.

For example, Anthony is playing a Pagan from the south side of Chicago and is having a hard time coming up with a back-story for his character, Roberta. He tells the storyteller that Roberta is a high school drop out and has found her way into the occult far enough that she is part of the Pagan class now.

The story may seem fine, but there are a lot of holes in Roberta's past that could help you flesh her back-story out and give you some ideas to use as plot devices later on in the story. Roberta's history might be more grounded if we included her romantic relationship for the past three years happens to be a fellow Pagan who has been practicing for the past decade. This small addition to her history tells us that Roberta has a lover that practices cultic magic, and her lover may have taught her the Arts for any number of reasons. Perhaps he wanted

an apprentice or maybe Roberta has stolen the knowledge over the past few years for her own devious reasons. The possibilities with a character's history are effectively endless. As the storyteller you have final say on what is feasible for any player to have in their history.

For example: Brenda wants to create a member of the Clergy who has had somewhat of a checkered past. Her character, Francis, is a thirty-five year old Catholic priest who has been a member of the Clergy for the past five years. Francis is an upstanding member of society and enjoys doing God's work in his day- to- day life. Secretly, Francis is a member of a church that holds black masses and worships a dark god.

The problem with this type of back-story is that Brenda wants to have both of the advantages of a Clergy character and the connections and power of her black mass church. If Francis is a member of the Clergy, he cannot knowingly associate himself with an evil church: it would be a direct violation of his class. When players are creating histories for their characters, you should remind them that some classes have strict guidelines as to how they operate. In any character's back-story, it should remain the players' choice to create. Don't make it up for them, even if they want you to. In the end they will enjoy a character more if they have control over how it was created.

GETTING STARTED

As your campaign starts, the players need to be drawn in to your storyline. It is important to keep in mind not all players will work together. In fact, some may openly work against each other. No matter whether they work together or not, it is not your job to force the players to work together, or like each other. The players have their own vision of the story as it plays out, and they have ideas about how the characters would react to the situations you throw at them. The Vagrant drug user who fights evil because it is invading his part of the alley can be very different from a Slayer who poses as a rich businessman during the day. These two characters may seemingly have nothing in common on the surface, but they both have a need to fight evil, albeit for different reasons. As the Gamemaster your job is to find the common ground between the characters and use it to make the story flow smoothly. This also means you have to be on top of what is happening and what you have planned for the night's events. It is not enough to know the character's classes, but you should also know, or at least look, at the rest of the sheet. Does the Slayer have a Profession (dancing) skill? This could give you an idea about how he/she makes the money they need to live on, and give you another interesting plot twist.

The character's equipment should also concern you as well. If the players sit down with you to create the characters they are going to play, when they come to the point they need to purchase equipment, assist them in picking out the right pieces for their

specific character. If the players make their characters before they sit down at the game session, go over their equipment with them and make sure they haven't picked up anything they shouldn't have. This also gives you a chance to pick out certain things in a character's inventory that they should have. The Clergy player who buys a rocket launcher isn't paying attention to what kind of class he has chosen. On the other hand, the Slayer who forgets to buy any weapons is going to have a hard time slaying anything. With every character it is important to be fair with any purchases the players want to make. Don't deny them equipment they can afford or at very least seems reasonable.

After making yourself familiar with the character that will be played, you should decide where to start first. In the past, many games sessions have started out in bars, restaurants and similar places. It is highly recommended that you not start your campaign this way. This type of opening can be too old fashioned to get your players' attention. Instead, you could start with one player and introduce your plot to him/her and work the other players in as the story needs. The story can start in any way you choose. In media res, a Latin term meaning "in the middle of action," can be a great way to start off a game session. This type of opening can jump-start the players into the game. The most important thing to remember about the opening is to grab your players' attention and never let go, much like a great movie.

As the story progresses make sure to take mental notes about what the players are doing and how their characters react to the situations you present. This can help you in the future by setting up specific situations for those characters.

For example: If the Slayer in the party goes guns blazing into every encounter with a member of the walking dead, you can assume that this trend will continue until you show them what can happen if the monster is immune to bullets.



MOOD & THEME: SETTING THE STAGE

The world of **Contagion** is a multi-faceted world of gritty terror that pits the players against the monsters that inhabit the world. The mood of your story may differ in many ways, and should as the story changes tempo. Each session may have a different mood depending on the feel you are trying to emphasize. The following moods are examples for you to use when you sit down to play.

- **The dark and soul-crushing city:** This mood suggests that the world is a harsh wasteland of paranoid people who rush to work and rush home in hopes that nothing bad happens to them. The government is out to get all of its' citizens and every store is covered by iron bars to repel attacks by looters. Hope of escape into the paradise of the suburbs seems impossible. If you do use this atmosphere, it is important to remember that paranoia is your most powerful weapon, and monsters are the icing on the cake. Don't overuse the supernatural in this setting, as the city should be your engine of destruction, as it destroys anything it can with looters, dealers, prostitutes and legal processes.
- **The Arcane awakening:** An atmosphere like this is geared towards a magical cast of players. If not everyone is playing a character with some type of spell-like powers, it is important to accentuate the difference between those that have and those that have not. When planning the night's game session make sure to prepare NPCs that have a magical flair to them or some type of mystical ability. This type of mood can be a great foundation for a long-term chronicle, in which the characters go from initiates to full blown Arcanists in the long run. Keep in mind that in this setting the mortal world can easily run secondary to the arcane one. Be careful not to fall into this trap. It makes for an interesting story to illustrate the contrast between the mundane world and the magical. How do the characters react when they sit down to dinner at a nice restaurant and notice a skin feaster dining with its human mother? Perhaps the characters and one of their supernatural antagonists are fans of the same baseball team. Do they risk a fight in the middle of a game? Probably not if they are smart. Do they walk over and start discussing the new pitcher that the team has signed on? Why not? It could be funny. Keep in mind not to drown the magical in the mundane though. The characters should spend more time in supernatural circles than they spend balancing their checkbooks.
- **Monsters of Legend:** The classic stories are sometimes the best. The vampire in a dark foreboding lair, the werewolf that rampages the countryside in a fit of rage: each of these stories has it's own special place in the horror genre, and when told correctly can be a lot of fun for both you and the players. When using monsters of legend, keep in mind the way those monsters have operated in the movies and books you have experienced. The classic vampire shouldn't walk on holy ground (unless he has good reason to.) The werewolf you've seen and read about shouldn't be immune to silver, or not change when drawn into combat. This theme is ultimately about the fight against a powerful enemy and the characters are the only ones who have a chance to stop it.
- **The Texas deathride:** When you're looking for a game that provides a powerful punch to your players, look no further than a good old fashion butt whooping. The Texas deathride style of game play involves a lot of monsters and a lot of combat. In the same vein as an action movie, this style exploits the action hero in all of the players. It can begin in many fashions, but usually returns to guns, spells and more of the same as the players punch their way through every enemy they come across. When using this theme, down play the social problems and overall theme of **Contagion** and accentuate the combat oriented areas of the game. Spells might do more damage, or cast faster by way of a powerful amulet. Guns could be more readily available or special rounds could be made. Whatever way you choose to run the deathride, make sure the action keeps coming and never stops.
- **The slow creeping disease:** **Contagion** can have many themes and one of the most interesting is the game that progresses on a slow and steady pace. This style allows a Gamemaster to give each player time to develop their character in any way they choose. The monsters stay in the shadows for a long time, and rarely come out to face the characters head on. The Arcane Students stay in their libraries doing the life's work that true spell casting entails. A Slayer may train for months honing his body into a veritable killing machine in order to fight the monsters he may never see. Your job as the Gamemaster is to keep the story moving along enough to keep the players interested, but not too fast, as you have to keep jumping ahead in the storyline. This theme should be used for advanced players who are looking for an engrassing storyline and can wait for the graphic violence until the end.
- **The Best of Both (or all five) worlds:** It is possible to create a game in which each of the above scenarios plays out to one degree or another. The key here is to remember that you are juggling themes and moods, and to remain internally consistent. Maybe your characters spend several sessions in training until they go out into the world to face a long line of monsters ala the Texas Deathride, but all the

while one of the Bruisers has the hots for the Vampire you are hunting, and the Vagrant is desperately trying to get a job and get off of the streets. This is quite likely the most difficult, yet most rewarding type of game to run. Keeping notes on the interactions and happenings of each session is a good way to help achieve the balance needed for this type of game.

DO'S AND DON'TS: TRICKS OF THE TRADE

If **Contagion** is your first Gamemastering experience, it's important to keep a few of the ground rules in mind when dealing with players and their characters during a game session. In this section we'll go over the basic dos and don'ts of Gamemastering.

Do: Keep your players interested.

All of the hard work you have done on your game comes down to one very important thing: the players have to be interested. If the players are falling asleep during your scene descriptions then you need to spice it up a bit. Keep the players on their toes and thinking about what their characters are going to do next.

Do: Let the players role-play.

The most damaging thing you can do as a Gamemaster is to not allow the players to role-play. It's the reason why they come to play in each session! If the players get involved in a long and drawn out interaction, just let it go on until it reaches a good breaking point. This is not to say that you should let the players blather on and on, but let them feel as if the spotlight is on them, as it should be.

Do: Keep your game in a quiet environment.

Could you role-play in the middle of downtown traffic? Neither can the players. The environment you choose to play in greatly effects the attention your players will give you. Music from a stereo or laptop can be great to get some players into the mood to play, but can be distracting to others. You should remember to use your best judgment in what you let go on in the background of your game sessions.

Do: Remember that the story always comes first.

How many times have you heard "But the rules say!!!" It can be aggravating to have the rule of this book and others like it quoted to you verbatim, and it does happen. It's important to keep in mind that the story comes before any of these rules listed. You want to tell a stunning and compelling story that captivates its audience, your players. Never let the rules get in the way of your story, and if they do, just change them. We promise, it's ok.

Do: Play to the crowd.

Before you ever sit down for a gaming session, it is very important to talk to your players and find out what they would like to see from the game. If you want to run a compelling story about a werewolf trying to learn to master the beast inside himself, and your players only want to kill monsters with very large weapons, then you might have a problem. Find out what they want, and give it to them. It is also important to allow a few minutes after each session to discuss what the players did and didn't enjoy about the evening's events. This will make the game more fun for them, and easier to manage for you. Nothing will spoil a good gaming session like two bored players talking about the local social rumors while you are trying to run a scene. Keep everyone entertained.

Don't: Let players run amok.

Some players like to steal the spotlight. They want to be the center of attention, and they want to be the one to "break the module wide open." This can be a good thing, unless it is always the same guy doing it. If you see a player stealing everyone else's thunder, encourage the others to get involved. Bring everyone into the story with interactions. Create opportunities for the wallflower characters to stand in the limelight for a bit.

Don't: Argue about the rules during a session.

Simply put, arguing in the middle of a game session wastes everyone's time. If a debate crops up during game, hear the player's complaint. Give him a minute or two to state his case, and then make a decision. Once that decision is made, however, stick to it, and if the player continues to argue, politely ask him to talk with you about the grievance after the game. If they become belligerent, ask them to leave. Talk about it later.

Don't: Tolerate cheating.

If you catch a player cheating, you need to deal with it immediately and swiftly. Honest mistakes can be made, but if you find a character that is 50 points over on skills, or that one of your players says he rolled a 20 when he actually rolled a 4, then chance are it was not an honest mistake. Warn the offending player once. If the behavior continues, kick them out of the game. You don't need the hassle.

Don't: Be cheesy.

Clichés can be fun. Clichés repeated over and over again get annoying. If every vampire in your game wears a cape and has a bad Romanian accent, your players will probably find it very lame very quickly. Of course, throwing the occasional wannabe Goth, who by some stroke of luck became a vampire and so plays out every bad Hollywood stereotype, can be amusing. Still, if it becomes the norm, your players will get bored quickly.

Don't: Lose your cool.

Let's face facts: Gamemastering is stressful. Sometimes players piss you off. Do not hesitate to take a break if you feel your temper flare. A quick breather can help you calm down. It should be foremost in your mind that the purpose of the game is to have fun. If you find yourself getting irritated every game session, perhaps you should not be a Gamemaster.

EXPERIENCE

As the Gamemaster, it is your responsibility to hand out experience points. Experience points are rewards that players receive for accomplishing goals and role-playing. These points are then applied to the character to increase his or her character level. The rules below govern how experience is given to players, and what it does.

Challenge Rating (CR)

The Challenge Rating represents the intensity of a challenge that a character faces. All Hellspawn have a Challenge Rating listed in their description. Any NPC (or PC for that matter) has a Challenge rating equal to his or her character (not class) level. This rating determines the amount of experience points awarded to the characters for defeating an adversary (see table: Experience Awards).

Defeating an adversary does not always mean beating them up in combat. The party should be eligible for experience for overcoming any opposition, be it killing a werewolf, sneaking past a hostile NPC, or talking a Fleshraker into releasing a kidnapped victim. Any time that a direct conflict occurs with another creature, use that creature's CR to determine the experience award.

Experience awards are divided between evenly all characters present in a given conflict. Characters who are not present for that particular conflict are not included in the experience division.

For Example, Arianna (1st Level Pagan), Johnny (1st Level Bystander) and Willmar (1st level Vagrant) are fighting an Otyugh (CR 4). If they defeat the creature, they will receive an award of 60 experience (as their average party level is level 1). As all experience awards are divided equally between the party members, each character would receive 20 experience points.

In the event that the experience award for a given conflict cannot be divided equally among all the players, simply round the number down to the nearest accurate point.

Table: Experience Awards

Average Party Level	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10	CR 11	CR 12	CR 13	CR 14	CR 15
Level 1	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170
Level 2	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
Level 3	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
Level 4	5	10	20	30	40	50	60	70	80	90	100	110	120	130	140
Level 5	1	5	10	20	30	40	50	60	70	80	90	100	110	120	130
Level 6	N/A	1	5	10	20	30	40	50	60	70	80	90	100	120	130
Level 7	N/A	N/A	1	5	10	20	30	40	50	60	70	80	90	100	110
Level 8	N/A	N/A	N/A	1	5	10	20	30	40	50	60	70	80	90	100
Level 9	N/A	N/A	N/A	N/A	1	5	10	20	30	40	50	60	70	80	90
Level 10	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30	40	50	60	70	80
Level 11	N/A	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30	40	50	60	70
Level 12	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30	40	50	60
Level 13	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30	40	50
Level 14	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30	40
Level 15	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	5	10	20	30

Individual Awards and Ad Hoc Experience

Some situations allow for characters to gain experience on their own. This allows for characters to advance at the pace that they earn. These include role-playing and skill use.

Role-playing

It is strongly suggested to award good role-playing with experience points. The exact amount of experience awarded is up to the Gamemaster, but a good rule of thumb is to award no more than the character's character level x10 points per session to any character. This makes the award worthwhile, but doesn't cause the character to advance too quickly.

Skill Use

You may also wish to award characters for using skills. This allows characters to learn by doing. Often in life, we learn more from our failures than we do from our successes; therefore we use the following system for awarding experience for skill use.

Keep a running tally of the highest skill use DC that a character is assigned during the session. Then award experience according to Table: Experience from Skill Use.

Skill use DC	Award for Success	Award for Failure	Inventive or Unique use of Skill (GM Discretion)
DC 5-15	Character Level x2 Points	Character Level x5 Points	Character Level x 10 Points
DC 15-25	Character Level x5 Points	Character Level x 10 Points	Character Level x 12 Points
DC 25+	Character Level x 10 Points	Character Level x 12 Points	Character Level x 15 Points

Keep in mind that some players may attempt ridiculous feats in a bid to hoard experience points. There is no award for a character attempting a skill that he could not succeed at by rolling a twenty (20).

GAINING A LEVEL

Characters gain a character level upon gaining a number of total experience points listed on Table: Character Level. Upon gaining a new level, the character may choose the next level in his current class, or may multiclass into another class (see Chapter 5: Classes.)

Level	Total XP Required to Attain
1	0
2	100
3	250
4	500
5	800
6	1150
7	1450
8	2000
9	2600
10	3300
11	4000
12	4900
13	5900
14	7000
15	8100



FINIS

Appendix: Special Abilities Detailed

The following Special Abilities are common to various types of Hellspawn. Many of these abilities are detailed in the Hellspawn's description, and should something in the description contradict what is written here, the Hellspawn description will supersede these rules. This is merely a quick reference for the Game Master.

Ability Score Reduction (Su): Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary

Permanent Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent ability drain scores a critical hit, it drains twice the given amount (if the damage is expressed as a die range, roll two dice). A draining creature heals 5 points of damage (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points.

Some ability drain attacks allow a Fortitude save with a DC of $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Temporary Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the given amount (if the damage is expressed as a die range, roll two dice). Temporary ability damage returns at the rate of 1 point per day.

Blindsight (Ex): Using Nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.



Breath Weapon (Su): A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC equal to $10 + 1/2$ breathing creature's HD + breathing creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict (Ex): The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction (Su): The creature ignores damage from most weapons and natural attacks. Wounds

heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A magic weapon or a creature with its own damage reduction can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored and the type of weapon that negates the ability.

Any weapon more powerful than the type listed in the note also negates the ability. A weapon with an enhancement bonus due to magic is considered more powerful than any weapon that does not have such a bonus.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own innate damage reduction. However, damage reduction from spells does not confer this ability. The amount of damage reduction is irrelevant.

Darkvision (Ex): The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Energy Drain (Su): This attack saps a living opponent's vital energy. With each successful melee attack, the creature bestows one or more negative levels. If an attack that includes energy drain scores a critical hit, it drains double the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points that remain for a maximum of 1 hour.

For each negative level, the opponent 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). A character with spellcasting ability loses the ability to cast one spell of the highest level he or she can cast (player's choice); this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's Species Traits). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the target's level is reduced by one. A separate saving throw is required for each negative level. A creature that loses all of its levels or Hit Dice dies and, depending on the source of the energy drain, might rise as an undead creature of some kind.

Fast Healing (Ex): The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round. Fast healing stops working when a creature is reduced to -10 hp or fewer. Except as noted here, fast healing works just like natural healing.

Fast healing doesn't provide any benefit against attack forms that don't deal hit point damage. Fast healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Fear Aura (Su): A fear aura either operates continuously or can be used at will. In either case, it's a free action. This ability can freeze an opponent or cause opponents to become panicked. Other effects are possible. Negating the fear effect requires a successful Will save with a DC equal to $10 + 1/2$ fearsome creature's HD + fearsome creature's Charisma modifier (the exact DC is given in the creature's descriptive text).

Gaze (Su): A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save. The DC is equal to $10 + 1/2$ gazing creature's HD + gazing creature's Charisma modifier (the exact DC is given in the creature's Species Traits). A successful saving throw negates the effect.

Each opponent within range of the gaze attack must attempt a saving throw each round at the beginning of his or her turn. Opponents can avoid the saving throw by averting their eyes or by using a barrier to sight.

Averting One's Eyes: The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent.

Barrier to Sight: An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be

accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the gaze as described above. Thus, a target may need to save against a creature's gaze twice during the same round: once before the target's action and once during the creature's turn.

A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab (Ex): If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple as a free action, doing so without provoking attacks of opportunity. No initial touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

Poison (Ex): Poison attacks deal initial damage, such as temporary ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage.

The Fortitude save against poison has a DC equal to $10 + 1/2$ poisoning creature's HD + poisoning creature's Constitution modifier (the exact DC is given in the creature's Species Traits). A successful save negates the damage.

Regeneration (Ex): This ability makes the creature impervious to most types of damage. Any damage dealt to the creature that falls below its massive damage threshold doesn't reduce its hit points, unless that damage is of a type it is specifically vulnerable to, as mentioned in the creature's description. Massive damage that doesn't match the creature's vulnerability reduces its hit points, but such damage automatically heals at a fixed rate, as detailed in the creature's description. When the creature takes massive damage from an attack type it isn't vulnerable to, a failed save renders it dazed for 1 round (instead of



reducing it to -1 hit points).

Damage the creature is vulnerable to deals damage with every successful attack. Such damage can't be regenerated, and massive damage from such an attack follows the normal massive damage rules.

Regeneration doesn't provide any benefit against attack forms that don't deal hit point damage. Regeneration also doesn't restore hit points lost to starvation, thirst, or suffocation.

Regenerating creatures can regrow and reattach severed body parts. Severed parts that aren't reattached wither and die normally. Regeneration continues to work no matter how low the creature's hit points drop, restoring lost hit points from any damage other than from attack forms the creature is specially vulnerable to.

Resistance to Energy (Ex): The creature ignores some damage of the given energy type (acid, cold, electricity, fire, or sonic/concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature 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 can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works, the spellcaster must make a level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.



Spells (Sp): Some creatures can cast arcane spells or divine spells (and can activate magic items accordingly). These creatures are subject to the same spellcasting rules as characters.

Spellcasting creatures are not members of a class unless their entries say so, and they do not gain any class features. A creature with access to divine spells must prepare them in the normal manner.

Swallow Whole (Ex): If the creature begins its turn with an opponent held in its mouth (see improved grab, above), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered grappled, while the creature is not. A swallowed opponent can try to cut its way free with any light piercing or slashing weapon (the amount of cutting damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample (Ex): As an attack action during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents can attempt attacks of opportunity, but these incur a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves for half damage. The save DC equals $10 + 1/2$ trampling creature's HD + trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text).

Turn Resistance (Ex): The creature (usually undead) resists attempts by divine spellcasters to turn it (see Clergy and Pagan class descriptions). When resolving a turn or rebuke attempt, add the given bonus to the creature's Hit Dice total.



Thank you for downloading the
Contagion Setting Manual. Enjoy!

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Netbook of Feats Copyright 2000 Fantasy Netbook Community Council - Authors: Agustin Martín, Alan Sullivan, Alan Z. Eisinger, Albert

Nakano, Anne Trent, B. Marcus Lindberg, Bradley H. Bemis Jr., Brendan Quinn, Brian A. Smith, Carl Cramér, Chris Meravi, Curtis Bennett, Daniel Langdon, David Spitzley, Dominique Crouzet, Eric D. Harry, Ian Cheesman, Jerry M. Chaney II, John O. Lamping, Jose Lira, Joshua Turton, Marcus Lindberg, Mark Koh, Michael J. Kletch, Paul W. King, Peter K. Campbell, Rafael Arrais, Rebecca Glenn, Rick Coen, Robert Michael Ogilvie, Scott Metzger, Sigfried Trent, Steven J. Damon, Sébastien Adhikari, Terje Kristian Backman, Timothy S. Brannan, Troy Lenze, Tyson Neumann, William Batok, William Setzer

ANYTHING GOES COMBAT Copyright 2001, Anne Trent, Sigfried Trent
ANYTHING GOES LONG Copyright 2001, Joshua Turton
BODY COMBAT Copyright 2001, Carl Cramér
CLEAVE ASUNDER Copyright 2000, Michael J. Kletch and Revised by the Netbook of Feats Review Board
CLINCH Copyright 2000, Carl Cramér
DUCKING SHOT Copyright 2001, Albert Nakano
IMPROVED COMBAT FOCUS Copyright 2000, Michael J. Kletch
IMPROVISED WEAPONS Copyright 2001, Carl Cramér
WEAPON JUGGLE Copyright 2001, Carl Cramér
ATTRIBUTE TRAINING Copyright 2002, Rick Coen
FORTUNE Copyright 2001, Carl Cramér
HARDY BRAWLER Copyright 2001, Bradley H. Bemis Jr.
LIGHT SLEEPER Copyright 2001, Carl Cramér
SILVER SPOON Copyright 2001, Sigfried Trent, Revised by the Netbook of Feats Review Board SKILLED Copyright 2002, Alan Sullivan
UNCANNY REACTION Copyright 2002, Ian Cheesman
Book of All Spells, Copyright 2003, Fast Forward Entertainment, Inc.
Cloud Warriors, Copyright 2003, Fast Forward Entertainment, Inc.
Codex Arcanis, Copyright 2001, Paradigm Concepts, Inc.
Complete Monstrous Fighter's Compendium, Copyright 2003, Fast Forward Entertainment, Inc.
Complete Monstrous Undead Compendium, Copyright 2003, Fast Forward Entertainment, Inc.
Complete Monstrous Wizard's Compendium, Copyright 2003, Fast Forward Entertainment, Inc.
Devil Player's Guide, Copyright 2003, Fast Forward Entertainment, Inc.
Dragons, Copyright 2001, Alderac Entertainment Group.
Dungeons, Copyright 2002, Alderac Entertainment Group.
Encyclopedia Arcane-Chronomancy, Copyright 2002, Mongoose Publishing.
Encyclopedia Arcane-Constructs, Copyright 2002, Mongoose Publishing.
Encyclopedia Arcane-Elementalism, Copyright 2002, Mongoose Publishing.
Encyclopedia Arcane-Enchantment, Copyright 2002, Mongoose Publishing.
Encyclopedia Arcane-Illusionism, Copyright 2002, Mongoose Publishing.
Encyclopedia Arcane-Chronomancy, Copyright 2002, Mongoose Publishing.
Encyclopedia of Demons and Devils II, Copyright 2002, Fast Forward Entertainment, Inc.
Encyclopedia Divine-Shamans, Copyright 2002, Mongoose Publishing.
EverQuest: Role Playing Game Player's Handbook, Copyright 2002, Sony Entertainment America, Inc.
Evil, Copyright 2001, Alderac Entertainment Group.
Forged in Magic, Copyright 2002, Paradigm Concepts, Inc.
Gods, Copyright 2002, Alderac Entertainment Group.
Good, Copyright 2002, Alderac Entertainment Group.
Magic, Copyright 2002, Alderac Entertainment Group.
Mercenaries, Copyright 2002, Alderac Entertainment Group.
Monster, Copyright 2002, Alderac Entertainment Group.
The Quintessential Cleric, Copyright 2002, Mongoose Publishing
The Quintessential Druid, Copyright 2002, Mongoose Publishing
The Quintessential Paladin, Copyright 2002, Mongoose Publishing
The Quintessential Witch, Copyright 2002, Mongoose Publishing
The Quintessential Wizard, Copyright 2002, Mongoose Publishing
Relics and Rituals, Copyright 2001, Clark Peterson
Spells and Magic, Copyright 2002, Bastion Press, Inc.
Spells & Spellcraft, Copyright 2002, Fantasy Flight, Inc.
Undead, Copyright 2002, Alderac Entertainment Group
Villains, Copyright 2002, Bastion Press, Inc.
War, Copyright 2000, Alderac Entertainment Group
Contagion, Copyright 2004, Aegis Studios