

LAST ARC

TACTICS ANALOGUE



Revised Demo v7.19

-Table Of Contents-

Character Creation – 3

Ability Scores – 4

Racial Traits – 5

Human – 5

Dwarf – 5

Highland Dwarf – 5

Dark Elf – 6

High Elf – 6

Wood Elf – 6

Garow (lizardfolk) – 6

Gnome – 7

Tinker Gnome – 7

Goblin – 7

Grassrunner (sidhe) – 7

Halfling (sidhe) – 8

Half-Elf – 8

Nasha (catfolk) – 8

Orc – 8

Base Classes – 9

Bard – 10

Initiate – 11

Mage – 13

Ranger – 15

Rogue – 16

Warrior – 18

Alignment – 20

Levelling Up – 21

Skills – 22

Weapon Skills – 29

Feats – 30

Equipage – 34

Axes – 35

Bludgeons – 36

Knives – 37

Polearms – 38

Swords – 40

Bows – 42

Crossbows – 43

Ammunition – 44

Staves – 46

Shields – 48

Light Armour – 49

Heavy Armour – 50

Mystic Armour – 52

Bardic Instruments – 53

Accessories – 54

Potions – 56

Poisons – 57

Spell Scrolls – 58

Orchestral Scores – 60

Prosthetic Limbs – 60

General Equipment – 61

Mounts – 61

Resource Items – 62

Magick – 63

Black Magick – 64

Blue Magick – 65

Green Magick – 66

Red Magick – 68

White Magick – 70

High Arcana – 71

Bardic Performances – 72

Status Effects – 74

Curses – 75

Combat Rules – 76

Allies and Adversaries – 84

Nonheroic Characters – 84

NPC Codex – 85

Afflictions – 88

Bestiary – 91

Beasts – 91

Celestials – 98

Constructs – 98

Dragons – 99

Elementals – 100

Fae – 101

Giants – 102

Infernals – 103

Undead – 105

Companions & Summons – 106

Traps – 106

Designing Encounters – 108

Character Sheet – 109

-Character Creation-

Before creating your character, you should review all of the playable races, classes, talents, feats, skills, and other abilities available to you, before using this overview to create your Last Arc: Tactics Analogue character.

When you're ready to begin creating your character, print out a character sheet (found at the end of this document) and use it to record the following information.

The Following walkthrough is for creating a level 1 character.

Step 1: Generate Ability Scores

There are 6 ability scores that will define your characters core attributes, affecting all of your skills and abilities. These are Strength (Str), Vitality (Vit), Agility (Agi), Intelligence (Int), Mind (Mnd), and Charisma (Chr).

The average ability score is 10-11, granting neither a bonus nor a penalty. While Higher scores grant bonuses, lower scores impose penalties. You'll want to allocate higher scores to the abilities that your chosen class is most reliant on.

You'll use one of the three methods listed in the **Ability Score** section, as determined by your GM, to generate your character's ability scores.

Step 2: Select Your Race

There are a variety of interesting and colourful races to pick from in the world of Val'daera, each with their own strengths and weaknesses, as well as a number of unique racial abilities.

Step 3: Choose Your Class

Your base class will be the main point of reference for deciding what skills, feats, and equipment you'll want to select going forward. Choose the class that best fits the playstyle you want to explore.

Step 4: Assign Ability Scores

Once you have determined which race and class you will be playing, you'll want to allocate the 6 ability scores you generated in step 1 to the abilities that best suit your class/race combination.

Keep in mind the racial modifiers from your chosen race will impact the final ability scores recorded on your character sheet.

Step 5: Calculate Character Statistics

Character statistics include Hit Points, Mana Points, Defences, Damage Threshold, Movement Speed, and Hero Points.

Hit Points

Hit Points (HP) is the measure of how much damage your character may sustain before falling unconscious or being killed. The amount of HP you start with at level 1 is determined by your base class, as is the amount of HP you gain at each level thereafter.

Mana Points

Mana Points (MP) measure the capacity a character has for the magickal arts. The more MP a character has, the more spells they can cast, and the more magickal abilities they may activate. The amount of MP you start with at level 1 is determined by your base class, as is the amount of MP you gain at each level thereafter.

Defences

Your characters 3 defence scores will be detailed in the combat chapter.

Reflex defence is equal to $10 + \text{character level} + \text{Agi modifier} + \text{class bonus} + \text{misc. modifiers}$ (from armour, race, or feats, etc.)

Fortitude defence is equal to $10 + \text{character level} + \text{Vit modifier} + \text{class bonus} + \text{misc. modifiers}$ (from race, feats, talents, etc.)

Will defence is equal to $10 + \text{character level} + \text{Mnd modifier} + \text{class bonus} + \text{misc. modifiers}$ (from race, feats, talents, etc.)

Damage Threshold

Regardless of the amount of HP a character has, many larger, more powerful attacks are still very capable of incapacitating a character. A character's damage threshold determines how much damage a character can take in a single hit before moving down the condition track.

Damage threshold for small or medium characters is equal to their Fortitude Defence.

Movement Speed

Your characters size, as determined by their race, will determine their base movement speed. While the majority of characters are medium having 6 squares of movement, there are exceptions, such as the Dwarves. Likewise, though most small characters have a base movement speed of 4, some racial traits can increase this, such as with Goblins.

Hero Points

Characters gain a number of hero points per day, based on their character level.

level 1-5, 1 hero point per day.

level 6-10, 2 hero points per day.

level 11-15, 3 hero points per day.

level 16-20, 4 hero points per day.

More detailed rules for how to use hero points are listed in the in the combat chapter.

Step 6: Select Skills

Skills are the means by which characters accomplish all tasks, both in and out of combat.

Each base class has a list of class skills that characters may select as trained skills. Characters can only be trained in skills that are on their class skill list, while the number of skills you can train is determined by your class and your characters intelligence modifier. Trained skills receive a +5 bonus.

To calculate the skill check modifier, add half your character level (rounded down) + the skills relevant ability modifier + 5 (from training).

There are some skills that may only be used if your character is trained. Reference the skill section for more information.

Step 7: Select Feats

Feats are special abilities that are specific to neither race nor class, and grant characters access to abilities and bonuses that may benefit a number of different class builds and playstyles.

A level 1 character begins play with 1 feat, while some races, such as Humans, start with an additional feat. As your characters gains levels, they will continue to gain feats at every odd character level (character feats), as well as every even class level (class feats).

Class feats are restricted to the classes list of bonus feats, while character feats may be chosen freely, as along as you meet the prerequisites.

Step 8: Select a Talent

Talents are unique, class specific abilities. At 1st level, select a single talent from one of the talent trees your class has access to. You may select any talent, as long as you meet any listed prerequisites.

Step 9: Purchase Starting Equipment

Every base class has a set amount of starting gold that may be spent on the characters starting gear and equipment. Level 1 characters are limited to common gear. Reference the equipage chapter for detailed lists on the various types of equipment.

Step 10: Finishing Touches

Be sure to backtrack through your character sheet and make any necessary adjustments to statistics you previously calculated, that may have been altered by feats, equipment, etc. Lastly, name your character, and detail all other information such as alignment, gender, height, weight, eye colour, skin colour, etc. and you're all done!

-Ability Scores-

Generate your character's ability scores using one of the following methods. All players in a campaign should use the same method of generating ability scores.

Rolling

The first method of generating ability scores is by random rolls. Roll 2d6 to generate a base number. First, add 6 to the base number to get your first ability score. Second, subtract the base number from 19 to get your second ability score. Repeat this process two more times, until you have 6 ability scores. This will create a balanced, but random result.

Example: Rolling the base numbers of **2**, **6**, and **10**, would produce ability scores of **8 (2+6)**, **17 (19-2)**, **12 (6+6)**, **13 (19-6)**, **16 (10+6)**, and **9 (19-10)**.

You may then assign these numbers to the abilities of your choosing, then add your racial ability modifiers.

Point Buy

Instead of rolling randomly generated stats, you may prefer to plan your character out more thoroughly. In such cases, use the following chart to calculate your ability scores.

Each of your scores will start at 7, and you will have 35 points to spend to increase these scores. After you have determined your abilities, add your racial modifiers.

Score	Cost	Score	Cost
7	0	13	6
8	1	14	8
9	2	15	10
10	3	16	12
11	4	17	15
12	5	18	18

Standard Array

The last method for determining ability scores is the standard array. This is a set of balanced, predetermined numbers that allow for fast and easy character creation. Assign the following numbers to any ability of your choosing, and then add your racial modifiers.

The standard array is: 15, 14, 13, 12, 10, and 8

Ability Modifiers

After determining your ability score, you will then calculate your ability modifiers. Each ability will have a modifier ranging from -5 to +5, based on the abilities score. Ability modifiers are what you will add to your rolls for attacks, skill checks etc. and in other cases, you will add them to defences and other aspects of your character.

Use the table below to calculate your ability modifiers.

Ability Score Modifiers			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	Etc...	Etc...

Abilities

Strength

Strength is the measure of your character's physical power. Warriors and in some cases, rangers, should hone their strength.

Apply your strength modifier to:

- Melee attack rolls.
- Melee damage rolls (Includes thrown weapons)
- Athletics checks (Str based skill)
- Strength checks

Vitality

Vitality is the measure of your character's physical health and stamina. It is used to calculate a character's hit points. Though this ability is beneficial to all, it is most important for warriors.

- Apply your vitality modifier to
- Hit Points gained at each level
- Fortitude Defence

Agility

Agility is the measure of a character's dexterity, balance, and overall finesse. Rogues and rangers stand to gain the most from this ability, though anyone wanting to be quick on their feet, or good at ranged combat should invest in it.

- Apply your agility modifier to:
- Ranged attack rolls
- Reflex Defence
- Acrobatics, Disable, Pilot, Ride, and Stealth checks.

Intelligence

Intelligence is the measure of one's ability to learn, retain information, and critical thinking skills. Mages and initiates rely on intelligence for the number of spells they may know and learn, while bards rely on it for the number of performances they may know and learn.

- Apply your intelligence modifier to:
- Known languages at the start of the game
- Trained skills at 1st level
- Alchemy, Knowledge, Medicine, and Smithing checks

When a character's intelligence modifier increases, the number of their known languages, skills, spells, and performances also increases by that number.

Mind

Mind is the measure of a character's awareness, intuition, common sense, and willpower. Mages and initiates calculate the power of their spells using this ability; thus, it is most important for those classes.

- Apply your mind modifier to:
- Will Defence
- Perception, Spellcraft, and Survival skills

Charisma

Charisma measures a character's magnetism, their charm, and their wit. Though rogues and even warriors may gain some use from this ability, it is most important for bards.

- Apply your charisma modifier to:
- Deception, Perform, and Persuasion checks

Increasing Ability Scores

As a character increases in level, their ability scores will eventually increase as well.

At 4th, 8th, 12th, 16th, and 20th levels, a character permanently increases two ability scores by +1 each. You may not increase a single score by +2.

Whenever an ability score changes, so do all of the attributes affected by that score. This will mainly occur when the ability modifier itself changes, but there are some instances when the ability score itself is used, such as when using potions, second winds, or tents.

Ability scores may not exceed their cap. Each race has their own ability caps.

-Racial Traits-

A character's race determines their starting racial abilities as well as alters their ability scores.

Ability Score Adjustments

When choosing your character's race keep their ability adjustments in mind, as they may affect your chosen classes skills and talents.

Use the following table to determine your ability score adjustments based on your chosen race.

Racial Ability Adjustments	
Race	Ability Adjustments
Human	+2 to any one ability score of your choice.
Dwarf	+2 Vit, +2 Mnd, -2 Chr
Highland Dwarf	+2 Chr, +2 Vit, -2 Int
Dark Elf	+2 Agi, +2 Chr, -2 Vit
High Elf	+2 Int, +2 Mnd, -2 Vit
Wood Elf	+2 Agi, +2 Mnd, -2 Vit
Gawro	+2 Str, +2 Vit, -2 Agi
Gnome	+2 Int, +2 Mnd, -2 Str
Tinker Gnome	+2 Agi, +2 Int, -2 Vit
Goblin	+2 Agi, +2 Vit, -2 Chr
Grassrunner	+2 Agi, +2 Mnd, -2 Vit
Halfling	+2 Agi, +2 Chr, -2 Str
Half-Elf	+2 to any one ability score of your choice.
Nasha	+2 Agi, +2 Mnd, -2 Int
Orc	+2 Str, +2 Vit, -2 Int

Special Senses

Many races have adapted to environments that require special senses to properly navigate safely.

Low-light Vision

Creatures with low-light vision can detect creatures with partial concealment due to darkness.

Darkvision

Creatures with darkvision can detect creatures with total concealment due to darkness.

Languages

Characters begin play with their race's starting languages, as well as an additional number of spoken languages, equal to their Int modifier. You may select from the following languages: Aquan, Auran, Beastongue, Celestial, Draconic, Dwarven, Elven, Giant, Gnomish, Goblin, Ignan, Infernal, Orcish, Sylvan, Terran



Human

Human Traits: Add +2 to any one ability score.

Ability Caps: Str 20, Agi 20, Vit 20, Int 20, Mnd 20, Chr 20

Medium Size: Humans have no special bonuses due to their size

Speed: Human base speed is 6 squares.

Skilled: Humans are versatile in all skills and can become masters in any, with enough devotion to the craft. A human character selects one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Versatile: Humans have a wide array of talents and abilities, gaining one bonus feat at 1st level.

Known Language: Common



Dwarf

Dwarf Traits: +2 Vit, +2 Mnd, -2 Chr; Darkvision.

Ability Caps: Str 20, Agi 20, Vit 22, Int 20, Mnd 22, Chr 18

Medium Size: Dwarves have no special bonuses due to their size.

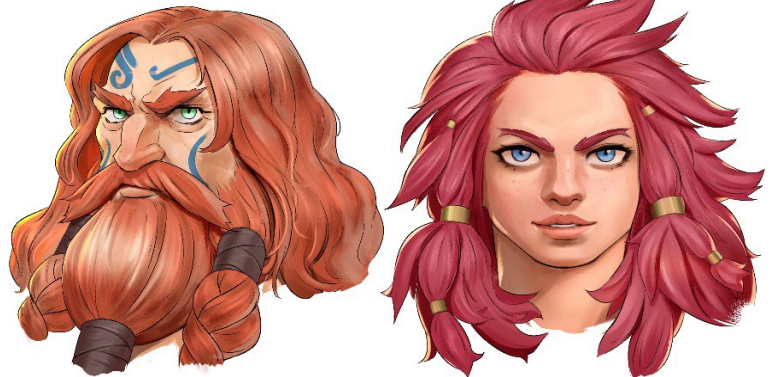
Speed: Dwarves base speed is 4 squares.

Craftsman: Dwarves are renowned artisans, well known for their master craftsmanship. Dwarves may reroll smithing checks, keeping the second result even if worse.

Hardy: Dwarves are equal parts, stout and stubborn, making them extremely resistant to a great number of threats. Dwarves get +1 to all defences.

Slow and Steady: Dwarves are naturally stout and sturdy and do not suffer the cumbersome effects of armour. Dwarves are not treated as encumbered when wearing heavy armour.

Known Language: Dwarven and Common



Highland Dwarf

Highland Dwarf Traits: +2 Chr, +2 Vit, -2 Int

Ability Caps: Str 20, Agi 20, Vit 22, Int 18, Mnd 20, Chr 22

Medium Size: Highland Dwarves have no special bonuses due to their size.

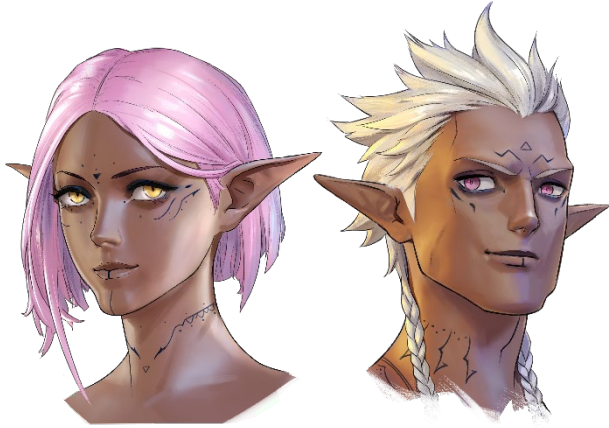
Speed: Highland Dwarves base speed is 4 squares.

Child of Nature: The highland dwarves spent their time on the surface, bonding with nature and its various beasts. Highland Dwarves may use the persuasion skill to improve the attitude of beasts with an Int score of 2 or less.

Hardy: Highland Dwarves share both the stoutness and stubbornness of their cousins. Highland Dwarves gain a +1 bonus to all defences.

Outrider: Highland Dwarves favour riding large, powerful beasts into battle. Highland dwarves may reroll ride checks, keeping the second result, even if worse.

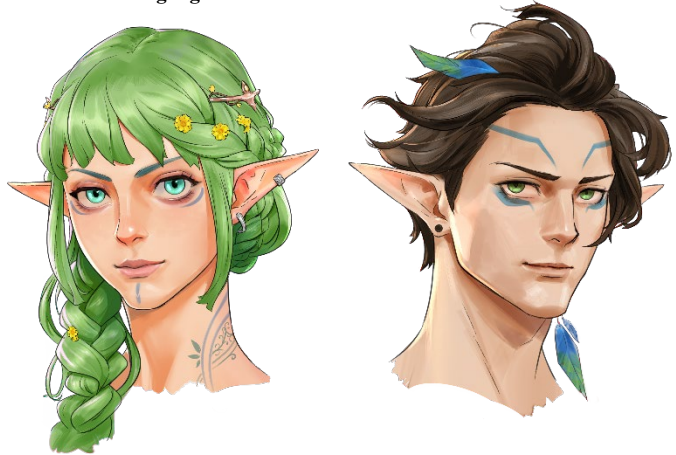
Known Languages: Dwarven and Common



mortals to succumb to temptation, fear, or control. High elves receive a +2 bonus to their Will defence.

Plan of Attack: High Elves believe the mind shall conquer the sword, choosing to rely not on vaunted strength, but the keen mind. High elves may choose to use their Int in place of Str or Agi when calculating melee weapon skills.

Known Language: Common and Elven



Dark Elf

Dark Elf Traits: +2 Chr, +2 Agi, -2 Vit; Darkvision.

Ability Caps: Str 20, Agi 22, Vit 18, Int 20, Mnd 20, Chr 22

Medium Size: Dark Elves have no special bonuses due to their size.

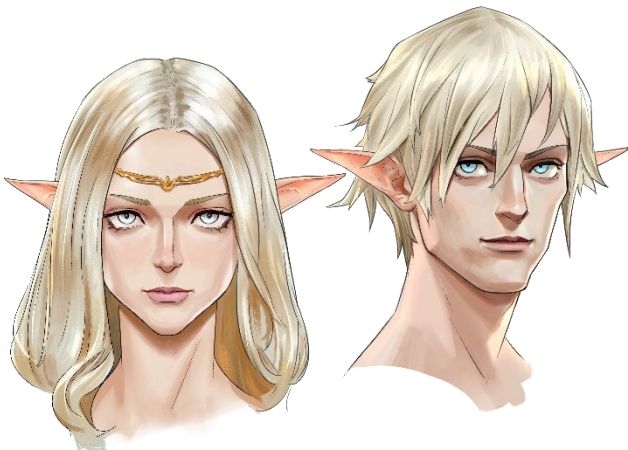
Speed: Dark Elf's base speed is 6 squares.

Dark Stalker: Dark Elves have adapted to life in the harsh badlands, navigating the unforgiving terrain as swift shadows, to avoid the greater predators that lurk in the wastes. Dark Elves can move at full speed, without penalty, while using the stealth skill, but they may not sprint.

Deceitful: Their long exile has made the dark elves social outcasts, often forcing them to resort to guile and trickery to advance their goals. Dark Elves may make a single reroll on Deception checks but must keep the second result even if it is worse. Dark Elves always treat deception as a class skill.

Great Fortitude: Dark Elves inhabit a harsh land of arid wastes, sandstorms, and extremely dangerous and poisonous creatures, thus developing a strong fortitude to survive these various toxins and diseases. Dark Elves get +2 to their fortitude defence.

Known Language: Common and Elven



High Elf

High Elf Traits: +2 Int, +2 Mnd, -2 Vit; Low-light Vision.

Ability Caps: Str 20, Agi 20, Vit 18, Int 22, Mnd 22, Chr 20

Medium Size: High Elves have no special bonuses due to their size.

Speed: High Elf's base speed is 6 squares.

Ageless Mind: Elven longevity has allowed the high elves to accrue a vast amount of worldly knowledge. High Elves may reroll all knowledge checks, keeping the second result, even if worse.

Iron Will: High Elven longevity has allowed the high elves to develop a naturally strong force of will, able to better resist powers that force lesser

Wood Elf

Wood Elf Traits: +2 Agi, +2 Mnd, -2 Vit; Low-light Vision.

Ability Caps: Str 20, Agi 22, Vit 18, Int 20, Mnd 22, Chr 20

Medium Size: Wood Elves have no special bonuses due to their size.

Speed: Wood Elf's base speed is 6 squares.

Child of Nature: Of all the elven races, Wood Elves have the deepest connection to nature. Wood Elves may use the persuasion skill to improve the attitude of beasts with an intelligence score of 2 or less.

Lightning Reflexes: Wood Elves are extraordinarily quick, making them very dexterous and elusive combatants. Wood Elves gain a +2 bonus to their reflex defence.

Survivalist: Wood Elves thrive in the wild places of the world, able to make it on their instinct alone. Wood Elves may reroll survival checks, keeping the second result even if it is worse. Wood Elves always treat survival as a class skill.

Known Language: Common and Elven



Gawro (Lizardfolk)

Gawro Traits: +2 Str, +2 Vit, -2 Agi

Ability Caps: Str 22, Agi 18, Vit 22, Int 20, Mnd 20, Chr 20

Medium Size: Gawro have no special bonuses due to their size

Speed: Gawro base speed is 6 squares.

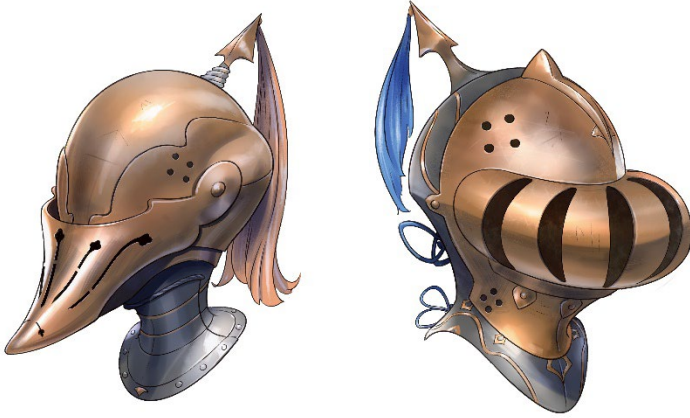
Amphibious: Living in coastal cities and heavy reliance on fishing and swimming, have made the gawro phenomenal swimmers and divers. Gawro can hold their breath for a number of rounds equal to 25x their Vit score.

Regeneration: Gawro have an astounding ability to regenerate lost limbs in a matter of days, making them excellent warriors or workers that recover very quickly. Gawro are able to regain hit points naturally at twice the normal rate. Also, lost limbs are restored in 1d10+1 days, at which point

all respective penalties are removed.

Thick Hide: The gawro's hardened, leathery exterior makes them quite a bit sturdier than many other races. Gawro get a +1 bonus to both their fortitude defence and reflex defence.

Known Language: Beastongue and Common



Gnome

Gnome Traits: +2 Int, +2 Mnd, -2 Str; Low-light Vision.

Ability Caps: Str 18, Agi 20, Vit 20, Int 22, Mnd 22, Chr 20

Small Size: Due to their small size, gnomes get a +1 bonus to their reflex defence, as well as a +5 bonus toward stealth checks.

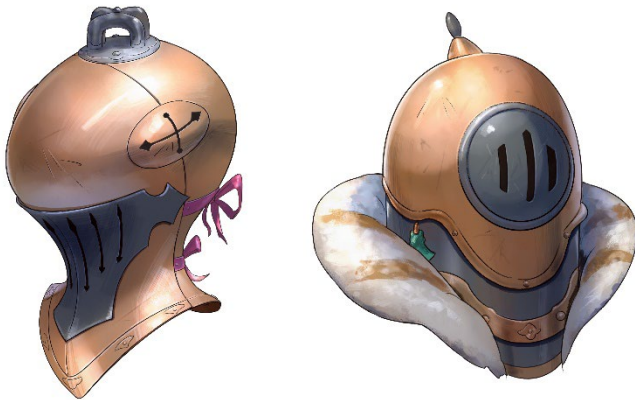
Speed: Gnome base speed is 4 squares.

Ethercaste: Gnomes are the spirit, alchemically bonded to their armoured form. Gnomes may have any spell or ability that would target their Fort defence, instead target their will defence, if higher.

Meticulous: Gnomes are equal parts careful and patient, leaving no room for error in their craft. Gnomes may make a single reroll on Alchemy checks (but must keep the second result, even if it is worse.)

Strength of Spirit: Being alchemically bonded to armour, gnomes are not restricted by normal consciousness, able to recover when others would be down for the count. Gnomes may use a second wind, even when unconscious. This may only be done if the gnome would normally have a turn. When gnomes use a second wind while unconscious, they move +3 steps on the condition track, in addition to gaining HP.

Known Language: Common and Gnomish



Tinker Gnome

Tinker Gnome Traits: +2 Agi, +2 Int, -2 Vit; Darkvision

Ability Caps: Str 20, Agi 22, Vit 18, Int 22, Mnd 20, Chr 20

Small Size: Due to their small size, tinker gnomes get a +1 bonus to their Ref defence, as well as a +5 bonus to stealth checks.

Speed: Tinker Gnomes base speed is 4 squares.

Craftsman: Tinker Gnomes have turned away from the olde alchemical practices of their kin, instead favouring mechanical advancements. Tinker Gnomes may reroll smithing checks, keeping the second result, even if worse.

Ethercaste: As is the case with all gnomes, they are but a soul bonded to a ceremonial suit of armour. Tinker Gnomes may have any spell or ability that would target their fort defence, instead target their will defence, if higher.

Wright: As capable engineers, tinker gnomes have an intimate knowledge of airships, their inner workings, and how to pilot them. Tinker Gnomes may reroll pilot checks, keeping the second result, even if worse. Tinker Gnomes always treat pilot as a class skill.

Known Languages: Gnomish and Common



Goblin

Goblin Traits: +2 Agi, +2 Vit, -2 Chr; Darkvision.

Ability Caps: Str 20, Agi 22, Vit 22, Int 20, Mnd 20, Chr 18

Small Size: Due to their small size, goblins get a +1 bonus to their reflex defence, as well as a +5 bonus toward stealth checks.

Speed: Goblin base speed is 6 squares.

Fast Movement: Despite being small, goblins are quite fast, gaining +2 squares of movement (calculated into base speed.)

Inspired Loyalty: Goblins tend to believe that "might makes right", either fearing the lash of their overlords, or feeling emboldened by stronger allies. Goblin's may add the Str modifier of a single ally, within 6 squares and line of sight, to their own will defence. This is only true if the Str modifier is higher than their own.

Sneaky: Goblins are very mischievous and sneaky outcasts, usually getting by on petty thievery. Goblins may make a single reroll on stealth checks but must keep the second result even if it is worse. Goblins always treat stealth as a class skill.

Known Languages: Goblin and Common



Grassrunner (Sidhe)

Grassrunner Traits: +2 Agi, +2 Mnd, -2 Vit; Low-light Vision

Ability Caps: Str 20, Agi 22, Vit 18, Int 20, Mnd 22, Chr 20

Small Size: Due to their small size, sidhe get a +1 bonus to their Ref defence, as well as a +5 bonus to stealth checks.

Speed: Grassrunner base speed is 4 squares.

Dark Stalker: Grassrunners are well known for swiftly moving about the forest undetected. Sidhe may move at full speed while using the stealth skill but may not sprint.

Halfling Luck: Grassrunners share with their halfling cousins, a strong

connection to the fae, and a supernatural lucky charm. Whenever a grassrunner spend a hero point to add a d6 to a d20 result or a defence, they can reroll any and all 1's until the result of a 2 or higher is achieved.

Light-footed: Grassrunner are known for their sylvan nature, that allows them to traverse most all terrain with little difficulty. Grassrunner take no penalty for moving through difficult terrain (though they still may not run/sprint across such terrain.)

Known Languages: Sylvan and Common



Halfling

Halfling Traits: +2 Agi, +2 Chr, -2 Str

Ability Caps: Str 18, Agi 22, Vit 20, Int 20, Mnd 20, Chr 22

Small Size: Due to their small size, halflings get a +1 bonus to their reflex defence, as well as a +5 bonus toward stealth checks.

Speed: Halfling base speed is 4 squares.

Halfling Luck: Halflings connection to the fae, appears to grant them a supernatural lucky charm. Whenever halflings spend a hero point to add a d6 to a d20 result or a defence, they can reroll any and all 1's until the achieve the result of a 2 or higher.

Light-footed: Halflings are known for their sylvan nature, that allows them to traverse most all terrain with little difficulty. Halflings take no penalty for moving through difficult terrain (though they still may not run/sprint across such terrain)

Socialite: Halflings are among the world's most sociable creatures and make excellent speakers. Halflings may make a single reroll on persuasion checks, but must keep the second result, even if it is worse.

Known Language: Common and Sylvan



Half-Elf

Half-Elf Traits: Add +2 to any one ability score; Low-light Vision.

Ability Caps: Str 20, Agi 20, Vit 20, Int 20, Mnd 20, Chr 20

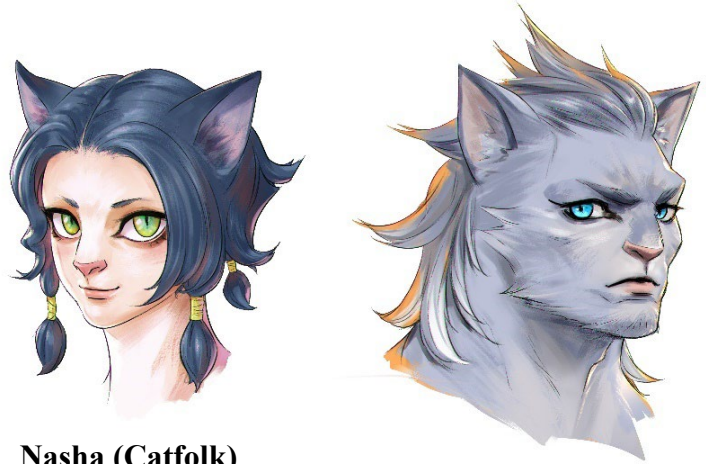
Medium Size: Half-Elves have no special bonuses due to their size.

Speed: Half-Elf's base speed is 6 squares.

Elf Heritage: Half-Elves inherit the natural defences of their elven parent. Half-Elves gain a +2 bonus to a single defence of their choice (Fort for dark elf, Ref for wood elf, and Will for high elf).

Skilled: Half-Elves gain an aptitude for skills from their human parent. A half-elf character selects one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Known Language: Common and Elven



Nasha (Catfolk)

Nasha Traits: +2 Agi, +2 Mnd, -2 Int; Darkvision.

Ability Caps: Str 20, Agi 22, Vit 20, Int 18, Mnd 22, Chr 20

Medium Size: Nasha have no special bonuses due to their size.

Speed: Nasha base speed is 6 squares.

Graceful: Nasha are naturally agile and dextrous, allowing them to reroll acrobatics checks, but they must keep the second result even if it is worse. Nasha always treat acrobatics as a class skill.

Retractable Claws: A nasha's unarmed attacks deal 1d6 points of slashing damage instead of the normal unarmed damage.

Scent: Nasha have a keen sense of smell, able to pick out nearby scents quite easily. Nasha can ignore cover and concealment (within 10 squares) for the sake of perception checks and suffer no penalty from poor visibility when tracking.

Known Language: Beastongue and Common



Orc

Orc Traits: +2 Str, +2 Vit, -2 Int; Low-light Vision.

Ability Caps: Str 22, Agi 20, Vit 22, Int 18, Mnd 20, Chr 20

Medium Size: Orcs have no special bonuses due to their size

Speed: Orc base speed is 6 squares.

Ham-Fisted: Orcs are not known to mince words, and waste none when making threats of violence. Orcs may use their Str in place of Chr on persuasion checks made to intimidate creatures. However, when doing so, the creature becomes 2 steps more hostile toward the orc when no longer an imminent threat, rather than 1.

Heavysset: The physical stature of orcs allows them to nearly function as a creature of the large size category. Whenever an orc is targeted by a spell, ability, or skill that has size specific limitations, they are treated as large, if beneficial. Additionally, they gain the size modifiers of large creatures when making unarmed checks to grapple or oppose grapples. This ability does not apply should an orc take on another form.

Resilient: Harsh living conditions in the Badlands have conditioned the orcs to be incredibly determined and durable. When orcs take a second wind, they receive an additional amount of HP equal to 5 + 1/2 their level.

Known Language: Orcish and Common

-Base Classes-

There are 6 base classes to choose from, each covering a very different style of play.

Bard: Bards, for the most part, are a pure support class, granting bonuses to allies and imposing penalties on enemies. Despite not being a combat focused class, the bard can be a very technical class, with lots of utility.

Initiate: Initiates are divine spellcasters that draw power from their deity. Initiates may fill the role of the healer, as a cleric, or command nature as druid. Some evil initiates raise the dead, using them to do their bidding.

Mage: Mages are arcane spellcasters, better suited to elemental and control spells than the initiate, they may also be summoners, calling upon the power of elementals.

Ranger: Rangers are skilled archers and scouts, best suited to ranged combat and weeding out hidden enemies. They may focus on area damage or concentrated damage.

Rogue: Rogues are experts at stealth actions, and deception. Though their base damage may be inferior to some other damage builds, their abilities allow them to move creatures down the condition track easily and even cause damage over time, making them a deadly adversary.

Warrior: The warrior is the ultimate melee combatant, having immediate access to heavier armour and all melee weapon types. Barbarians may dish out the damage, while defenders can take it. Fighters offer a nice balance between offence and defence.

Class and Level Bonuses

Damage Bonus

When attacking, characters gain a bonus to damage equal to half their total character level rounded down.

At level 1, this bonus will be +0, at level 2; +1, and at level 4; +2, and so on...

Damage is equal to: Damage dice + relevant modifier (if applicable) + 1/2 character level + misc. modifiers.

Defences

Your characters 3 defence scores will be detailed in the combat chapter.

Reflex defence is equal to 10 + character level + Agi modifier + class bonus + misc. modifiers (from armour, race, or feats, etc.)

Fortitude defence is equal to 10 + character level + Vit modifier + class bonus + misc. modifiers (from race, feats, talents, etc.)

Will defence is equal to 10 + character level + Mnd modifier + class bonus + misc. modifiers (from race, feats, talents, etc.)

Class Defence Bonuses

At 1st level, your starting class will grant you the defence bonuses shown on the following chart.

Class	Class Defence Bonuses
Bard	+2 Reflex Defence, +1 Will Defence
Initiate	+1 Fortitude Defence, +2 Will Defence
Mage	+1 Reflex Defence, +2 Will Defence
Ranger	+2 Fortitude Defence, +1 Reflex Defence
Rogue	+1 Fortitude Defence, +2 Reflex Defence
Warrior	+2 Fortitude Defence, +1 Will Defence

Level Dependent Benefits

In addition to class benefits of levelling, characters gain additional feats and ability score adjustments depending on their character level.

For multiclassing characters, these benefits are gained as normal, as character level is the total sum of class levels you have in any number of classes.

Character Advancement

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

Class Information

The following charts will detail the starting HP and skills for each base class.

Hit Points

At 1st character level, when you choose your starting base class, your character will gain their starting hit points.

Class	Starting Hit Points
Ranger, Warrior	30 + Vit Modifier
Bard, Rogue	24 + Vit Modifier
Initiate, Mage	18 + Vit Modifier

At each new level, a character takes in a class, they gain additional hit points based on the classes hit die.

Class	Hit Points/Level
Ranger, Warrior	6 + Vit Modifier
Bard, Rogue	5 + Vit Modifier
Initiate, Mage	4 + Vit Modifier

Mana Points

At 1st character level, when you choose your starting base class, your character will gain their starting mana points.

Class	Starting Mana Points
Bard, Ranger, Rogue, Warrior	6 + Mnd Modifier
Initiate, Mage	12 + Mnd Modifier

At each new level, a character takes in a class, they gain additional mana points based on the classes hit die.

Class	Mana Points/Level
Bard, Ranger, Rogue, Warrior	2 + Mnd Modifier
Initiate, Mage	3 + Mnd Modifier

Class Skills

You begin play with a number of trained skills based on your starting class. These skills are selected from your classes list of class skills.

Class	Number of Trained Skills
Rogue	8 + Int Modifier
Bard, Ranger, Warrior	6 + Int Modifier
Initiate, Mage	4 + Int Modifier

When trained in a skill, you receive a +5 bonus to skill checks made with that particular skill. The only way to gain additional trained skills, is by taking the skill training feat.

Starting Gold

Each class has a set value of starting gold pieces (gp), that may be used to purchase their starting gear and equipment. At first level, characters may only purchase common items. When creating a character that starts above lv1, the character begins play with an amount of starting gold equal to half their total XP for their current level, plus their classes starting gold. Characters starting above lv1 may roll for availability of purchasable gear, as normal.

Bard

Hit Points

Bards begin play at 1st level with a number of hit points equal to 24+Vit modifier. At every level thereafter, bards gain hit points equal to 5+Vit.

Mana Points

Bards begin play at 1st level with a number of mana points equal to 6+Mnd modifier. At every level thereafter, bards gain mana points equal to 2+Mnd.



Defence Bonuses

At 1st level, bards gain a +2 bonus to their reflex defence and a +1 bonus to their will defence.

Initiative

Bards have an initiative of 1d6.

Starting Feats

Bards begin play with the following feats:

- Armour Proficiency (light)
- Bardic Study*
- Weapon Proficiency (bows)
- Weapon Proficiency (knives)
- Weapon Proficiency (swords)

*Only if prerequisites are met.

The Bard	
Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

Class Skills (Trained in 6+Int modifier) 1-Handed, 2-Handed, Acrobatics, Alchemy, Athletics, Deception, Knowledge (taken individually), Light Weapon, Perception, Perform, Persuasion, Pilot, Ranged, Ride, Smithing, Stealth, Unarmed

Talents

At 1st level and every odd level thereafter, bards select a talent from any of the following talent trees (but must meet the prerequisites, if any). No talent may be selected more than once unless otherwise stated.

Academic Talent Tree

Educated: Bards have learned a great deal about the world from legends, tales, and songs, handed down from generations past. You gain a bonus equal to 1/2 your character level, to all knowledge skills and may make any knowledge check untrained.

(Prerequisites: Int 13)

Jack of All Trades: You are often capable of many great talents. Once per day, you may make any skill check untrained (you may only use spellcraft to identify magick)

(Prerequisites: Educated, Int 13)

Lore Master: You may reroll any knowledge checks keeping the second result even if it is worse. Characters with the **Ageless Mind** racial trait may instead keep the higher result.

(Prerequisites: Educated, Int 15)

Dancer Talent Tree

Polka: This erratic and unpredictable dance makes you much harder to hit. Whenever you use the perform dance skill, you may spend the next

swift action made in the same turn, to use the performance result in place of your reflex defence, until the start of your next turn.
(Prerequisites: Bardic Study)

Presto: Once Per Encounter, you may reroll a perform dance check, taking the second result, even if it is worse.
(Prerequisites: Bardic Study)

Samba: This exotic dance is both graceful and beautiful, but deceptively deadly. Whenever you use the perform dance skill, you may spend the next swift action made in the same turn, to gain a bonus equal to your Chr modifier, to all melee damage rolls made until the start of your next turn.
(Prerequisites: Bardic Study)

Waltz: This elegant dance guides you gracefully through the chaotic battle. Whenever you use the perform dance skill, you may spend the next swift action made in the same turn, to move up to half your speed.
(Prerequisites: Bardic Study)

Mediator Talent Tree

Appeal: You present a diplomatic argument in your defence. Once per encounter, as a reaction to a melee or ranged attack, you may make a persuasion check in place of your reflex defence.
(Prerequisites: Skilled Negotiator)

Master Negotiator: When you successfully change a creature's attitude toward you with a persuasion check, you increase it two steps rather than one.
(Prerequisites: Skilled Negotiator)

Monologue: You project your powerful voice in a fervent speech. When you make a perform oratory check, you may choose to affect creatures in a 6 square cone, rather than the normal range.
(Prerequisites: Bardic Study)

Skilled Negotiator: You may reroll persuasion checks, accepting the second result even if it is worse. Characters with the **Socialite** racial trait may instead keep the higher result.

Minstrel Talent Tree

Fortissimo: You strike a loud and powerful chord, taking your performance the distance. When making a perform instrument check, you may choose a single target up to 12 squares away, rather than the normal area.
(Prerequisites: Bardic Study, Pianissimo, Tenuto)

Marcato: You play a more intense variation of the song. Once per encounter, you may reroll a perform instrument check, taking the second result, even if it is worse.
(Prerequisites: Bardic Study)

Medley: You are able to combine multiple elements and themes from various performances, to create one epic piece, though each with a reduced effect. As a full round action, you may perform 2 or 3 bardic performances with a single perform instrument check, stacking the benefits. Using 2 performances imposes a -5 penalty to the check, while using 3 imposes a -10.
(Prerequisites: Bardic Study)

Pianissimo: You play a softer, sombre melody. Whenever you use a perform instrument check, you may choose to target one creature within 6 squares, rather than the normal range.
(Prerequisites: Bardic Study, Tenuto)

Tenuto: You hold a note for maximum dramatic effect. Whenever you use the perform instrument skill, you may spend a swift action to have that performance last an additional round. However, if the creature is affected by a new performance, the effect ends.
(Prerequisites: Bardic Study)

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat

must be selected from the following list, and you must meet the prerequisites for that feat. Bardic Study, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Linguist, Mobility, Precise Shot, Rapid Reload, Rapid Shot, Skill Focus, Skill Training, Triple Crit, Weapon Finesse, Weapon Proficiency (axes), Weapon Proficiency (bludgeons), Weapon Proficiency (crossbows), Weapon Proficiency (polearms).

Starting Gold

A 1st level bard begins play with 750 gold pieces.

Initiate

Hit Points

Initiates begin play at 1st level with a number of hit points equal to 18+Vit modifier. At every level thereafter, initiates gain hit points equal to 4+Vit.

Mana Points

Initiates begin play at 1st level with a number of mana points equal to 12+Mnd modifier. At every level thereafter, initiates gain mana points equal to 3+Mnd.

Defence Bonuses

At 1st level, initiates gain a +1 bonus to their fortitude defence and a +2 bonus to their will defence.

Initiative

Initiates have an initiative of 1d12.

Starting Feats

Initiates begin play with the following feats:

- Arcane Study*
- Armour Proficiency (mystic)
- Shield Proficiency
- Weapon Proficiency (knives)
- Weapon Proficiency (staves)

*Only if prerequisites are met.

The Initiate	
Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

Class Skills (Trained in 4+Int modifier) 1-Handed, 2-Handed, Alchemy, Athletics, Knowledge (taken individually), Light Weapon, Medicine, Perception, Persuasion, Pilot, Ranged, Ride, Smithing, Spellcraft, Survival, Unarmed

Talents

At 1st level and every odd level thereafter, initiates select a talent from any of the following talent trees (but must meet the prerequisites, if any). No

talent may be selected more than once unless otherwise stated.

Animist Talent Tree

Beast Shape: You take on the form of wild beasts, utilizing their unique traits and abilities. As a standard action, you can make a spellcraft check against the will defence of a small or medium beast within 6 squares and line of sight. If successful, you may take the form of the beast from then on, gaining all its natural abilities, attacks, movement, etc. Make the following adjustments based on the beast's size.

Small: Gain a +1 bonus to your reflex defence, a +2 bonus to acrobatics checks.

Medium: Gain a +1 bonus on damage rolls made with unarmed skill, a +2 bonus to athletics checks.



Transforming is a standard action and costs an amount of MP equal to 2x the beast's level. Additionally, when in beast shape, you may not use skills that the beast is not trained in.

You may return to your normal form as a standard action.

Special: You may learn a number of beast forms equal to 1+Int. Should you attempt to learn more, you must replace an existing form.

Galeforce: The spirits of the wind overwhelm and suppress your foes. Whenever you cast a green magick spell that deals slashing damage, should the spellcraft check beat both the target's fortitude and reflex defence, the target is treated as encumbered until the start of your next turn.

Geoburst: You coat your enemies in slick oil, pulled from deep within the earth. Whenever you cast a green magick spell that deals blunt damage, should your spellcraft check beat both a target's reflex and fort defence, you apply the oil status to the target.

Overflow: The spirits of the water drive your foes back with increased fervour. When casting a green magic spell that forces the target to move, the target moves an additional 2 squares for every 2 points, by which you exceed their fort defence, rather than the normal 5.

Summon Wild: You call upon the forces of nature to aid you. As a full-round action, you may summon a beast of your choice, in an unoccupied area within 3 squares and line of sight. This uses an amount of MP equal to twice the creature's level. The chosen beast's level may not exceed that of an appropriate companion for your level. You may not use this ability again until your current beast is destroyed or unsummoned. Unsummoning a beast is a swift action.

Summoned creatures have neither loot nor steal percentages.

(Prerequisites: Trained in Spellcraft)

Tanglevine: Whenever you cast a green magick spell that reduces a creature's movement to 0, the action required for the target to break free is increased to a standard action.

Cleric Talent Tree

Benediction: You bestow the merciful blessings of your deity unto others. Whenever you cast a white magick spell that heals a creature, you move the creature 1 step up the condition track, in addition to the HP restored. (Prerequisites: Healer's Blessing I)

Healer's Blessing I: Your restorative magicks are empowered by your strong sense of faith. Whenever a white magick spell you cast heals a creature, it heals the target +1 HP per character level.

Healer's Blessing II: Your tremendous faith brings even greater healing to those in need. Whenever a white magick spell you cast heals a creature, it heals the target +2 HP per character level, rather than the +1 granted by healers blessing. (Prerequisites: Benediction, Healer's Blessing I)

Lay on Hands: You channel the healing power of the divine, rendering basic medicine unnecessary. You may use your spellcraft check in place of a medicine check. Additionally, you may do so without a medical kit. (Prerequisite: Trained in Spellcraft)

Devotee Talent Tree

Divine Favour: Your deity rewards your fervent devotion. Whenever you roll a natural 20 on a spellcraft check made to attack a creature with staves, or when casting a spell, you immediately gain an amount of MP equal to your character level. (Prerequisites: Trial of Faith)

Divine Preservation: You restore yourself using divine energy. Whenever you use the channel feat, you move +1 step on the condition track for every 10 MP you gain. (Prerequisites: Channel)

Trial of Faith: Through tribulations, you prove ever devoted to your deity and receive their bounty. Anytime you roll a natural 1 on a spellcraft check made to attack a creature with staves, or when casting a spell, you

immediately gain an amount of MP equal to your character level.

Occultist Talent Tree

Dark Renewal: Your dark power siphons the life force from its victims. Once per encounter, when you move a target one or more steps down the condition track with a black magick spell, you may choose to move that many steps up the condition track.
(Prerequisites: Enfeeble)

Enfeeble: The effects of your dark magick are sickening and terrible. If a black magick spell you cast would cause the target to move a step down the condition track, move them an additional step down the track.

Goety: You draw upon the power of dark spirits, increasing the potency of your magick. Whenever you target the fort defence of a higher-level creature, with a black magick spell, they only receive a +2 bonus to their fort defence, rather than a +5.

Summon Darkness: Your master grants you command over their lesser minions. As a full-round action, you may summon an undead or infernal creature, in an unoccupied area within 3 squares and line of sight. This uses an amount of MP equal to twice the creature's level. The chosen creature's level may not exceed that of an appropriate companion for your level. You may not use this ability again until your current summon is destroyed or unsummoned.

Unsummoning a creature is a swift action.

Non-evil creatures that use this talent reduce the maximum level of creature they may summon by -2. Summoned creatures have neither loot nor steal percentages.

(Prerequisites: Trained in Spellcraft)

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat must be selected from the following list, and you must meet the prerequisites for that feat.

Arcane Study, Armour Proficiency (light), Armour Proficiency (heavy), Channel, Combat Casting, Extra Mana, Improved Initiative, Skill Focus, Skill Training, Weapon Proficiency (axes), Weapon Proficiency (bludgeons), Weapon Proficiency (crossbows), Weapon Proficiency (polearms), Weapon Proficiency (swords).

Starting Gold

A 1st level initiate begins play with 500 gold pieces

Mage

Hit Points

Mages begin play at 1st level with a number of hit points equal to $18 + \text{Vit}$ modifier. At every level thereafter, mages gain hit points equal to $4 + \text{Vit}$.

Mana Points

Mages begin play at 1st level with a number of mana points equal to $12 + \text{Mnd}$ modifier. At every level thereafter, mages gain mana points equal to $3 + \text{Mnd}$.

Defence Bonuses

At 1st level, mages gain a +1 bonus to their reflex defence and a +2 bonus to their will defence.

Initiative

Mages have an initiative of 1d12.

Starting Feats

Mages begin play with the following feats:

Arcane Study*

Armour Proficiency (mystic)

Weapon Proficiency (knives)

Weapon Proficiency (staves)

Weapon Proficiency (swords)

*Only if prerequisites are met.



The Mage

Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

Class Skills (Trained in 4+Int modifier) 1-Handed, 2-Handed, Alchemy, Deception, Knowledge (taken individually), Light Weapon, Perception, Persuasion, Ranged, Ride, Smithing, Spellcraft, Unarmed

Talents

At 1st level and every odd level thereafter, mages select a talent from any of the following talent trees (but must meet the prerequisites, if any). No talent may be selected more than once unless otherwise stated.

Arcanist Talent Tree

Focused Spell: You can concentrate a great deal of power into a single spell. Once per day, when casting a spell, you may add +5 to your spellcraft check. You may elect to do this after your initial DC check.

Manafont: You draw additional power from the realm of the primals. Whenever you use the channel feat, you regain an additional amount of MP equal to 5 + 1/2 your character level.
(Prerequisites: Channel)

Penetrating Spell: Your spells have more debilitating impact. When resolving damage against a target, you treat their damage threshold as 5 points lower.
(Prerequisites: Focused Spell)

Swift Spell: Once per day, you may cast a spell that normally requires a standard action as a swift action.

Elementalist Talent Tree

Elemental Attunement: Select either fire damage, cold damage, or electric damage. When casting spells that deal this type of damage, increase the damage dice by 1 step. When casting spells that deal either of the other 2 damage types, reduce their damage dice by 1 step.

Numbing Colde: Your ice magick causes the targets muscles to numb. Whenever you successfully hit a target with a red magick spell, that deals ice damage, and beat both their fortitude and reflex defence, the target loses their swift action, in addition to their move action.

Searing Flame: Your fire magick leaves your targets in scorched misery. Anytime you would move your target down the condition track, with a red magick spell that deals fire damage, the condition is persistent. This persistent condition may only be removed with a DC 20 medicine check.

Thunderclap: The impact of your lightning magick stuns the target. Whenever you inflict paralysis with a red magick spell that deals electric damage, the target also becomes flat-footed until the start of its next turn.

Evoker Talent Tree

Astral Flow: You have developed a stronger connection with the Aeons and their servants. Once per day, you may use the summon elemental ability without spending MP.
(Prerequisites: Summon Elemental, Trained in Spellcraft)

Ferocious Guardian: Your elemental guardian becomes extremely aggressive when you're threatened. When you occupy an enemy's threatened area, your elemental may reroll damage dice on attack rolls made against that enemy, keeping the higher result.
(Prerequisites: Guardian Force, Summon Elemental, Trained in Spellcraft)

Guardian Force: Your summoned elemental acts as guardian, protecting you from harm. While you are within 3 squares of your elemental, you gain a +2 bonus toward your Reflex defence.
(Prerequisites: Summon Elemental, Trained in Spellcraft)

Summon Elemental: You draw upon the power of the Aeons to manifest an elemental. As a full-round action, you may summon an elemental of your choice, in an unoccupied area within 3 squares and line of sight. This uses an amount of MP equal to twice the creature's level. The chosen elemental's level may not exceed that of an appropriate companion for your level. You may not use this ability again until your current elemental is destroyed or unsummoned. Unsummoning an elemental is a swift action. Summoned creatures have neither loot nor steal percentages.
(Prerequisites: Trained in Spellcraft)

Illusionist Talent Tree

Fascinate: Opponents find it hard to focus, even when ignoring your spells effects. When casting a blue magick spell, should you fail to beat a target's will defence, by less than 5 points, the target then suffers a -2 penalty to attack rolls and skill checks, until the beginning of your next turn.
(Prerequisites: Overawe)

Legerdemain: You use your mastery of magick to execute deception and trickery. You may use your spellcraft check in place of a deception check.
(Prerequisite: Trained in Spellcraft)

Mind Shield: Your mastery of blue magick spells allows you to better resist their effects. When targeted by a mind affecting spell or ability, you may make a spellcraft check to use in place of your will defence, as a reaction. You then take a -5 penalty on all spellcraft checks made until the end of your next turn.

Overawe: Your mental powers are hard to resist, even for those of greater power. Whenever you target the will defence of a higher-level creature, with a blue magick spell, they only receive a +2 bonus to their will defence, rather than a +5.

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat must be selected from the following list, and you must meet the prerequisites for that feat.

Arcane Study, Armour Proficiency (light), Channel, Combat Casting, Extra Mana, Improved Initiative, Skill Focus, Skill Training, Weapon Proficiency (axes), Weapon Proficiency (bludgeons), Weapon Proficiency (crossbows), Weapon Proficiency (swords).

Starting Gold

A 1st level mage begins play with 500 gold pieces.

Ranger

Hit Points

Rangers begin play at 1st level with a number of hit points equal to 30+Vit modifier. At every level thereafter, rangers gain hit points equal to 6+Vit.

Mana Points

Rangers begin play at 1st level with a number of mana points equal to 6+Mnd modifier. At every level thereafter, rangers gain mana points equal to 2+Mnd.

Defence Bonuses

At 1st level, rangers gain a +2 bonus to their fortitude defence and a +1 bonus to their reflex defence.

Initiative

Rangers have an initiative of 1d8.

Starting Feats

Rangers begin play with the following feats:

- Armour Proficiency (light)
- Precise Shot
- Weapon Proficiency (axes)
- Weapon Proficiency (bows)
- Weapon Proficiency (crossbows)
- Weapon Proficiency (knives)
- Weapon Proficiency (swords)

hits, it deals no damage, but the target is pinned, reducing their movement speed to 0 squares and treating them as flat-footed. The target must spend a standard action to free themselves from the pin. This shot may not be used on a creature two or more size categories larger than your bow.

Safe Shot: You are able to make ranged attacks with bows and crossbows while in melee range without provoking attacks of opportunity. (Prerequisites: Dodge)

Volley I: You release a small torrent of arrows upon an area. As a full-round action, you may use a bow or crossbow to target a 2 by 2 square area, taking a -5 to your ranged attack roll. This attack uses 5 arrows or bolts.



The Ranger

Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

Class Skills (Trained in 6+Int modifier) 1-Handed, 2-Handed, Acrobatics, Alchemy, Athletics, Disable, Knowledge (taken individually), Light Weapon, Medicine, Perception, Persuasion, Pilot, Ranged, Ride, Smithing, Stealth, Survival, Unarmed

Talents

At 1st level and every odd level thereafter, Rangers select a talent from any of the following talent trees (but must meet the prerequisites, if any). No talent may be selected more than once unless otherwise stated.

Archer Talent Tree

Dead Shot: When using a bow or crossbow, you may add your Agi (minimum +1) to damage. This does not stack with Str when using bows and you may choose to use whichever stat is higher.

Pinning Shot: You may substitute a ranged attack with a bow or crossbow, to make a targeted shot to halt an enemy's advance by pinning them to something with an arrow or bolt. If the ranged attack successfully

Volley II: You now only incur a -2 penalty toward your ranged attack roll when using the volley talent.
(Prerequisites: Volley I)

Tamer Talent Tree

Guardian Beast: Once per turn, when attacked by an enemy that is adjacent to your animal companion, they provoke an attack of opportunity from your animal companion.
(Prerequisites: Tame)

Familiar: Any numerical buffs, bonus, or penalties, granted to you by performances, spells, etc. are automatically shared with your tamed beasts. Likewise, any such effects provided to your tamed beast are automatically shared with you. Should both you and your beast be affected by an area of effect ability, it does not stack. This does not include status effects.
(Prerequisites: Tame)

Tame: You may use persuasion checks to improve the attitude of beasts with Int score of 2 or less and suffer no penalty even if a beast does not share a language. Should you succeed in making a wild beast friendly, it becomes domesticated for you, and will obey your commands. You may use the tamed beast as a mount, assuming it at least one size category larger than you and has a comfortable place to sit. Additionally, this beast may use your will defence in place of its own. This beast will progress in level with you as per the companion chart. When characters with the **Child of Nature** racial trait, use this talent to improve the attitude of a beast, they improve its attitude by an additional step. You may only have 1 tamed beast at any given time. To tame another beast, you must first release your current beast companion.

Hunter Talent Tree

Expert Shot: You can shoot at enemies with concealment without penalty, as long as it is not total concealment.
(Prerequisites: Wide Scan)

Forester: You may reroll survival checks, keeping the second result, even if it worse. Creatures with the **Survivalist** racial trait may instead keep the higher result.

Quarry: You can track while moving at your normal speed with no penalty. (Tracking while moving at your normal speed normally imposes a -5 penalty)
(Prerequisites: Forester)

Wide Scan: You have a keen sense of awareness. You may reroll perception checks, keeping the second result even if it is worse.

Scout Talent Tree

Camouflage: When you make a stealth check, you gain concealment, even if there is no cover. If there is cover, you gain total concealment.

Chameleon Step: You slip by the enemy, denying them a chance to strike. Whenever you would provoke an attack of opportunity, you can make a stealth check, replacing your reflex defence with the result, if it is higher.
(Prerequisites: Camouflage)

Decoy Shot: You create a distraction using your ranged weapon. As a standard action, you may make a ranged attack against the passive perception of a target. If successful, you gain concealment from the target until the start of your next turn. This consumes 1 ammunition or thrown weapon.

Strafe: You may spend a swift action to treat each diagonal movement as 1 square (instead of 2) until the end of your turn, when wearing light armour or no armour.
You may not use this talent when wearing heavy armour.

Surefooted: You take no penalties when moving through difficult terrain and can move at normal speed (but cannot run or sprint). Characters with the **Lightfooted** racial trait may now run or sprint through difficult terrain.

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat must be selected from the following list, and you must meet the prerequisites for that feat. Deadly Aim, Disruptive, Dodge, Far Shot, Focused Shot, Improved Initiative, Linguist, Mobility, Mounted Archery, Mounted Combat, Quick Draw, Rapid Reload, Rapid Shot, Running Attack, Skill Focus, Skill Training, Triple Crit, Two-Weapon Fighting I, Two-Weapon Fighting II, Two-Weapon Fighting III, Weapon Finesse, Weapon Proficiency (bludgeons), Weapon Proficiency (polearms).

Starting Gold

A 1st level ranger begins play with 750 gold pieces.

Rogue

Hit Points

Rogues begin play at 1st level with a number of hit points equal to 24+Vit modifier. At every level thereafter, rogues gain hit points equal to 5+Vit.

Mana Points

Rogues begin play at 1st level with a number of mana points equal to 6+Mnd modifier. At every level thereafter, rogues gain mana points equal to 2+Mnd.

Defence Bonuses

At 1st level, rogues gain a +1 bonus to their fortitude defence and a +2 bonus to their reflex defence.

Initiative

Rogues have an initiative of 1d4.

Starting Feats

Rogues begin play with the following feats:

- Armour Proficiency (light)
- Weapon Finesse
- Weapon Proficiency (bludgeons)
- Weapon Proficiency (crossbows)
- Weapon Proficiency (knives)
- Weapon Proficiency (swords)

The Rogue	
Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

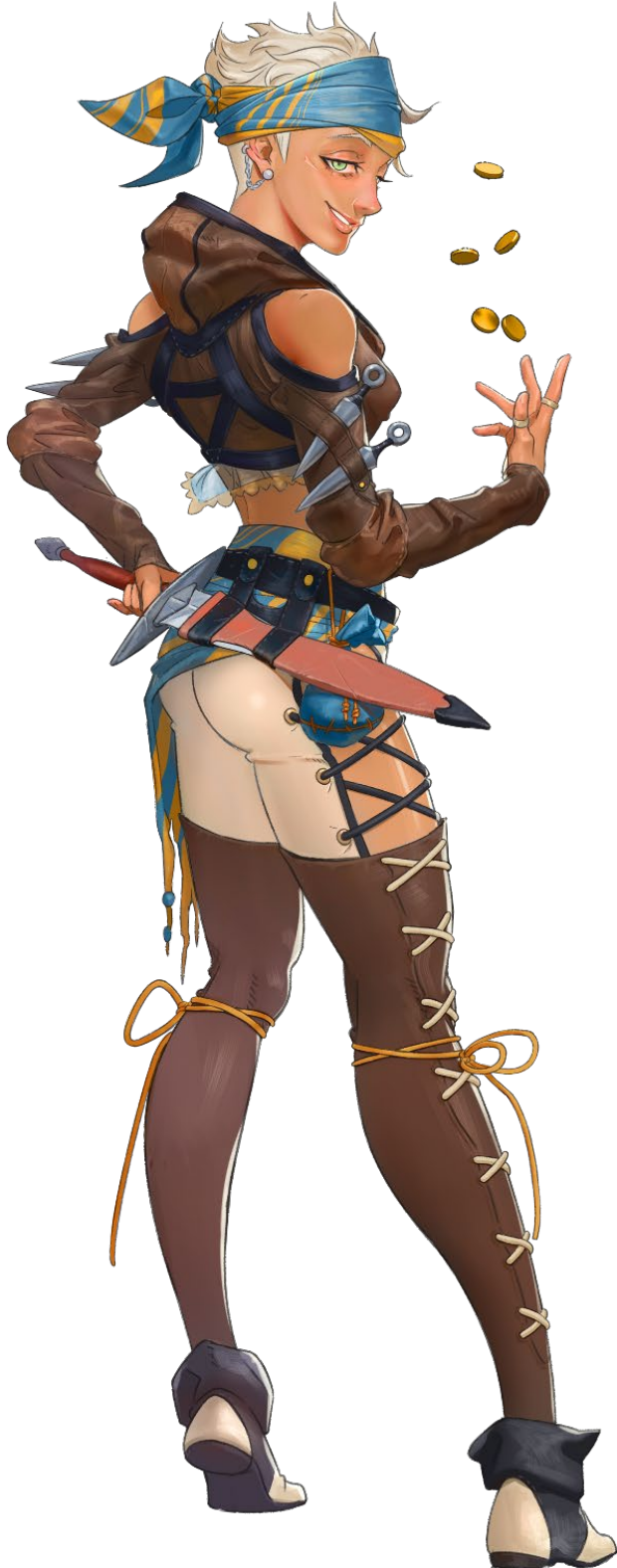
Class Skills (Trained in 8+Int modifier) 1-Handed, 2-Handed, Acrobatics, Alchemy, Athletics, Deception, Knowledge (taken individually), Disable, Light Weapon, Ranged, Ride, Perception, Persuasion, Smithing, Stealth, Unarmed

Talents

At 1st level and every odd level thereafter, rogues select a talent from any of the following talent trees (but must meet the prerequisites, if any). No talent may be selected more than once unless otherwise stated.

Charlatan Talent Tree

Convincing Liar: You find it easy to weave intricate stories and deceptions. You may reroll deception checks made to deceive others but must keep the second result even if it is worse. Characters with the **Deceitful** racial trait may instead keep the higher result.



Honeyed Words: You aren't lying, just making the truth seem sweeter. You may roll your deception check in place of persuasion when trying to negotiate or improve relations with others.

Swindle: You use lies and deceit to con someone out of their belongings. You may use a deception check in place of a stealth check to pick pockets. This does not necessarily represent you physically picking their pockets, but rather convincing them to give you the item. However, the target will soon realise what has transpired.
(Prerequisite: Convincing Liar, Honeyed Words)

Cut-throat Talent Tree

Backstab: When using your light weapon skill against a target, that is flanked, flat-footed, or otherwise denied their *Agi* to ref, each explosive damage die, generates 2 additional dice, rather than 1. This does not work with natural attacks or area of effect attacks.

Debilitating Injury: Whenever you would move a creature -1 step down the condition track, with damage from a backstab, the creature moves an additional step down the condition track.
(Prerequisites: Backstab)

Lacerate: Any living creature that you successfully hit with your backstab, suffers an amount of damage equal the number of damage dice rolled, at the start of their next turn, before taking any actions. This damage is unasspected, ignoring any DR.
(Prerequisites: Backstab)

Footpad Talent Tree

Evasion: If you are targeted by an area attack or spell, you only take half damage on a successful hit. If the attack misses you, you take no damage.

Improved Stealth: You may reroll any stealth checks made to sneak but must accept the second result even if it is worse. Characters with **sneaky** racial trait may, instead, keep the higher result.

Improved Uncanny Dodge: You can react to opponents on either side of you as easily as you are able to deal with single combatants. You can no longer be flanked.
(Prerequisites: Dodge, Uncanny Dodge)

Uncanny Dodge: You retain your *Agi* to your Reflex defence even when you are caught flat footed or attacked from stealth. You still lose your *Agi* to Reflex defence if you're immobilized in any way.
(Prerequisites: Dodge)

Swift Stealth: You are adept at sneaking on the move. You take no penalty to stealth while moving at normal speed. Creatures with the **Dark Stalker** racial trait that take this talent may now sprint while moving in stealth.
(Prerequisites: Improved Stealth)

Saboteur Talent Tree

Expose: As a standard action, you may make a melee attack against a creature within reach. If successful, you may then attempt a disable check against the target's fort defence (applying the weapon's attack modifier). Should this check succeed, physical damage dealt to the target, now ignores 5 points of DR for the duration of the encounter. This ability may not be used again on your next turn. This effect stacks with itself, though can never ignore more than the creature or characters base DR.
(Prerequisites: Sabotage, Trained in Disable)

Sabotage: You may reroll disable checks keeping the second result, even if it is worse. Additionally, you may make disable checks without the necessary tools, albeit, at a -5 penalty.
(Prerequisites: Trained in Disable)

Shear: As a standard action, you may make a melee attack against a creature within reach. If successful, you may then attempt a disable check against the target's fort defence (applying the weapon's attack modifier). Should this check succeed, elemental damage dealt to the target now ignores 5 points of DR, for the duration of the encounter. This ability may

not be used again on your next turn. This effect stacks with itself, though can never ignore more than the creature or characters base DR.
(Prerequisites: Sabotage, Trained in Disable)

Thief Talent Tree

Cat Burglar: You are very good at getting where you aren't supposed to be. You may move at normal speed when making athletics checks to climb structures or acrobatics checks made to move on narrow ledges. You do not lose your Agi to Reflex defence when performing these actions.

Cutpurse: You're able to steal with relative ease. You may make a single reroll on a stealth check made to steal an item or money via pickpocketing or sleight of hand, keeping the second result, even if worse. Characters with **sneaky** racial trait may, instead, keep the higher result.

Stab and Grab: As a standard action, you can make an attack against a target with your light weapon skill while performing a stealth check to steal something from a target. You may only use this in combat when you have an enemy flanked or the target is flat-footed or otherwise denied their Agi to reflex. This may not be used against targets you have already successfully stolen from. This requires a free hand.
(Prerequisites: Cutpurse)

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat must be selected from the following list, and you must meet the prerequisites for that feat.

Acrobatic Strike, Agile Manoeuvres, Combat Expertise, Combat Reflexes, Disruptive, Dodge, Improved Initiative, Lunge, Mobility, Quick Draw, Rapid Strike, Running Attack, Skill Focus, Skill Training, Trip, Triple Crit, Two-Weapon Fighting I, Two-Weapon Fighting II, Two-Weapon Fighting III, Weapon Proficiency (axes), Weapon Proficiency (bows).

Starting Gold

A 1st level rogue begins play with 750 gold pieces.

Warrior

Hit Points

Warriors begin play at 1st level with a number of hit points equal to 30+Vit modifier. At every level thereafter, warriors gain hit points equal to 6+Vit.

Mana Points

Warriors begin play at 1st level with a number of mana points equal to 6+Mnd modifier. At every level thereafter, warriors gain mana points equal to 2+Mnd.

Defence Bonuses

At 1st level, warriors gain a +2 bonus to their fortitude defence and a +1 bonus to their will defence.

Initiative

Warriors have an initiative of 1d10.

Starting Feats

Warriors begin play with the following feats:

- Armour Proficiency (light)
- Armour Proficiency (heavy)
- Shield Proficiency
- Weapon Proficiency (axes)
- Weapon Proficiency (bludgeons)
- Weapon Proficiency (knives)
- Weapon Proficiency (polearms)
- Weapon Proficiency (swords)

The Warrior

Level	Class Features
1	Defence Bonuses, Starting Feats, Talent
2	Bonus Feat
3	Talent
4	Bonus Feat
5	Talent
6	Bonus Feat
7	Talent
8	Bonus Feat
9	Talent
10	Bonus Feat
11	Talent
12	Bonus Feat
13	Talent
14	Bonus Feat
15	Talent
16	Bonus Feat
17	Talent
18	Bonus Feat
19	Talent
20	Bonus Feat

Class Skills (Trained in 6+Int modifier) 1-Handed, 2-Handed, Acrobatics, Alchemy, Athletics, Knowledge (taken individually), Light Weapon, Perception, Persuasion, Pilot, Ranged, Ride, Smithing, Survival, Unarmed

Talents

At 1st level and every odd level thereafter, warriors select a talent from any of the following talent trees (but must meet the prerequisites, if any). No talent may be selected more than once unless otherwise stated.

Barbarian Talent Tree

Brutal Assault: You fight with overwhelming ferocity. While raging, whenever you miss with a melee attack or it is otherwise negated, you still deal your Str in damage to the target, or x2 Str if it is with a two-handed weapon (minimum 1).
(Prerequisites: Rage)

Heavy Handed: While raging, when you successfully hit an enemy with a 1-handed weapon, you may apply x2 Str to damage roll, as if it were a 2-handed weapon.
(Prerequisites: Rage)

Rage: Once per encounter, you may erupt into a blind rage, for a number of rounds equal to 5+Vit modifier, ignoring up to 5 points of DR with melee damage rolls. While raging, you may only use Strength based skill checks. When the rage ends, you move -1 persistent step down the condition track for the duration of the encounter (this may not be removed by spells or abilities that move you up the condition track). You may not enter rage while down on the condition track.

Tough as Iron: Once per day, when you catch a second wind, you may choose to heal for twice the amount of HP. This talent may be taken multiple times, granting you an additional use per day.
(Prerequisites: Tough as Nails, Vit 13)

Tough as Nails: You can power through debilitating blows. Once per encounter, when you are hit with an attack that would move you down the condition track, you may choose not to move down the track.
(Prerequisites: Vit 13)

Defender Talent Tree

Deflect: You may use your shield to guard yourself and others from weapons, spells, or abilities that deal area damage. Once per round, as a reaction, you may attempt to use your shield to block an ability or spell that deals area damage, rolling your block against the opposing check. Should your roll meet or exceed the check, designate a 3x3 square area, treating any creatures within that space as if they have the evasion rogue talent. You must occupy at least one of these squares, none of which may be between

you and the source of the attack. You must have your shield actively equipped and ready to use this talent.
(Prerequisites: Shield Ally)

Indomitable: Once per day as a swift action, you may move all the way up the condition track. This does not remove any active status effects. This talent may be taken multiple times. Each time you take the talent, you may use it an additional time per day.



Provoke: You taunt your enemies into attacking you by making them believe you are the greatest threat before them. Once per turn, as a swift action, make a persuasion check against the Will defence of all enemies within 3 squares and line of sight. If the check succeeds, enemies suffer a -5 penalty to attack rolls and skill checks made against any creature that is not you. This continues to affect each target until you either take cover, use a withdraw action to move, or are successfully hit by the target (though successful hits do not end the effect for other affected targets). You cannot gain the benefit of the provoke talent, while your own provoke is affecting a creature. You may not use this ability again on your next turn. This does not affect area attacks.

Shield Ally: Once per round as a reaction, you may choose to protect a single adjacent character from any number of attacks with your shield. If you fail the block check, you take all the damage and status effects in their stead. The penalty for consecutive blocks still applies.

Shield Expert: You can anticipate attacks with such skill, you reduce the penalty for consecutive blocks, made with a shield, to a -2.

Fighter Talent Tree

Advanced Armour Training: When wearing heavy armour, you gain an additional +1 to Reflex defence and a +2 to the DR.
(Prerequisites: Armour Proficiency Heavy, Armour Proficiency Light, Armour Training)

Armour Training: Wearing heavy armour no longer treats you as encumbered. Characters with the **slow and steady** racial trait, instead gain +1 to their max reflex bonus when wearing heavy armour.
(Prerequisites: Armour Proficiency Heavy, Armour Proficiency Light)

Greater Weapon Specialization: Select a single weapon group in which you have weapon specialization. You may now keep the higher result on rerolls. This talent may be taken multiple times, each additional time it is taken, it applies to a different weapon group in which you have weapon specialization.
(Prerequisites: Weapon Specialization with chosen weapon group)

Weapon Specialization: Selecting a single weapon group in which you are proficient. Once per encounter, you may reroll an attack made with a weapon of this type, keeping the second result, even if worse. This talent may be taken multiple times but must be applied to a different weapon group each time.

Uhlan Talent Tree

Expert Rider: You are an extremely gifted equestrian and may reroll ride checks, keeping the second result, even if worse. Characters with the **Outrider** racial trait may instead keep the higher result.

Mighty Charge: If damage from your mounted charge would move a creature down the condition track, before DR is applied, the creature still moves down the condition track.
(Prerequisites: Mounted Charge)

Mounted Charge: When charging while mounted, each explosive damage die creates, 2 additional dice, rather than 1.

Bonus Feats

At 2nd level, and every even level thereafter, you gain a bonus feat. The feat must be selected from the following list, and you must meet the prerequisites for that feat.

Bull Rush, Cleave, Combat Expertise, Combat Reflexes, Crush, Disruptive, Great Cleave, Improved Charge, Improved Disarm, Improved Initiative, Lunge, Mighty Swing, Mounted Combat, Pin, Power Attack, Powerful Charge, Quick Draw, Rapid Strike, Running Attack, Shake it Off, Skill Focus, Skill Training, Throw, Toughness, Trample, Trip, Two-Weapon Fighting I, Two-Weapon Fighting II, Two-Weapon Fighting III, Unarmed Combat I, Unarmed Combat II, Unarmed Combat III, Unseat.

Starting Gold

A 1st level warrior begins play with 1,000 gold pieces.

-Alignment-

Alignment reflects a character's general moral compass, whether they are good, evil, pure of heart, or deeply corrupt. A creature's alignment can be broken down into two separate axes. Good vs evil, and purity vs corruption.

Good vs Evil

The nature of good and evil exists, whether one believes it or not. It is in one's nature to be selfish or selfless, generous, or cruel. It is not necessarily of conscious thought, but a measure of what one harbours deep within themselves.

Purity vs Corruption

Purity and corruption are measured by one's own convictions, what they hold true, and what they are willing to do to in service of those beliefs. Pure individuals see theirs as a righteous cause, for better or worse, while corrupt individuals will do whatever is necessary to achieve the ends they seek, no matter how duplicitous or amoral it may seem.

Neutrality

Some characters lack strong convictions either way and may inhabit a morally grey area. These people may react to information on a less logical, more emotional level, making choices on a case-by-case basis. Many creatures fall under the neutral category, acting more on instinct than ideology.

Alignment Profiles

When making a character, players will select one of the following nine alignment profiles for their character, choosing whichever profile best represents their characters core beliefs and values.

PURE GOOD	NEUTRAL GOOD	CORRUPT GOOD
PURE NEUTRAL	NEUTRAL	CORRUPT NEUTRAL
PURE EVIL	NEUTRAL EVIL	CORRUPT EVIL

Pure Good: The Paragon (PG)

The classic hero, with a strong sense of justice and virtue. They seek to better the world through good deeds and chivalrous conduct. Benevolent, loyal, and trustworthy, these individuals take active steps to aid those in need, even when it is inconvenient or at their own expense. Pacifists and noble warriors alike, may walk this righteous path.

Neutral Good: The Everyman (NG)

The reluctant hero, not guided by any sort of strong convictions or principles, often ambivalent to the world's issues. However, they are good at heart and, when the chips are down, will ultimately do the right thing. While they do not necessarily seek to help those in need, they are not ones to turn a blind eye to the suffering others. Most average people are likely to start with this alignment, as most individuals are good at heart.

Corrupt Good: The Anti-Hero (CG)

This may be a person that believes the ends justify the means, who is not above using whatever methods necessary to achieve the greater good. Alternatively, this could be a person of noble conduct plagued by personal vices. While their conduct may be less than savoury, their ideals align with the common good. This may be pious, yet decadent noble, or even one who acts outside the law to bring others to justice.

Pure Neutral: The Lover (PN)

Seekers of purity and beauty, be it found in nature, art, or romance. While virtuous in conduct, their motivations can often be more self-involved, though they are far from corrupt, holding themselves and others to lofty standards. Traveling performers pursuing beauty and grace, as well as gallant knights fighting for honour and favour, may just fill this role.

Neutral: The Bystander (N)

People that carry on their day-to-day lives with little thought to ideological or philosophical leanings. Few characters, outside of maybe commoners, lack such conviction and identity. This alignment is more commonly found among beasts, as they operate on instinct alone.

Corrupt Neutral: The Scoundrel (CN)

Individuals that are out for themselves, first and foremost. While they aren't necessarily the type to go out of their way to harm innocence, they are certainly opportunist above all else, and will gladly take advantage of others when it suits them. Thieves, mercenaries, and other vagrants might find themselves aligned with this profile.

Pure Evil: The Anti-Villain (PE)

The road to hell is paved with good intentions. Characters of this alignment may be misguided or even delusional, believing their cause to be just. They may try to impose their vision for a better world onto others, caring little for what they take or destroy in the process, seeing it as a necessary evil. Among the most dangerous of profiles, as people with such fanaticism and warped morality will stop at nothing to bring about their desired change. Fallen and misguided heroes will oft walk this twisted path.

Neutral Evil: The Schemer (NE)

The patient one, that lays their plans far in advance. Concerned with neither ideology nor principle, they are focused solely on bringing their evil designs to fruition. They play their cards close to the chest, concealing their true intentions from others. They may appear outwardly benevolent when needed, while exerting immense cruelty when no one is watching. Cultists, apostates, and assassins may best align with this profile.

Corrupt Evil: The Tyrant (CE)

The true face of villainy, these selfish people are consumed by avarice and greed, knowing nothing but self-indulgence, cruelty, and malice. They seek to dominate others, preying upon the weak. They will destroy anyone who gets in their way with absolutely no pity and zero remorse. Dark lords, wicked sorcerers, and tyrannical kings occupy this dark place.

Important Developer Note

Alignment is **NOT** a hard line and does **NOT** force players to make certain choices or take certain actions. Alignment is a loose idea of your characters values, principles, etc. as well as what narrative character archetype your character might fill within the story and party.

Characters can sometimes act outside their alignment, making mistakes, or other choices they come to regret. A pure good character may murder someone in a desperate moment, a moment that haunts them for the rest of their life, while a corrupt evil character may show uncharacteristic mercy and generosity to a child that reminds them of a lost sibling. However, repeatedly acting outside your chosen alignment may constitute an alignment shift (at the GM's discretion), as characters can grow and change over time, based on new experiences and information.

Please do not tell other players what they can and cannot do based on their character's alignment!

Levelling UP

Character Level vs Class Level

Your character level is the total sum of class levels you have in any number of character classes, while your class level is the number of levels you have in any one given class. If you only take levels in a single class, then your character and class level will be equal.

Example 1: Kress is a level 7 warrior, it is his only class, so his character level is 7 and his class level is 7.

Example 2: Eldin is a level 4 warrior, and a level 3 initiate. His two class levels are 4 and 3, but his character level is 7.

Add Health Points (HP)

Your character will gain additional HP based on the class you choose to level up.

Increase Defences

Defences scale with level, increasing your defences each time you gain a new character level. Class defence bonuses do not change.

Increase Skill Bonuses

Your skill bonuses are equal to 1/2 your character level rounded down, so they will increase by +1 every time you reach an even character level.

Select Talents or Feats

At each odd class level, you will be able to select a talent from one of the talent trees available to the class in which you increased in level. At every even level you gain in a class, you will be able to choose a bonus feat from that classes list of bonus feats.

You also gain bonus feats at every odd character level. These bonus feats are not restricted to class, allowing you to select any feat for which you qualify.

Increase Ability Scores

At 4th level and every fourth level thereafter, you will choose two ability scores to increase by +1 point. You may not increase a single score by +2.

Multiclassing

Whenever you level up, you may choose to take levels in another class. This expands your characters versatility but limits your progress in other classes in which you have levels. When you choose to multiclass, you do not gain the normal 1st level perks.

You gain the classes HP per level (as opposed to the normal starting HP of that class)

Feats: You only gain 1 of the classes starting feats. Any starting feats from your multiclass that you do not take, are treated as bonus feats for that class. You must still meet the prerequisites for any feat taken this way.

Skills: You do not gain any additional trained skills but do gain the class skills as trainable (such as the skill training feat).

Defences: You gain the classes defence bonuses, but they do not stack with your current class defence bonuses, taking the higher the numbers in each defence.

Initiative: You take the higher of the initiative dice (Rogue/Ranger would use the rangers 1d8 initiative).

Talents: You may only select talents from the class you are levelling up at that level.

Character Levels: Character levels are not affected by multiclassing.

Developer Note

Though Last Arc facilitates limitless levels of class combinations and character customization, the DM may choose to limit each player to two base classes and a single advanced class, to create more focused and balanced characters that fulfil a specific archetype or party role.



-Skills-

Skill checks **do not** critically succeed or fail upon rolling a natural 1 or 20, unless otherwise stated. Always add the d20 roll to the skill points total to determine the result.

Using Skills

When attempting a skill check, roll:

1d20 + Half Your Character Level + Relevant Ability Modifier + Miscellaneous Bonuses

If you are trained in a skill, add a +5 bonus to the skill check.

The “Relevant Ability Modifier” is the bonus or penalty applied to the skill check, based on the character’s modifier in the skills associated ability. The associated ability for each skill will be listed next to each skill entry.

“Miscellaneous Bonuses” include bonuses provided by class features or even equipment, such as accessories, weapons, or armour check penalties, if applicable. Skills that apply armour check penalties will be listed below the skills entry.

A number of skills may only be used if a character is trained in their use. Such skills will be listed below the skills entry.

Taking 10 or 20

Players may Take 10 (or 20), as if rolling the number naturally on the d20, in the place of rolling a d20 during a skill check in certain situations unless stated otherwise within the skill check rules below. Players may never take 10 (or 20) when in an active combat situation or in the immediate danger.

Acrobatics (AGI)

Armour Check Penalty

Balance: By making a successful Acrobatics check, you may move at half speed along a narrow surface such as a ledge or tightropes. The DC of the Acrobatics check varies based on the width of the surface. If the surface is slippery or unstable, increase the DC by 5. A failed check means you will fall prone unless you are able to make a DC 15 acrobatics check to catch the ledge or rope.

You are considered flat-footed while balancing, and thus you lose your Dexterity bonus to your AC and Reflex save (if any). **If you are trained in Acrobatics, you aren't considered flat-footed while balancing.**

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC, to keep from falling.



Escape Bonds: By making a successful Acrobatics check, you may slip free of restraints (DC varies), move through a tight space (DC 20), or free yourself from a grapple (DC = the grappler’s grapple check). The DC to slip free of a restraint depends on the type of restraint.

It requires a standard action to free yourself from a grapple. It requires a full-round action to escape a net (DC15) or to move 1 square through a tight space. It requires 1 minute to escape from rope or chain restraints (opponent’s Agi Check + 10) or manacles (DC 25).

If you are trained in acrobatics, you may choose to increase the DC by 10, to reduce the time required for escaping bonds. Escaping a grapple becomes a move action; moving through tight spaces and escaping nets becomes a standard action; and slipping out of ropes, chains and manacles only takes 5 rounds.

Fall Prone: If you are trained in Acrobatics and can succeed a DC 15 check, you may drop to a prone position as a free action (rather than a swift action).

Reduce Falling Damage (Trained Only): By successfully making a DC 15 Acrobatics check, you may treat a fall as if it were 10 ft. (2 squares) less when determining damage. For every 10 points by which you beat this DC, you may subtract an additional 10 ft. from the fall for determining damage. If you successfully make the check without taking any damage from the fall, you then land on your feet.

If you would be hit by a falling object, you may attempt to reduce the damage you take by half, by making a successful DC 15 Acrobatics check.

Stand Up from Prone: (Trained Only): If you are trained in Acrobatics, you may attempt a DC 15 check, to stand up from the *prone* position as a swift action (instead of a move action).

Tumble (Trained Only): By successfully making a DC 15 Acrobatics check, you may move through the threatened area of an enemy creature at half speed without provoking an *attack of opportunity*. For each additional enemy after the first, that you attempt to tumble past in the same round, the DC check increases by +5. For example, a rogue wants to move past a single enemy’s threatened square. She rolls a successful Acrobatics check of 18 (DC 15 required roll) and avoids an attack of opportunity, she continues her movement and wants to get safely past another enemy’s threatened square. She must now make another Acrobatics check of DC 20 (15 + 5 for each additional enemy after the first in a single round) as she moves past the enemy’s threatened space.

If you are trained in acrobatics, you may choose to move at full speed during a tumble by increasing the DC by +10.

You may also attempt this skill ability while prone with a +5 to the DC, but you must spend a full-round action and your movement is 1 square.

Acrobatics Additional: You cannot take 10 or 20 on an Acrobatics check.

Retry: None

Time: Unless otherwise stated, an Acrobatics check is made as part of another action (usually a move action) or as a reaction to a situation.

Alchemy (Int)

Armour Check Penalty

You must be trained in this skill to use it

Craft poisons, potions, accessories, and other magical items.

Craft Item: Crafting an item requires components worth half its market cost in gold, in addition to whatever resource items are listed by the items crafting DC, if any. Upon meeting the crafting DC, the item is successfully made. Should you fail to meet the crafting DC, all components are lost, and the item is not crafted. If you fail to meet the crafting DC by 10 or more, the alchemical components explode, dealing 3d6 damage to the crafter and all adjacent squares.

Repair Item: You may repair an item by making an alchemy check against the item’s initial alchemy DC, applying its condition penalties to the check. Upon success, the item moves to the top of the condition track.

However, should you fail, the item is moved -1 step on the condition track, as well as an additional step for every 5 points by which your check failed.

Alchemy Additional: You may Take 10 but you can’t take 20. Taking 10 doubles the required time.

Time: Crafting items with alchemy requires 8 hours, -1 hour for every 5 points by which you surpassed the crafting DC (minimum 1). Repairing items takes 1d8 hours, -1 hour for every 5 points by which you exceeded the adjusted DC.

Retry: You may attempt to redo alchemy checks but must have the

additional necessary resources to do so.

Athletics (STR)

Armour Check Penalty

Climb Surface: With each successful Climb check, you are able to continue your advance up, down, or across a slope, wall, or other inclined surfaces. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You may only climb at half speed, as a full-round action. You may instead choose to move at 1 quarter your full speed, as a move action.

Failing a climb check means that you make no progress and failing by 5 or more means that you fall from whatever height you are currently at.

The DC of the check varies based on the climbing circumstances:

DC Example Wall or Surface

0 Slope too steep to walk up; knotted rope with a wall to brace against.

5 Rope with a wall to brace against or a knotted rope, but not both.

10 Surface with ledges to hold on to and stand on, such as a very rough wall.

15 Surface with natural or artificial handholds and footholds, such as a very rough natural rock surface or a tree; an unknotted rope.

20 Uneven surface with some narrow handholds and footholds.

25 Rough surface, such as a natural rock wall or a brick wall.

25 ceiling or other overhanging with handholds but no footholds.

– Perfectly smooth, flat, vertical surface cannot be climbed.

(-10) Climbing where you can brace against two opposite walls (reduces normal DC by 10).

(-5) Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).

(+5) Surface is slippery (increases normal DC by 5).

While climbing, you are unable to move to avoid an attack, therefore granting opponents a +2 bonus on attack rolls against you. You are also considered to be *flat-footed* (losing any agility bonus to your *Reflex defence*).

Should you take damage while climbing, you must make a new *Climb check* against the DC of the slope or wall. Failure means you fall from your current height and sustains the appropriate falling damage.

Accelerated Climbing: You may elect to take a -5 penalty to your athletics checks in order to climb more quickly. Doing so allows you to climb at your full speed as a full-round action, or at half your speed as a move action.

Catching Yourself When Falling: You may attempt to catch yourself while you're falling if there are appropriate conditions around you to do so; for when falling from or by a wall, make an athletics check (DC = the wall's DC + 20) to attempt in catching yourself. To catch yourself on a slope, make an athletics check of (DC = the slopes DC + 10) to attempt to catch yourself.

Making Handholds and Footholds: You can choose to make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton and is needed per square when scaling a surface. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber can cut handholds and footholds into an ice wall.

Making handholds and footholds requires an adventurer's pack.

Long Jump: The DC of a running long jump is equal to the distance cleared to reach the other side (in squares) multiplied by 5. For example, clearing a 4-square-wide gap requires a DC 20 Athletics check. If the character does not have at least a 3 square running start, the DC check required to clear the gap becomes multiplied by 6 (instead of 5). Attempting to move more than your base speed with a long jump, requires a full-round action.

High Jump: The DC of a running high jump is equal to the distance up the character needs to clear to land on their feet (in vertical squares) multiplied by 15. For example, if a character is running and there is a 5 ft. (vertical square) wall in front of them, they must succeed a DC 15 athletics check in order to vault over (or land on top of) the 5 ft. tall wall. If the character does not have at least a 3 square running start, the DC check required to reach the height necessary is then doubled.

Jump Down: Should you intentionally jump down from a great height, you must succeed a DC 15 athletics check to take falling damage as if you had dropped 2 squares fewer than you actually did. Otherwise, you suffer

fall damage as normal. If a character succeeds on the check, and manages to take no damage, they instead land on their feet (rather than prone).

Fall Damage

Whenever a creature, object, or vehicle falls, make an attack roll (d20+20) against the targets fort defence. If successful, the target suffers 1d6 unsuspected damage, that ignore all DR, for every 3 squares fallen (maximum of 20d6). Otherwise, the target takes only half damage.

Athletics Additional: By using a rope, a character may haul another creature upward (or lower than the creature) by means of sheer strength, doing so is treated as movement under an encumbered weight.

You may take 10 on any skill abilities that have the word **Jump** in the name of the ability when not being threatened, as well as able to take 20 on the **Jump Down** action if not being threatened and there is no danger in falling. Distance covered by a **Long Jump** or **High Jump** counts against their maximum movement in a round; distance covered by **Jump Down** does not. Athletic check modifiers that apply, such as a slick footing or sure footed, are those concerning the surface you're jumping from.

Swimming: A successful athletics check allows you to swim 1/4 your speed as a move action, or 1/2 your speed as a full-round action. Roll an athletics check once each round to continue swimming. Should you fail the check, you may not move that turn. Should you fail by 5 or more, you sink underwater, and must hold your breath until you're able to reach the surface of the water once more.

A character may hold their breath for a number of rounds equal to their Vit score, after which time, the character must make a DC 10 Vit check each round to continue holding their breath. This DC increases by +2 each additional round. Any failed checks move the character -1 persistent step on the condition track. These conditions persist until the character is no longer holding their breath. Should the character be unable to breath 1 round after falling unconscious this way, the character dies.

The DC for swim checks is dependant on the situation:

DC Situation

10 Calm Water

15 Rough Water

20 Stormy Water*

***cannot take 10 in stormy water**

You may take 10 on Athletics, but you cannot take 20 (You may take 10 when making a Swim check if you are trained, but you can't take 20).

Retry: A new check is allowed the round after a check is failed.

Time: Unless otherwise stated, an Athletics check is made as part of another action (usually a move action) or as a reaction to a situation.

Deception (CHR)

Deceive (Trained reduces the time needing to create or communicate deceptions by one step, to a minimum of simple): When you want to make another character believe something that is untrue, you may attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

–Deceptive Appearance: When you don a disguise or produce forged documents, make a Deception check against the passive perception of any target that sees the deception. If you succeed, that character believes that the appearance is authentic. If you fail, the target detects the deception. If the target is actively looking for deception (such as a town guard), they may make an opposed perception check. Creating a deceptive appearance requires at least 1 minute (10 rounds) for simple deceptions, 10 minutes for moderate deceptions, 1 hour for difficult deceptions, 1 day for incredible deceptions, or 10 days for outrageous deceptions. You may choose to rush the deceptions creation in less time (treating it as if it were one step easier, to a minimum of simple), buy taking a -10 penalty on your deception check. Either way, you always make a single Deception check at the time you create the deceptive appearance and compare your check result to the passive perception (or opposed perception check) of any character who encounters it.

–Deceptive Information: Whenever you try to spin a lie or distort the truth, leading the target to a false conclusion, make a Deception check against the will defence of any target that can understand you. If you succeed, that target believes your words to be true. In most cases, deceptive

information is either verbal or written (requiring the target to be able to understand you), though you can deceive with gestures, body language, facial expressions, etc. Communicating deceptive information requires at least a standard action for simple deception, a full-round action for moderate deceptions, and 1 minute (10 rounds) for even more for difficult, incredible, or outrageous deceptions. You may choose to rush your deception in less time (treating as if it were one step easier, to a minimum of simple), but you suffer a -10 penalty on your Deception check. If your deceptive information is written or otherwise passed onto others at a later time, your original Deception check result is compared to the will defence of all targets who later read or hear your deception.

Deceptions		
Deception	Check Modifier	Description
Simple	+5	Small lie that doesn't require anything on hand to pass as truth or disguising yourself as a non-descript individual.
Moderate	0	A small and believable lie, that you have all the necessary tools needed to pass off the lie or disguise it as truth. Disguising yourself as a named individual that is little known to others.
Difficult	-5	A lie that is a bit harder for others to believe easily, facing more scrutiny. Could be a disguise of a well known individual, albeit, one the target does not know directly.
Incredible	-10	A farfetched lie that is incredibly hard for someone to believe or impersonating someone the target knows well.
Outrageous	-20	A completely ludicrous story that no one in the right mind would believe or disguising yourself as someone extremely famous and renowned.

In some instances, you may convey both a deceptive appearance and deceptive information. For example, if you create a falsified document (such as an official report, a letter from a noble, or orders from a military commander), you must produce something that looks authentic (deceptive appearance) while also creating believable content (deceptive information). In this case, make a single Deception check and compare it to both the target's passive perception (or check) and Will defence. Similarly, you might disguise yourself as Knight Commander (Deceptive Appearance) and then relay falsified information to a squire (Deceptive Information). In this example, you make one Deception check ahead of time to create the disguise and another Deception check at the time you give the squire the false information.

Both favourable and unfavourable circumstances weigh heavily on the outcome of a deception. Two circumstances can weigh against you: The deception is hard to believe, or the action that the deception is against goes against the target's self-interest, nature, personality, or orders.

The GM should distinguish between a deception that fails because the target doesn't believe you or one that fails because it asks far too much of the target.

Creating a Diversion to Hide: You may use Deception skill to aid your stealth. A successful Deception check that equals or exceeds a targets Will defence gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you. If your Deception check equals or exceeds the opponent's defence, you may hide yourself or hide an item as part of your move action. You must still be able to hide as normal, by being concealed or hidden from view as part of a move action, or else you will be seen.

You may use this skill against multiple opponents that are in view you, your competing roll must equal or exceed all of them in order to use this ability to successfully hide.

Feint: With a standard action, you can make a Deception check against the Passive Perception of a creature within your reach. If you beat your opponent's roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a -5 penalty against non-humanoid creatures or against creatures with an intelligence of 2 or less.

Retry: A failed Deception check, generally makes the target too

suspicious for you to try another deception check. For feinting in combat, you may try as often as possible. There is no retrying to create Deceptive Appearances upon the completion of the deceptive work.

Deception Additional: You may take 10 when making a deception (except for feinting in combat), but you may not take 20.

Time: A deception takes at least a standard action but can take longer if you attempt something more elaborate. Disguises that require major changes to your physical structure, or forged documents with many safeguards, can take hours if not days.

Disable (AGI)

Armour Check Penalty

You must be trained in this skill to use it

You may use this skill to disarm traps, pick locks, or sabotage devices to fail or even harm the user when triggered. This requires a full-round action, and the DC varies depending on the intricacy or complexity of the item being disabled or sabotaged.

Device DC Examples		
Device	Check	Description
Simple	15	Sabotage a simple device (bow string on bow, unlocked door's hinge or a step on stairs, picture frame/trophy hanging on a wall), bypass a simple lock*, or disable/reset a simple trap
Tricky	20	Sabotage a tricky device (pulley system, castle's drawbridge, a ship's sail rigging/steering), bypass a tricky lock*, or disable/reset a tricky trap
Advanced	25	Sabotage an advanced device, bypass an advanced lock*, or disable/reset an advanced trap
Complex	30	Sabotage a complex device (catapult/ballista, gatehouse's iron door), bypass a complex lock*, or disable/reset a complex trap
Amazing	35	Bypass an amazing lock* or disable/reset an amazing trap

***Using this check without the proper thieves' tools incurs a -5 penalty to the Disable check.**

If your disable check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally. Your thieves tools move -1 step on the condition track.

Bypass Lock: You may use this skill to bypass any type of lock. As a full-round action make a disable check, if the check equals or exceeds the DC, then you succeed in unlocking or bypassing the lock.

You may retry checks made to open locks, unless your check fails by 5 or more, in which case the lock is jammed and your thieves tools move -1 step on the condition track.

You may attempt to purposely jam a lock so it cannot be unlocked with its original key, and thus must be forced to be bypassed with a DC 15 Disable check. Bypassing a lock in this way unjams the lock.

Using this check without the proper thieves' tools incurs a -10 penalty to the disable check.

Disable/Reset Trap: You may use this skill to disarm traps, or to reset them to be sprung again. Make a disable check, if the check equals or exceeds the DC then you succeed in disarming or resetting the trap.

If you fail this check by 5 or more to disable a trap, then the trap is sprung. If you fail this check by 5 or more when trying to reset the trap, then the trap breaks, and it may no longer be reset. Failing this check by 4 or less does not spring the trap and allows you to retry.

Trap Device: You can use this skill ability to cause a device to spring or fail in a way that harms the user. Whether or not the device itself is able to be trapped, and the difficulty of its DC, is up to the GM's discretion (it's not possible to make a lock harm the next user, but it is possible to make a device like a step on stairs or a ladder, a crossbow, or a gatehouse's iron doors that lift, to become harmful if the user is caught unaware). To attempt this, disable check, increase the DC by +5 as well as increase the time it requires to rig the item to harm from a single full-round action to 1d4+1 rounds of full-round actions. Damage done to the user by activating the

sabotaged item is 2d6 for a Simple device, 4d6 for Tricky, 6d6 for Advanced, and 8d6 for Complex. **You must declare that you want to use the sabotaged item to harm the next user before you attempt the disable Device check.** Roll the check at the end of the last round needed to complete the trapped device.

If you fail the check to harm the next user by 5 or more, the damage meant for the next user now applies to you. You may make a Reflex save as stated below. If you fail the check by 4 or less then the device is only sabotaged to fail, not harm and fail.

If the user matches or exceeds the disable Device roll with their Passive Perception, they notice the item is sabotaged during item activation. The user may now make a Reflex save (equal to the initial disable Device roll to sabotage the item) to negate the damage entirely after the item is activated.

Sabotage Device: You may use this skill ability to disable a mechanical device. Make a disable Device check after the required time necessary to complete the task, if the check equals or exceeds the DC as per the difficulty as listed on above graph then you succeed in disabling the device and it will fail on its next use. Sabotaging a device requires a full-round action for a simple device, while more difficult devices require more time equal to 1d4 or 2d4 rounds of full-round actions depending on the difficulty (tricky, 1d4; advanced and complex, 2d4).

You may sabotage some devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Failing the check by 5 or more causes the character making the check to believe that they successfully disabled the device when they didn't.

If you attempt to leave behind no trace of tampering, increase the DC by +5

Disable Device Additional: You may Take 10 but you can't take 20.

Time: The time it requires to complete a disable Device check is a full-round action unless otherwise listed within the skill abilities above.

Retry: You may attempt to retry a disable Device check as per the skill ability's instructions listed above.

Knowledge (INT)

You must be trained in this skill to use it

You are educated in a field of study and can answer both simple and complex questions.

Many of the Knowledge skills have specific uses as noted on Table: Knowledge Skill DC's.

Below are listed the fields of study.

-**Arcana** ancient mysteries, aeons, elementals, magick traditions, arcane symbols, dragons

-**Engineering** buildings, aqueducts, bridges, fortifications, constructs

-**Geography** lands, terrain, climate, people; Used for astronomy.

-**History** wars, colonies, migrations, founding of cities

-**Local** legends, personalities, inhabitants, laws, customs, traditions, humanoids

-**Nature** animals, fae, giants, plants, seasons and cycles, weather

-**Nobility** lineages, heraldry, personalities, royalty

-**Religion** gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead

-**Tactics** battlefield tactics and manoeuvres, building fortifications and defences, ability to order armies

General Knowledge: Answering a question within your field of study has a DC of 10 (for easy questions), 15 (for basic questions), or 20 to 30 (for tough questions).

Monster Lore: You can use this skill to identify monsters and their special powers or vulnerabilities.

In general, the DC of such a check equals 10 + the monster's CR. For common monsters, such as goblins, the DC of this check equals 5 + the monster's CR. For particularly rare monsters the DC of this check equals 15 + the monster's CR or more. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Creature Type

Aeons, Dragons, Elementals

Constructs

Beastkin, Humanoids

Beasts, Fae, Giants

Celestials, Infernals, Undead

Field of Study

Arcana

Engineering

Local

Nature

Religion

Action: Usually none. In most cases, a knowledge check doesn't take an action.

Retry: No. The check represents what you know and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Knowledge Additional: You cannot make an untrained Knowledge check with a DC higher than 10.

Library Access: If you have access to an extensive library that covers a specific skill, this above limit is removed. The time to make checks using a library, however, increases to 1d4 hours. Particularly complete libraries might even grant a bonus on Knowledge checks in the fields that they cover.

Medicine (MND)

You must be trained in this skill to use it

Use this skill to keep a badly wounded ally from dying, to heal the injured, or to treat characters suffering from status effects.

Long-Term Care: If you tend to a creature for 8 hours consecutively, that creature regains hit points equal to its character level in addition to those recovered from natural healing. A creature may only benefit from Long-Term Care once in a 24-hour time frame. You may tend one creature at a time untrained, of up to 6 simultaneously if trained. You can't give Long-Term Care to yourself.

Treat Wounds (Requires medical kit): As a full-round action, you may make a DC 20 Medicine check to perform surgery on a wounded creature, removing any persistent conditions imposed by wounds, as well as healing an amount of damage equal to the creature's vitality bonus (minimum 1) x the creature's level. If you fail the check, the creature instead takes damage equal to double its vitality score. If the creature was already at 0 hit points, it dies unless it can spend a Hero Point to save itself. You may perform surgery on yourself to heal damage, but you take a -5 penalty on your skill check. No target may benefit from this treatment more than once per day.

Treat Poison (Requires medical kit): As a standard action, you may treat a poisoned creature. Make a Medicine check; if the result equals or exceeds the poison's DC, you successfully cleanse the poison from the creature's system and the patient no longer suffers any ill effects (including persistent conditions caused by the poison).

Treat Status (Requires medical kit): Treating a character under that is affected by one or more status effects requires 8 hours. At the end of that time, make a successful DC 20 Medicine check. If the check succeeds, the patient is cleared of all status effects that are not curses. You can treat up to six creatures simultaneously, increasing the DC by 5 for each additional creature beyond the first.

Medicine Additional: You may Take 10 when making a medicine check, but you can't Take 20.

Perception (MND)

Passive Perception is (10 + Perception skill total)

Perception is the inert skill to be able to sense your surroundings, spot things of interest, realise when you're being lied to, as well as the ability to sense the motives of other creatures.

Avoid Feint: When an opponent attempts to feint in combat, you oppose his Deception check with a Perception check. If you match or exceed his check result, his feint attempt fails.

Avoid Surprise: A Perception check made at the start of a battle determines whether you can act in the surprise round. This check is a reaction.

Detect a Disabled Device: You can see through an attempt to rig a device to not work as it is originally designed. Make a Perception check equal to the disable Device check made to sabotage the item in question. If you match or exceed the DC then you are able to determine that the device is rigged. If you surpass the DC by 5 or more, you can determine what effect would take place on the item if it was to be triggered.

If you are not trained in disable Device, you incur a -5 on the roll against the DC. If you have Skill Focus in disable Device, add an additional +5 to your roll.

This skill ability may be utilized during a Passive Perception.

Eavesdrop: With a successful DC 10 Perception check, you can overhear a nearby conversation. You must be able to understand the language or languages being spoken. The DC increases to 15 in relatively noisy areas (such as a tavern) or 25 in particularly loud areas (such as an auction house or an arena). Eavesdropping on a conversation is a standard action.

Hear Distant or Ambient Noises: By making a successful DC 10 Perception, you can detect and identify distant or ambient noises. This requires a standard action

Notice Targets: A perception check alerts you to nearby targets, or a creature trying to sneak up on you from behind. If the target is actively attempting to remain hidden, your Perception check is opposed by that target's Stealth check. If the target is not making an effort to avoid detection, the Perception check DC is determined by that target's size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium, DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

For every 10 squares between you and the target, you suffer a cumulative -5 penalty on your Perception check. You also suffer a -5 penalty if the target has concealment of cover, or a -10 penalty if it has total concealment or total cover.

Detecting a target that enters your line of sight is a reaction. Actively trying to find and reveal hidden enemies is a standard action.

You may also notice if a character is concealing weapons or objects. Make a perception check opposed by the target's Stealth check result. If you win the opposed check, you notice the concealed object(s). If you win the opposed check by 5 or more, you can tell what kind of object is concealed (for example, distinguishing a dagger from a potion).

Search: You may carefully examine a 1-square area of goods or wares as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, etc. The GM may increase the DC for especially obscure or well-hidden features.

You may also search a character for concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. Should you win the opposed check, you find the concealed object(s). You receive a +10 bonus on your Perception check if you physically search the target for concealed items; this requires a full-round action and can only be used on a target that is willing, pinned, or otherwise helpless.

Sense Deception: You may attempt to see through Deceptive Appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realise that you're being deceived. Sensing deception is a reaction.

Sense Influence: Make a Perception check to determine whether someone is under the influence of a mind-affecting spell or ability (assuming the effect isn't obvious). This requires a full-round action and a successful DC 20 check, making this check is obvious to anyone who can perceive you. (Making this check does not allow you to determine the source or the potential spell used. The GM may request or allow you to make an additional check in certain situations that require additional skills to detect the origins of the influence. (i.e., Spellcraft or Knowledges)

Retry: You may make a Perception check every time you have the opportunity to notice something as a reaction. As a swift action, you may attempt to see or hear something that you failed (or believe you failed) to notice previously.

Perception Additional: You may Take 10 or 20 when making a Perception check. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there.

Perform (CHR)

You must be trained in this skill to use it.

You are skilled at one form of entertainment, from singing to acting to playing an instrument. Much like the Knowledge skill, Perform is actually a number of separate skills. You could have several Perform skills, each under an individual Perform skill.

Perform Categories:

Each of the three categories of the Perform skill includes a variety of methods, instruments, or techniques, a small sample of which is provided for each category below.

Dance- As a move action, you may target creatures within 6 squares with a bardic performance. Creatures must have line of sight on the dancer to be

affected. May not perform dance, while flat-footed.

Instrument- As a standard action, you may target creatures within 6 squares with a bardic performance. Benefits and bonuses from bardic instruments apply.

Oratory- As a swift action, you may target creatures within 3 squares with a bardic performance. Creatures must be able to understand the language used by the orator to be affected.

Performance Skill DCs

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is akin to begging. You can earn 1d4 gold/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 gold/day.
20	Great performance. In a prosperous city, you can earn 3d10 gold/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 6d10 gold/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 10d10 gold/day. In time, you may catch the attention of a royal patron and develop worldwide fame.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Retry? Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Modifiers

Perform Additional: A bard must choose from specific Perform categories to use some of his Bardic Performance abilities (Dance, Oratory, String Instruments), and may not use more than one performance check in a single turn.

Persuasion (CHR)

Change Attitude: As a full-round action, you may attempt a Persuasion check to try improving the attitude of a creature with an Intelligence of 3 or higher using words, body language, or a combination of the two. The target must be able to see you. The target's current attitude toward you affects this check: hostile -10, unfriendly -5, indifferent -0, friendly +2, trusted +5. If the check equals or exceeds that target's Will defence, the target's attitude shifts one step in your favour, and an additional step for every 5 points by which you succeeded. If the target creature cannot understand your speech, apply a -5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

Gather Information: You may use Persuasion to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local taverns, markets, and gathering places.

This check may also be used to scope through an area to find work or quests that don't require any particular amount of investigation to find. For example, quests on display in taverns or guilds, wanted posters hanging on display, or persons actively searching for someone who is an obvious adventurer to aid them.

--Learn News and Rumours: Learn of major news and popular local rumours. For example, learn of the victory or defeat of a recent large battle fought locally, finding the best priced tavern or store in the local area, common places in town that have a seedy reputation, or learn something about the active groups of influence in the area. The DC of this check depends on the obscurity of the information sought, but the most known facts or rumours the check is a Persuasion check of 10 and may require small amounts of money in bribes. Learning the unclassified facts of a news storey or determining the veracity of a rumour requires a 20 and decent sum in bribes, up to 50 gold pieces.

--Learn Secret Information: "Secret Information" is any knowledge that is unavailable to the general public. Examples of such could include a guard commander's report that has been classified, blueprints that include the palaces secret passages, military tactics, list of security hired, and location of a Noble's hideaway. The DC for the check could increase to 20

or higher and could require several thousand gold pieces or more in bribes, at the GM's discretion. If the check fails by 5 or more, the "wrong" person notices that you're asking the "wrong" questions and attempts to arrest or otherwise silence you.

--Locate Individual: Make a Persuasion check to locate a specific individual, be it someone you know by name or someone with the skills, items, or information you require. The DC of the check is 15 if the target is relatively easy to locate; if the target isn't particularly well known or is actively living incognito, the DC is 25 and any information regarding their whereabouts, could cost a large sum in bribes.

Haggle: Whenever you use the Gather Information skill ability, you may attempt a Persuasion check as a swift action to reduce the amount you must pay to acquire the information you desire, by 50%. Additionally, you may use this skill as a full-round action to increase or reduce the sell price of an item by 50%. The DC varies depending on the attitude of the individual (or individuals) with whom you're dealing; Unfriendly DC 30, indifferent DC 25, friendly DC 20, helpful DC 15. Hagglng with hostile creatures is not an option, nor can you barter with a creature that has an Intelligence of 2 or lower. Regardless of your bartering prowess, a creature will not pay more for an item, if it can easily be obtained elsewhere for the base price.

Intimidate: As a full-round action, you may attempt a Persuasion check against the will defence of a single creature within line of sight, forcing it to back down from a confrontation, surrender one of its possessions, reveal a piece of secret information, or flee from you for a short time. Your check must equal or exceed the targets defence to work. The following modifiers can affect how high a threat the target perceives you to be:

Situation Modifier

Target is helpless or completely at your mercy +5

Target is clearly outnumbered or disadvantaged 0

Target is evenly matched with you -5

You are clearly outmatched or disadvantaged -10

You are helpless or completely at the target's mercy -15

You can never force the target to obey your every command or do something that endangers its life or the lives of its allies. Any creature that you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat.

Persuasion Additional: You may Take 10 on Persuasion checks, but you cannot Take 20. A separate Persuasion check may reduce the monetary cost of a bribe during a Gather Information skill check.

Some information is beyond the reach of a Gather Information skill check. For example, characters searching for a specific inn keeper cannot find him by speaking with royalty from a different kingdom from that of the inn keeper, no matter how many nobles they question.

Time: Each Gather Information skill check represents 1d4 hours of time spent talking to informants, reading or hearing about local news, or perusing the populace with potential information.

Retry: If you fail a Persuasion check, you cannot make any further Persuasion checks against the targeted creature for 24 hours.

Pilot (AGI)

You may use this skill to operate various types of vessels, be they seafaring ships or even airships.

When piloting a ship, the vessel's size modifier is applied to all pilot checks.

Vessel Size Modifiers

Colossal -10

Gargantuan -5

Huge -2

Large -1

Full Speed Ahead (Trained Only): You may make a DC 20 pilot check, as a swift action, to increase a vessels base speed by 1 square, until the end of the next movement made that turn, as well as an additional square for every 5 points by which you beat the DC. Should you fail to meet the DC however, your vessel moves -1 step on the condition track. You cannot take 10 on this check.

Flying False Colours: You may use a pilot check in place of a deception check when piloting a vessel, but only to make a deceptive appearance.

Stealth Ship (Trained Only): You use natural terrain, fog, or clouds to mask your vessel, allowing you to make a pilot check in place of a stealth

check. However, the size modifier of the ship is increased for such checks.

Size Modifiers

Colossal -20

Gargantuan -15

Huge -10

Large -5

Pilot Additional: You may Take 10 on pilot checks, but you cannot Take 20.

Time: Pilot is a **move action**, except when otherwise specified by the tasks listed above.

Ride (AGI)

You may use this skill to perform a number of riding techniques and manoeuvres.

When riding a mount, its movement action is shared with the rider.

Ride Mount: Typical riding actions don't require checks. You may 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 convincing the animal to do something unusual also requires a check.

Riding Task DCs

Guide with knees 10

Stay in saddle 10

Cover 15

Soft fall 15

Leap 15

Control mount in battle 20

Increase speed 20*

Fast mount or dismount 20*

**Armour check penalty applies*

Fast Mount or Dismount*: You may mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (Should the check fail and you have already used your move action, then you are not able to mount or dismount at all for the remainder of the round.)

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

Increase Speed (Trained Only): You spur the mount or crack the reins as a swift action to make a DC 20 Ride check to make your mount perform beyond its normal limits. (You can't take 10 on this check.) If the check fails, your mount's speed does not increase, and your mount moves -1 step on the condition track. If you succeed, your mount's speed increases by 2 squares until the start of your next turn. For every 5 points by which you exceed the DC, your mount's speed increases by an additional 2 squares. Failing the check by 10 or more causes the animal to stop and rear itself up, trying to throw you or the attachments off.

You may use this ability during a full-round action to force your mount to push itself to its limits, multiplying the additional distance by 4. A successful Ride check automatically moves the mount -1 step on the condition track.

Leap: You may get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier, whichever is lower, to see how far the mount can jump. A DC 15 Ride check is required to stay on the mount when it leaps.

Soft Fall: You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail the DC 15 Ride check, you take 1d6 points of fall damage.

Stay in Saddle: You may react instantly to try to avoid falling when your mount rears or bolts unexpectedly or **when you take damage**.

Use Mount as Cover: You may react instantly to drop down and hang alongside your mount, using it as partial cover. You can't attack while using your mount as cover. If you fail, you do not get the cover benefit.

Ride Additional: You may take 10 on ride checks but you can't take 20.

Time: Ride is a **move action**, except when otherwise specified by the tasks listed above.

Smithing (INT)

You must be trained in this skill to use it

Craft arms and armour to be used in battle.

Craft Item: Crafting an item requires components worth half its market cost in gold, in addition to whatever resource items are listed by the items crafting DC, if any. Upon meeting the crafting DC, the item is successfully made. Should you fail to meet the crafting DC, all components are lost, and the item is not crafted. Should you fail by 5 or more, your smithing tools move -1 step on the condition track. You may take 10 by doubling the needed time but may not take 20.

Repair Item: You may repair an item by making a smithing check against the items initial smithing DC, applying its condition penalties to the check. Upon success, the item moves to the top of the condition track. However, should you fail, the item is moved -1 step on the condition track, as well as an additional step for every 5 points by which your check failed.

Smithing Additional: You may Take 10 but you can't take 20. Taking 10 doubles the required time.

Time: Crafting items with smithing requires 8 days, -1 day for every 5 points by which you surpassed the crafting DC (minimum 1). Repairing items takes 1d8 hours, -1 hour for every 5 points by which you exceeded the adjusted DC.

Retry: You may attempt to redo smithing checks but must have the additional resources necessary to do so.

Spellcraft (MND)

You must be trained in this skill to use it

Use of this skill is imperative for casting classes and is optional only to them. Use of this skill determines your ability to call upon the power of the arcane or the divine, and to determine the strength of the spells you cast.

Spellcraft is used whenever your knowledge and skill of the technical art of casting a spell comes into question.

Identify Magick: Identifying magick spells affecting a creature, or magickal properties on an item, requires a swift action. You must have line of sight on the creature or item, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors.

In order to determine a spell that is actively affecting a creature, you must make a Spellcraft check that equals or exceeds the minimum DC for that spell. If the spell has no DC, treat it as DC 15. If you wish to identify the magickal property of an item, your check must meet the crafting DC of the item.

Stealth (AGI)

Armour Check Penalty

Use this skill to creep past a guard without being heard, catch your enemies off-guard, shoot from a concealed location, or perform sleight of hand.

Sneak: To sneak past creatures, your stealth check must exceed their passive perception, otherwise, they notice you. If the creatures in question are actively searching for you, your stealth check instead sets the DC for their perception checks made to notice you. If an opponent's Perception check equals or exceeds your Stealth check, your opponent notices you.

Any circumstance that might hamper your ability to sneak imposes a -2 penalty to your check, while favourable circumstances may instead grant you a +2 bonus.

Moving more than half your base speed in a single round, imposes a -5 penalty to your Stealth check, while moving more than twice your base speed (by using your standard action as an additional move action) imposes a -10 penalty on your Stealth check.

Your size may provide a modifier to your Stealth checks: Fine, +20; Diminutive, +15; Tiny, +10; Small, +5; Medium, 0; Large, -5; Huge, -10; Gargantuan, -15; Colossal, -20.

Conceal Item: As a standard action, you may attempt to conceal an item (such as a weapon, ring, or lock-pick) on your person. The concealed object must be at least one size category smaller than you, and a modifier is applied on your skill check based on the object's size in relation to you:

One size smaller, -5; two sizes smaller, 0; three sizes smaller, +5; four or more sizes smaller, +10. For example, the size modifiers of objects in relation to a **medium** sized creature are: Small, -5; Tiny, 0; Diminutive, +5; Fine, +10.

Other characters may notice a concealed object with a successful Perception check (opposed by your Stealth check result), but only if you do not have total concealment. A character gains a +10 circumstance bonus on his Perception check if they attempt to physically search you for concealed items; this requires a full-round action that can only be performed if you're a willing, pinned, or otherwise helpless.

Drawing a concealed item requires a standard action that provokes Attacks of Opportunities. Having the **Quick Draw** feat reduces the required action to a move action, but still provokes an Attack of Opportunity.

Pick Pocket: As a standard action, you may attempt to lift a small, hand-sized object from a target within your reach. Your Stealth check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target remains unaware of your attempt. If you fail by 5 or more, you are unable to take the item and the target is alerted to the attempted theft. Upon a successful stealth check, roll a d% to determine the item gained from the targets **Steal** list. The GM may choose to replace these items as they see fit.

Sleight of Hand (Trained Only): You may palm a hand-sized object, perform minor tricks and illusions, or attempt to carry out a minor action without being noticed (such as pulling a small lever, retrieving a poison from your pocket, etc.) Your check must exceed the passive perceptions of those nearby, or will be opposed by their perception checks, should you be under harsh scrutiny or close observation. Anyone who's perception exceeded your Stealth check notices the action you attempted and knows how you did it.

Performing Sleight of Hand requires the same amount of time as drawing a weapon or item (move action; swift action with **Quick Draw** feat.).

Snipe: After making a ranged attack from stealth, you may try to hide once more. You must be at least 2 squares from your target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check with a -10 penalty, as a move action. If you succeed, you remain undetected; otherwise, your location is revealed.

Time: Stealth actions may usually be done as part of a move action, unless otherwise stated.

Stealth Additional: You can take 10 when making a Stealth check, but you can't take 20.

Survival (MND)

Use Survival to forage and hunt, guide a group safely through treacherous forests and swamps, identify signs that creatures live nearby, or avoid the dangers of sandstorms or other natural hazards.

Basic Survival: Once per day, you may make a DC 15 Survival check to avoid natural hazards while keeping yourself safe and fed in the wild. This check is good for the next 24 hours. You may provide food and water for one additional person for every 2 points by which your check exceeded 10. Should you need to survive in the wild for longer than 48 hours, you may attempt a DC 20 survival check, to find suitable shelter for your campsite. While in the camp, your basic survival checks need only meet a DC 10.

Endure Extreme Temperatures: Once per day, you may attempt a DC 20 Survival check to ignore the effects of extreme cold or extreme heat for the next 24 hours. Requires a survival kit.

Gather Resources: As a full-round action, you may attempt to collect resources (such as fae wood, obsidian, adamantite, etc.) from natural deposits. Make a survival check, comparing the result to the resource items gather DC. Upon success, you collect 1 unit of the resource item, as well as an additional unit for every 5 points by which you exceeded the DC. Should you fail the check by 5 or more, the resource is destroyed, and you may not try again. Requires a survival kit.

Know Direction: As a full-round action, you may accurately determine which direction is north by succeeding on a DC 10 Survival check.

Track (Trained Only): Finding and following tracks requires a full-round action and a successful Survival Check. The DC of the check depends on a number of circumstances listed below. You must make a new Survival check every time the tracks become difficult to detect or follow, be it due to a number of additional tracks, muddy or washed out terrain, or snow that recently set in.

You move at half your normal speed when tracking a creature. You may choose to move your normal speed instead, by accepting a -5 penalty on your Survival checks made to follow tracks.

Surface DC
Soft Ground 10
Firm Ground 20
Hard Ground 30

Soft Ground: Any surface (powdered snow, thick ash, wet mud) that holds clear impressions of footprints.

Firm Ground: Any outdoor surface (lawns, fields, woods) or exceptionally soft for dirty indoor surface (dusty floors, thick carpets) that can capture footprints of a creature's passage.

Hard Ground: Any surface that doesn't hold footprints at all (bare rock, wooden floors, tile flooring).

Circumstance DC Modifier

Every 3 creatures in the group being tracked -1

Every day since the trail was made +1

Every hour of rain since the trail was made +1

Fresh snow cover since the trail was made +5

Poor visibility +5

Tracked target hides trail (and moves at half speed) +5

Largest creature being tracked:

Huge or larger -10

Large -5

Medium 0

Small +5

Tiny or smaller +10

Retry: You may be allowed a retry only: as requested by the GM, when you must, due to changing circumstances, and/or 24 hours after the first check.

Survival Additional: You may take 10 when making a Survival check. You may take 20 if there is no danger or penalty for failure, but this method takes 10 times longer than normal.

Time: Survival checks usually take place out of combat (1 minute rounds) and are a standard action unless stated otherwise. Tracking is a full-round action and you move at half your base speed.

-Weapon Skills-

Weapon Skills function just as any other skill, for all intents and purposes, with a few exceptions. Firstly, when used to make an attack roll, melee weapon skills automatically hit on the roll of a natural 20, and may combo, allowing you to immediately make another free attack. Ranged attack rolls deal twice the number of damage dice on a natural 20. Secondly, unlike other skills, weapon skills may automatically fail on the roll of a natural 1.

Taking 10 or 20

You cannot take 10 or 20 when using weapon skills.

1-Handed (STR)

Use this skill to resolve attack rolls made with 1-handed weapons with which you are proficient. Using this skill with weapons you are not proficient with incurs a -5 penalty.

2-Handed (STR)

Use this skill to resolve attack rolls made with 2-handed weapons with which you are proficient. Using this skill with weapons you are not proficient with incurs a -5 penalty.

Light Weapon (AGI)

Use this skill to resolve attack rolls made with light weapons with which

you are proficient. Using this skill with weapons you are not proficient with incurs a -5 penalty.

Ranged (AGI)

Use this skill to resolve attack rolls made with ranged weapons with which you are proficient. Using this skill with weapons you are not proficient with incurs a -5 penalty. While mounted, you suffer a -5 penalty to all ranged attack rolls.

Additionally, making ranged attacks while in a threatened area provokes an attack of opportunity.

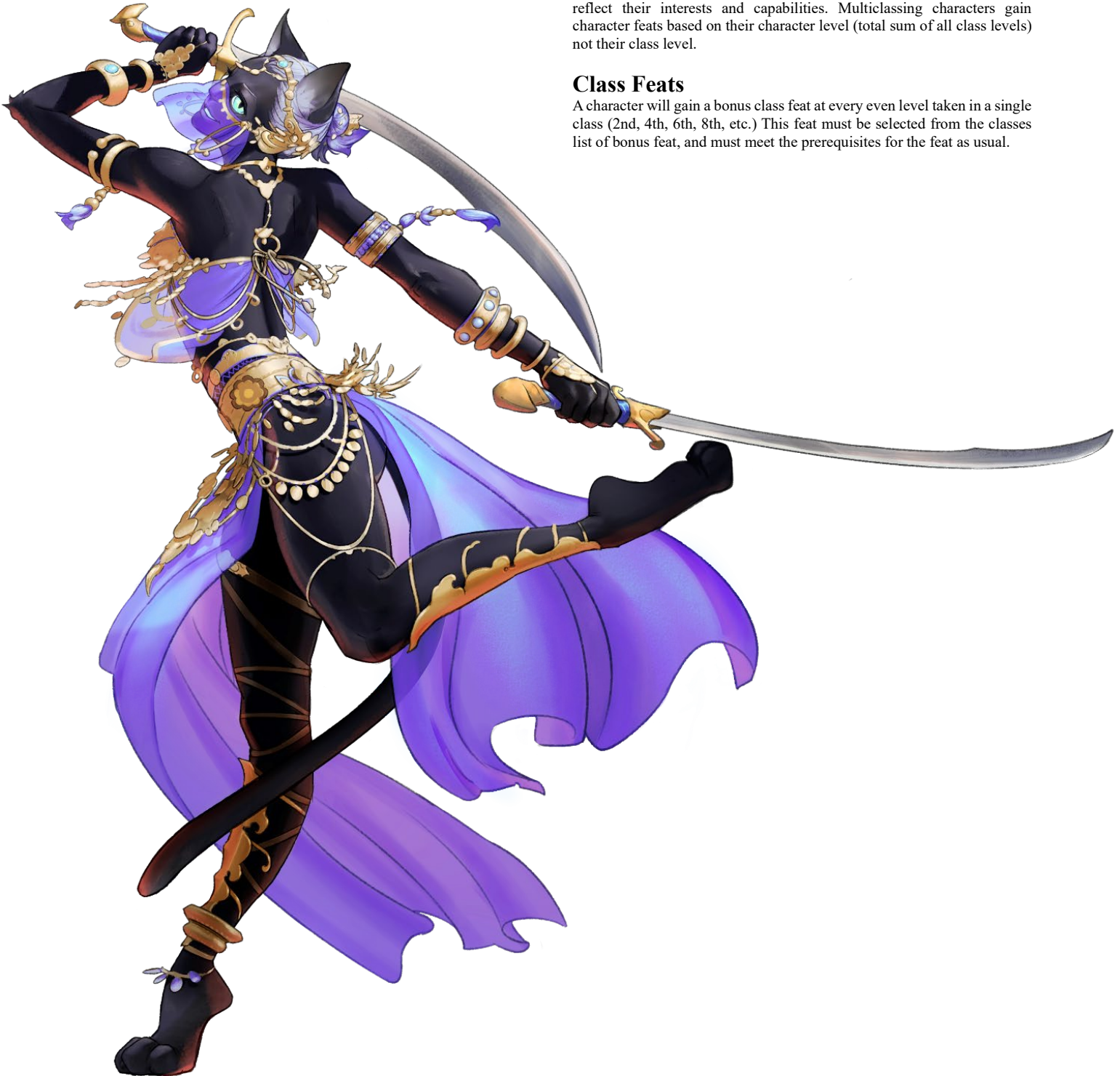


Unarmed (STR)

Use this skill to resolve attack rolls made with unarmed attacks or natural attacks.

Unarmed Attacks are used by humanoid creatures that have no other means of attack. Unarmed damage is based on the characters size category, with small characters dealing 1d3 blunt damage, and medium characters dealing 1d4 blunt damage. Must have a free hand to make an unarmed attack.

Natural Attacks are used by non-humanoid creatures that are normally unable to use conventional weaponry. Damage is based on the creature's size. Some natural attacks, such as 2 claws, may both be used in a single action, making 2 attacks without penalty.



-Feats-

Feats are traits that your character gains as they grow in both character level and in class level. They grant you new abilities or expand upon the power and function of your existing ones. Unlike skills and talents, feats gained through character progression are not restricted by your class, allowing a character to take any feat for which they qualify. However, feats gained via class progression are still restricted to that classes list of bonus feats.

Selecting Feats

Characters gain character feats at 1st and 3rd levels, and then every odd level thereafter.

Select feats that best reflect your characters build and play style, as well as reflect their interests and capabilities. Multiclassing characters gain character feats based on their character level (total sum of all class levels) not their class level.

Class Feats

A character will gain a bonus class feat at every even level taken in a single class (2nd, 4th, 6th, 8th, etc.) This feat must be selected from the classes list of bonus feat, and must meet the prerequisites for the feat as usual.

Feats	Prerequisites	Benefits
Acrobatic Strike	Trained in Acrobatics	You gain a +2 bonus to any melee attacks made against a target that you successfully tumbled past in the current round.
Agile Manoeuvres	-	You now add your Agi, in place of your Str, to unarmed skill checks.
Arcane Study	Trained in Spellcraft	You may use scrolls to learn a number of spells equal to 1+Int. Each time this feat is taken, you increase your maximum number of known spells by 1+Int (minimum 1). May be taken more than once.
Armour Proficiency (light)	-	Suffer no armour check penalty while wearing light armour.
-Armour Proficiency (heavy)	Armour Proficiency (light)	Suffer no armour check penalty while wearing heavy armour.
Armour Proficiency (mystic)	Trained in Spellcraft	Suffer no armour check penalty while wearing mystic armour.
Bardic Study	Trained in any one Performance skill	You may use scores to learn a number of performances equal to 1+Int. Each time this feat is taken, you increase your maximum number of known performances by 1+Int (minimum 1). May be taken more than once.
Bull Rush	Strength 13	You may push an enemy, no more than 1 size category larger than you, back 1 square after a successful attack made with a charge.
Channel	Trained in Spellcraft	Once per day, when below 50% maximum MP, you may spend a swift action to restore an amount of MP equal to your Mnd score or 1/4your total MP, whichever is greater. This feat may be taken more than once, but never used more than once per encounter.
Cleave	Power Attack, Strength 13	Once per turn, if you deal enough damage to reduce a creature to 0 hit points, you can make a free melee attack against another creature within your reach. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent.
-Great Cleave	Character level 4, Cleave, Power Attack, Strength 13	There is no longer a limit to the number of cleave attacks you can make within a round.
Combat Casting	Trained in Spellcraft	Only take a single -5 penalty (or -10 with disruptive) when making Spellcraft checks while threatened by multiple enemies, instead of taking the -5 penalty for each enemy threatening you.
Combat Expertise	Intelligence 13	Whenever you use a standard action to make a melee attack, you may choose to take up to a-1 penalty, gaining an equal bonus toward your reflex defence. The penalty and bonus remain until the start of your next turn. At 4th level, and every 4 levels thereafter, the penalty and bonus limit increase by 1 (maximum -5/+5).
Combat Reflexes	-	Gain additional attacks of opportunity within a round, up to your agility modifier. Also, you may make attacks of opportunity while flat-footed. You can still only make one attack for each triggered attack of opportunity.
Crush	Pin	Automatically deal unarmed, claw, or slam damage to a pinned opponent.
Deadly Aim	Character Level 4, Precise Shot	Aiming before making a ranged attack, deals +1 die of damage on a successful hit.
Disruptive	-	Impose a -10 to Spellcraft checks and perform checks made within your threatened squares, rather than normal -5.
Dodge	Agility 13	Once per turn, as a reaction, when wearing light armour or no armour, you may attempt an acrobatics check to avoid a successful attack roll made against you. Should your check equal or exceed the incoming attack roll, the damage and any secondary effects are negated.
Extra Mana	Trained in Spellcraft	You gain +1 MP per character level.
Extra Second Wind	-	You gain the ability to use Second Wind an additional time per day. You may take this feat more than once to gain an additional use per day. May still only use a second wind 1/encounter.
Farshot	-	Range penalties for short-, medium- and long- ranges are reduced by 1 step.
Focused Shot	Character Level 2	Aiming ranged weapon allows you to reroll your ranged attack made that round but must keep the second result even if it is worse.
Heroic	-	You gain an additional hero point per day.
Improved Charge	Agility 13	You can charge without moving in a straight line.

Feats (cont.)	Prerequisites	Benefits
Improved Damage Threshold	-	Damage Threshold increases by +5 points.
Improved Defences	-	Gain +1 to all defences.
Improved Disarm	Combat Expertise, Intelligence 13	Add +5 when making Disarm checks. Disarm attacks no longer provoke Attacks of Opportunity.
Improved Initiative	-	Decrease your initiative die by 1 step (d12 to d10, d10 to d8, d8 to d6, d6 to d4, d4 to d3). Can be taken multiple times, but caps at d3.
Linguist	Intelligence 13	You gain a number of additional languages equal to 1 + your Intelligence modifier (Minimum 1). May be taken multiple times.
Lunge	Character Level 6	You may increase the reach of your melee attacks by 1 square until the beginning of your next turn by taking a -2 penalty to your reflex defence. Cannot be used while mounted.
Mighty Swing	Strength 13	Spend two Swift actions in the same round to deal +1 die extra damage on your next melee attack in the same round. (Does not stack with Rapid Strike)
Mobility	Agility 13, Dodge	Gain +5 dodge bonus to Reflex against Attacks of Opportunity.
Mounted Archery	Mounted Combat, Trained in Ranged, Trained in Ride	Reduce the penalty to ranged attack rolls made while mounted, to a -2 rather than a -5.
Mounted Combat	Trained in Ride	Once per round when your mount is hit in combat, you may attempt a ride check to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Pin	-	If you succeed on a Grappling check, your opponent is automatically Pinned until the start of your next turn. A Pinned creature is treated as prone and flat-footed and may only take a single swift action on their next turn. While pinning another creature, you are also treated as flat-footed. (You cannot use the pin and trip feats during the same round.)
Pole Fighter	-	When using a weapon with reach, you may attack adjacent enemies at a -2 penalty (rather than the normal -5.)
Power Attack	Strength 13	On your turn, before making an attack roll, you may choose to take up to a -1 penalty on all melee attacks, gaining an equal bonus toward your damage rolls. The penalty and bonus remain until the start of your next turn. At 4th level, and every 4 levels thereafter, the penalty and bonus limit increase by 1 (maximum -5/+5). Special: If you attack with a two-handed weapon, you instead add twice the number subtracted from your attack rolls to your damage rolls.
Powerful Charge	-	Gain an additional +2 bonus on your attack roll while charging and deal extra damage equal to 1/2 character level.
Precise Shot	-	You can make ranged attacks into melee combat without suffering the normal -5 penalty.
Quick Draw	-	Draw or sheath a weapon as a swift action.
Rapid Reload	-	You can reload a ranged weapon, with capacity, as a swift action.
Rapid Shot	-	When using a standard action to make a ranged attack, you may take a -2 penalty to the attack roll to deal +1 die of damage. This consumes 2 pieces of ammunition. Does not stack with deadly aim. Special: If you do not have a Strength score of 13 or higher, increase the penalty to attacks to -5.
Rapid Strike	-	When using a standard action to make a melee attack, you may take a -2 penalty to the attack roll to deal +1 die of damage. Does not stack with Mighty Swing. Special: If you do not have an Agility score of 13 or higher, increase the penalty to attacks to -5.
Running Attack	Agility 13	You may use a standard action, to make an attack, at any point during your move action.
Shake it Off	Vitality 13	Spend 2 swift actions to take a recovery action, instead of 3.

Feats (cont.)	Prerequisites	Benefits
Shield Bash	Shield Proficiency	May attack with shields, dealing an amount of blunt damage based on the shields size (tiny, 1d4; small 1d6; medium, 1d8; large, 1d10). Doing so adds to the cumulative block penalty.
-Improved Shield Bash	Shield Bash, Shield Proficiency	No longer cumulate block penalties from using shield bash.
Shield Proficiency	-	May Ignore the -5 penalty when using shields.
Skill Focus	-	Gain a +5 bonus in a single skill in which you are trained. May be taken multiple times, each time choosing a different skill in which you are trained.
Skill Training	-	Train one additional skill from your class skill list. May be taken multiple times, each time choosing a different untrained skill.
Throw	Trip	Throw a Grappled opponent up to 1 square beyond your reach and deal blunt damage equal to your Unarmed damage.
Toughness	-	Gain +1 hit point per character level.
Trample	Mounted Combat, Trained in Ride	Whenever you make a mounted charge, your mount can make a single unarmed attack with its claws or slam, comparing the result to the reflex defence of any creatures, no more than 1 size category larger than you, between you and the target. Any creature damaged this way is knocked prone in an adjacent, unoccupied square. You may still make an attack at the end of the charge. Special: You may use this ability as long as either you or your mount has it.
Trip	-	If you succeed on a Grappling check and your opponent fails the opposed Grapple check, you may make the target fall prone in its space. The target is no longer considered Grappled.
Triple Crit	Character Level 8	Deal x3 weapon damage on critical hits made with ranged attacks.
Two-Weapon Fighting I	Agility 15	Reduces penalties when attacking with 2 weapons from -10 to -5.
-Two-Weapon Fighting II	Agility 17, Character Level 6, Two-Weapon Fighting I	Reduces penalties when attacking with 2 weapons from -5 to -2.
--Two-Weapon Fighting III	Agility 19, Character Level 11, Two-Weapon Fighting I, Two-Weapon Fighting II	Suffer no penalties when attacking with 2 weapons.
Unarmed Combat I	-	When holding no items, your unarmed damage increases by one die step, (d3 to d4, d4 to d6, d6 to d8, d8 to d10, or d10 to d12) and you gain a +1 bonus to your reflex defence. You are considered armed even while unarmed.
-Unarmed Combat II	Character Level 3, Unarmed Combat I	When holding no items, your unarmed damage increases by an additional die step, and your reflex bonus increases to +2.
--Unarmed Combat III	Character Level 6, Unarmed Combat I, Unarmed Combat II	When holding no items, your unarmed damage increases by an additional die step, and your reflex bonus increases to +3.
Unseat	Mounted Combat, Trained in Ride, Weapon Proficiency Polearms	When charging an opponent while mounted and wielding a polearm, resolve the attack as normal. Should the attack surpass both the targets reflex defence and fortitude defence, the target is dismounted and falls prone.
Vehicular Combat	Trained in Pilot	Once per round when the vehicle you are piloting is hit by an attack combat, you may attempt a pilot check to negate the hit. The hit is negated if your pilot check result is equal to, or greater than the opponent's attack roll.
Weapon Finesse	-	You may use your agility modifier instead of the Strength modifier when calculating damage with light weapons, unarmed attacks, and natural attacks.
Weapon Proficiency	-	Ignore the -5 penalty on skill checks made with weapons of a particular group.
Whirlwind Attack	Agility 13, Character Level 4, Combat Expertise, Intelligence 13	As a full-round action, you can make an area attack with a melee weapon, targeting all creatures within your reach. This attack uses the area attack rules; you make one attack roll and apply the result to every target in range. Using this feat forfeits any additional free attacks granted by combos, feats, or any other talents and abilities.

-Equipage-

There is a large variety of equipment available for characters to choose from, ranging from mundane arms and armour to powerful relics of myth and legend.

Weapons

In a world filled with fantastical monsters and wondrous magick, weapons are a necessity for day-to-day protection and self-defence. There are a number of weapon types, with varying functions and effects.

Weapon Categories

Weapons are divided into a number of categories, based on their form and function. A swordsman may use any sword as effectively as the next, assuming they have the strength or finesse required to wield the weapon effectively. Just as a skilled archer may use each bow to the same effect, as long as they have the strength to draw it.

Weapons are divided into the following categories.

Axes- Chopping weapons focused on powerful slashes.

Bludgeons- Blunt weapons, such as hammers, maces, and flails.

Bows- Ranged weapons that rely on the wielder's strength.

Crossbows- Advanced ranged weapons, that do not require strength, but require longer reload times.

Knives- Small, handheld blades, good for stabbing and slashing.

Polearms- Larger battlefield weapons, that typically provide reach.

Staves- Magickal staves, wands, and rods favoured

by spellcasters.

Swords- Versatile, personal weapons, with a wide variety of types and effects.

Weapon Sizes

The size of a weapon compared to the size of the wielder, determines if the weapon is light, one-handed, two-handed, or too large to use.

Light: If a weapon is one or more size categories smaller than its wielders base size, the weapon is considered to be light. Light weapons may be used while grappling, can be thrown, and can be resolved with either the 1-handed or light weapon skill.

Weapons that are two size categories smaller than the wielder must be used with the light weapons skill. 1/10 Bulk.

1-Handed: A weapon that is the same size category as the wielders base size, is considered a 1-handed weapon. Characters with 1 Bulk.

2-Handed: If a weapon is one size category larger than the wielders base size, then it requires two hands to use. 2-handed weapons add x2 Str modifier to damage. 2 Bulk.

Too Large to Use: If a weapon is two or more size categories larger than a creature's base size, that creature may not use that weapon, as it is far too large to be wielded effectively in battle. 3 Bulk.

Physical Damage

Most melee weapons deal one or two types of physical damage, dealing either blunt, piercing, or slashing damage.



Melee Weapons

Axes

Name	Cost	Atk Bonus	Damage	Type	Size	Availability
Stone Hatchet	50	-	2d6-1	Slashing	Small	Common
Handaxe	100	-	2d6	Slashing	Small	Common
Epsilon	400	-	2d8	Slashing	Medium	Common
Broadaxe	1,000	-	2d10	Slashing	Large	Common
Francisca	1,900	+1	2d6+1	Slashing	Small	Uncommon
Battleaxe	3,100	+1	2d8+1	Slashing	Medium	Common
Earth Chopper	4,600	+1	2d10+1	Slashing	Large	Rare
Greataxe	6,400	+2	2d12	Slashing	Large	Uncommon
Bandit's Bhuj	8,500	+2	2d6+2	Slashing	Small	Uncommon
Orcish Tabar	10,900	+2	2d8+2	Slashing	Medium	Rare
Headsman's Axe	13,600	+3	2d10+2	Slashing	Large	Exotic
Ogre Killer	16,600	+3	2d12+2	Slashing	Large	Exotic
Dwarven Warpick	19,900	+3	2d6+3	Piercing	Small	Uncommon
Crystal Parashu	23,500	+3	2d8+3	Slashing	Medium	Epic
Acha de Armas	27,400	+4	2d10+4	Piercing or Slashing	Large	Rare
Berserker's Labrys	31,500	+4	2d12+3	Slashing	Large	Epic
Golden Axe	35,900	+5	2d8+5	Slashing	Medium	Legendary
Ragnarok	40,600	+5	2d12+5	Slashing	Large	Legendary

Acha de armas

This diverse long axe grants the wielder reach 2. Additionally, when used with power attack, deal +1 die of damage per explosive dice.

Smithing: DC 35

Bandit's Bhuj

An axe-knife fitted to a long haft, favoured by bandits and brigands. Whenever the wielder has a target either flanked or flat-footed, they may reroll 1's on all damage dice, keeping the second result.

Smithing: DC 25 (Beast Horn 2)

Battleaxe

A traditional and versatile war axe. Medium creatures may treat this weapon as either a 1-handed or 2-handed weapon.

Smithing: DC 20

Berserker's Labrys

This cursed weapon is mighty and terrible, for any who wield it may not be able to discern friend from foe. Whenever this weapons attack roll beats both the target's reflex defence and fortitude defence, the cleave feat may be activated. However, anytime the wielder rolls a natural 1 on an attack roll, they must reroll their attack against an ally within reach (regardless of rerolls). If no ally is within reach, the wielder instead rolls the attack against themselves. Requires 15 Str or higher to use.

Smithing: DC 40 (Daemon Heart, Orichalcum 2)

Broadaxe

A large 2-handed war axe.

Smithing: DC 15

Crystal Parashu

This enchanted battleaxe was imbued with the power of the djinn. Medium creatures may treat this weapon as either a 1-handed or 2-handed weapon. Elementals are treated as weak against this weapons damage.

Smithing: DC 35 (Crysteel 3)

Dwarven Warpick

A dwarven made pickaxe, used to break down heavy, durable foes. Constructs are treated as weak against damage from this weapon.

Smithing: DC 35 (Adamantite 2)

Earth Chopper

A powerful axe, forged with the very intent to destroy nature. Fae are treated as weak against damage from this weapon.

Smithing: DC 25 (Corrupted Fae Wood, Orichalcum)

Epsilon

An affordable bronze axe, favoured by conscripts and other cheap infantry.

Smithing: DC 15

Francisca

A deadly handaxe designed to shatter shields. This axe imposes a -2 penalty on all opposed attack rolls made to block or parry the attack.

Smithing: DC 20

Golden Axe

This legendary axe is one of the 9 divine artefacts, passed down from the gods themselves. Its damage is treated as holy against enemies either immune, resistant, or weak to holy damage. Additionally, should the attack roll beat both the targets reflex defence and fortitude defence, it deals +2 damage dice. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Greataxe

This massive 2-handed axe is favoured by strong warriors. Requires 15 Str or higher to use.

Smithing: DC 20

Handaxe

A light 1-handed war axe.

Smithing: DC 15

Headsman's Axe

An axe forged for those who want more slaughter per swing. Whenever the wielder uses the mighty swing feat, they deal +1 die of damage per explosive die.

Smithing: DC 30 (Adamantite 2)

Ogre Killer

This large axe was forged by the fae, to bring down the giants that threaten their realm. Giants are treated as weak against damage from this weapon. Requires 15 Str or higher to use.

Smithing: DC 30 (Fae Wood, Mythril 2)

Orcish Tabar

Orcs favour large, powerful swings. Medium creatures wielding this weapon gain twice the benefit from power attack, as if it were a 2-handed weapon.

Smithing: DC 25 (Beast Horn)

Ragnarok

This legendary greataxe, forged from the fires of war and turmoil, spreads destruction on a massive scale. Its damage is treated as dark against enemies either immune, resistant, or weak to dark damage. Additionally, should the attack roll surpass both the targets fortitude and reflex defence, all other enemies adjacent to the target suffer 4d6 dark damage. This effect may not trigger again on the following turn. Requires 15 Str or higher to use.

Smithing: N/A

Stone Hatchet

A primitive stone hatchet, commonly used by less civilized and sophisticated groups. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Bludgeons

Name	Cost	Atk Bonus	Damage	Type	Size	Availability
Goblin Club	50	-	2d6-1	Blunt	Small	Common
Bronze Mace	100	-	2d6	Blunt	Small	Common
Iron Hammer	400	-	2d8	Blunt	Medium	Common
Sledgehammer	1,000	-	2d10	Blunt	Large	Common
Flanged Mace	1,900	+1	2d6+1	Blunt	Small	Uncommon
Warhammer	3,100	+1	2d8+1	Blunt	Medium	Common
Oaken Club	4,600	+1	2d10+1	Piercing	Large	Uncommon
Great Hammer	6,400	+2	2d12	Blunt	Large	Uncommon
Spiked Flail	8,500	+2	2d6+2	Piercing	Small	Uncommon
Coldsteel Cudgel	10,900	+2	2d8+2	Blunt	Medium	Rare
Doom Flail	13,600	+3	3d8+3	Blunt	Medium	Epic
Ore Hammer	16,600	+3	2d10+2	Blunt	Large	Rare
Gigas Mallet	19,900	+3	2d12+2	Blunt	Large	Exotic
Bone Club	23,500	+3	2d6+3	Blunt	Small	Epic
Bec de Corbin	27,400	+4	2d10+4	Blunt or Piercing	Large	Rare
Calamity Greatmaul	31,500	+4	2d12+3	Blunt	Large	Epic
Mjolnir	35,900	+5	2d8+5	Blunt	Medium	Legendary
Sharur	40,600	+5	2d12+5	Blunt	Large	Legendary

Bec de corbin

This versatile long hammer provides the wielder with reach 2. Additionally, when used with power attack, deal +1 die of damage per explosive dice.

Smithing: DC 35

Bone Club

A cursed bone taken from the leg of an ancient and corrupted being. It always deals only half damage, though if the damage before being halved would surpass a creature's threshold, it moves them -2 steps down the condition track, rather than -1.

Smithing: DC 35 (Ancient Bone, Cursed Bone, Ectoplasm)

Bronze Mace

This simple light mace is both affordable and easy to use.

Smithing: DC 15

Calamity Greatmaul

This massive hammer bears a terrible curse that brings calamity to those who wield it, and to those who are unfortunate enough to meet it in battle. This weapon automatically misses on the result of a 15 or less, but its damage dice explode on the roll of an 8, 9, 10, 11, or 12. Requires 15 Str or higher to use.

Smithing: DC 40 (Adamantite 2, Daemon Heart)

Coldsteel Cudgel

This icy mace emits a piercing cold energy. Its damage is treated as cold against enemies either immune, resistant, or weak to cold damage.

Smithing: DC 25 (Ice Crystal 3)

Doom Flail

A cursed flail that hits with great power, though should the wielder miss with an attack roll, they must immediately reroll the attack against an ally in reach or themselves (regardless of rerolls). The wielder may use the 1-handed skill to use the trip feat.

Smithing: DC 30 (Daemon Horn 2, Daemon Tail)

Flanged Mace

A war mace forged to break the enemy's guard. This bludgeon imposes a -2 penalty on all opposed attack rolls made to block or parry the attack.

Smithing: DC 20

Gigas Mallet

This massive hammer packs the power of a giant in each hit, imposing a -2 penalty to any attempts made to block or parry it. Additionally, should the weapons attack roll surpass both the reflex and fortitude defence of the target, the bull rush feat may be applied to the attack, even if no charge was made. Requires 15 Str or higher to use.

Smithing: DC 30 (Gigas Heart 2)

Goblin Club

This dinky little club is hardly effective, but extremely cheap. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Great Hammer

A powerful 2-handed weapon, perfect for smashing enemies into dust. Requires 15 Str or higher to use.

Smithing: DC 20

Iron Hammer

A cheap and simple, light hammer.

Smithing: DC 15

Mjolnir

This legendary hammer is said to have been created by Altair, the Wreckager. Its damage is treated as electric against enemies either immune, resistant, or weak to electric damage. Additionally, any creature may use it as a thrown weapon regardless of size. When thrown, it deals +1 die of damage for each explosive die. Additionally, it may return to the wielder as a free action.

Smithing: DC N/A

Oaken Club

A large, spiked club, made from sturdy oak.

Smithing: DC 25

Ore Hammer

A large dwarven hammer bearing searing red runes. Its damage is treated as fire against enemies either immune, resistant, or weak to fire damage.

Smithing: DC 30 (*Fire Crystal, Obsidian 2*)

Sharur

This legendary great mace is one of the 9 divine artefacts. Its damage is treated as holy against enemies either immune, resistant, or weak to holy damage. Additionally, if the weapons attack roll beats both the target's reflex and fortitude defence, the target may take no actions on their next turn. This is a stun effect. If an evil creature wields this weapon, they gain none of its bonuses or other benefits. Requires 15 Str or higher to use.

Smithing: N/A

Knives

Name	Cost	Atk Bonus	Damage	Type	Size	Availability
Bronze Knife	20	-	2d4-1	Piercing or Slashing	Tiny	Common
Dagger	100	-	2d4	Piercing or Slashing	Tiny	Common
Field Khukuri	400	-	2d4+1	Slashing	Tiny	Common
Poisoner's Stiletto	1,000	+1	2d4+1	Piercing	Tiny	Uncommon
Mythril Dagger	1,900	+1	2d4+2	Slashing	Tiny	Uncommon
Thieves' Jambiya	3,100	+1	2d4+2	Piercing or Slashing	Tiny	Uncommon
Imp Knife	4,600	+2	2d4+3	Slashing	Tiny	Rare
Main-Gauche	6,400	+2	2d4+3	Piercing	Tiny	Uncommon
Assassin's Kard	8,500	+2	2d4+3	Piercing	Tiny	Rare
Sacrificial Dagger	10,900	+3	See Text	Piercing	Tiny	Epic
Sword Breaker	13,600	+3	2d4+4	Piercing	Tiny	Rare
Misericorde	16,600	+3	2d4+4	Piercing	Tiny	Exotic
Necromancer's Athame	19,900	+4	2d4+4	Piercing	Tiny	Epic
Orichalcum Dirk	23,500	+4	2d4+5	Piercing or Slashing	Tiny	Exotic
Gandring	27,400	+5	2d4+5	Piercing	Tiny	Legendary
Carnwenhan	31,500	+5	2d4+5	Piercing or Slashing	Tiny	Legendary

Assassin's Kard

These shadowy blades are said to be the favoured weapons of a secret syndicate of assassins. Once per encounter, the wielder may choose to treat a target as flanked, against all attacks made with this weapon, until the start of the wielders next turn.

Smithing: DC 30 (*Moondust 2*)

Bronze Knife

This cheap knife is common amongst beggars and peasants, as it is an extremely cheap weapon for self-defence. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Carnwenhan

A legendary dagger, said to be the counterpart to Caliburn, is one of the 9 divine artefacts. Its damage is treated as holy against enemies either immune, resistant, or weak to holy damage. Additionally, should the wielder use a hero point to reroll or add to an attack roll, the point is immediately restored to them if the attack still misses. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Dagger

A simple, yet effective dagger.

Smithing: DC 15

Gandring

A wicked blade, cured in the blood of a powerful daemon. Its insatiable bloodlust will turn it on its wielder, if not satisfied. All humanoids are

Sledgehammer

A large, 2-handed hammer.

Smithing: DC 15

Spiked Flail

A spiked metal ball, fastened to the end of a chain. The wielder may use the 1-handed skill when using the trip feat.

Smithing: DC 25

Warhammer

A hammer forged for the purposes of battle. Medium creatures may treat this as either a 1-handed or 2-handed weapon.

Smithing: DC 20

treated as weak against damage from this weapon. However, when wielded, should its wielder not deal damage with it by the end of their turn, they immediately suffer the weapons damage.

Smithing: N/A

Imp Knife

This strange red knife bears a wicked edge. Should this weapons attack roll beat both the targets reflex and will defence, the target becomes silenced.

Smithing: DC 25 (*Magicite*)

Field Khukuri

A curved knife favoured by hunters and scouts. Grants the wielder a +2 bonus toward survival checks.

Smithing: DC 15

Main-Gauche

An ornate parrying dagger, favoured by duellists. It grants the wielder a +2 bonus on attack rolls made to parry.

Smithing: DC 25 (*Mythril 2*)

Misericorde

The narrow blade of this stiletto was designed to easily bypass the gaps in armour. This weapon ignores all DR granted by armour against enemies that are flat-footed or otherwise denied their Agi to reflex defence.

Smithing: DC 30 (*Adamantite, Moondust*)

Mythril Dagger

This extremely light weight dagger was forged using mythril. It allows the wielder to use the rapid strike feat without penalty.

Smithing: DC 20 (*Mythril*)

Necromancer's Athame

This dark, ceremonial dagger is imbued with sinister, necromantic energy. Should the wielders attack roll surpass both the targets reflex defence and fortitude defence, the target becomes zombified.

Smithing: DC 40 (*Cursed Bone 2, Putrid Flesh 2*)

Orichalcum Dirk

This enchanted dagger appears to be forged with an ancient, and long-lost metal. Should the attack roll surpass both a targets reflex and fortitude defence, there is a 15% chance (15 or less on d%) that the target becomes petrified.

Smithing: DC 40 (*Orichalcum 3*)

Poisoner's Stiletto

A long, narrow blade allows the dagger to be plunged deep into its victim, ensuring the full dose of poison applied to the weapon is used. This weapon grants a +2 bonus to the attack rolls of any poison applied to them.

Smithing: DC 20 (*Poison Fang*)

Sacrificial Dagger

The twisted blade of this sinister kris, is corrupted by pure evil. It has no base damage. However, all damage dealt by this weapon is unasspected, ignoring all DR. Additionally, it gains a bonus to damage rolls equal to level of the last creature it was used to kill. Any bonus damage dice granted by feats and abilities (rapid strike, mighty swing, etc.) are d4s.

Smithing: DC 35 (*Daemon Horn 2, Obsidian*)

Polearms

Name	Cost	ATK Bonus	Damage	Type	Size	Availability
Garden Fork	50	-	2d6-1	Piercing	Medium	Common
Javelin	100	-	2d6	Piercing	Medium	Common
Spear	400	-	2d8	Piercing	Large	Common
Boar Spear	1,000	+1	2d6+1	Piercing	Medium	Uncommon
Knight's Lance	1,900	+1	2d8+1	Piercing	Large	Uncommon
Brandestoc	3,100	+1	2d10	Piercing	Large	Common
Trident	4,600	+2	2d6+2	Piercing	Medium	Uncommon
Flame Partisan	6,400	+2	2d8+2	Piercing	Large	Rare
Storm Spear	8,500	+3	2d8+2	Piercing	Large	Rare
Ice Lance	10,900	+3	2d8+3	Piercing	Large	Rare
Mythril Glaive	13,600	+3	2d10+2	Slashing	Large	Exotic
Beastmaster's Ankus	16,600	+4	2d6+4	Piercing	Medium	Exotic
Daemon Spear	19,900	+4	3d8+4	Piercing	Large	Epic
Halberd	23,500	+4	2d10+4	Piercing or Slashing	Large	Rare
Gae Bolg	27,400	+5	2d6+5	Piercing	Medium	Legendary
Ascalon	31,500	+5	2d8+5	Piercing	Large	Legendary
Longinus	35,900	+5	2d10+5	Piercing	Large	Legendary
Gungnir	40,600	+5	2d8+5	Piercing	Large	Legendary

Ascalon

This legendary lance is known as the mighty slayer of dragons. Dragons are treated as weak against this weapons damage. Additionally, whenever this weapon is used during a mounted charge, its damage increases to 4d8+5. This weapon grants the wielder reach 2.

Smithing: N/A

Beastmaster's Ankus

This shortspear bears a large hook, used to better train and command beasts. The wielder gains a +2 bonus toward persuasion checks made against beasts. Additionally, if the wielder's tamed beast is targeted by a mind affecting spell or ability, the wielder may make a persuasion check as a reaction, allowing the beast to use the check in place of its will defence.

Smithing: DC 35 (*Fae Wood 2, Mythril 2*)

Boar Spear

This short-hafted spear was designed to skewer charging beasts. The wielder may make attacks of opportunity against creatures that charge them.

Smithing: DC 20

Sword Breaker

This intricate dagger is forged with a number of deep serrations, used to catch enemy weapons and prevent them from attacking. Whenever the wielder of this weapon successfully parries an attack, the attacking creature may not make any more attacks until the start of the wielder's next turn. This may negate a combo.

Smithing: DC 35

Thieves' Jambiya

A curved dagger, favoured by pickpockets and cutthroats. Whenever you attempt to steal from a target you damaged within the same turn, you may reroll your d%, keeping the second result.

Smithing: DC 20

Polearms

Although larger than many weapons, due to the weight distribution of polearms, medium creatures with a Str score of 15 may choose to use large polearms with either the 1-handed or 2-handed skill, while small creatures with a Str score of 15 or higher may use large polearms with the 2-handed skill and medium weapons with either the 1-handed or 2-handed skill.

Brandestoc

A large polearm with a feather shaped spearhead. This weapon requires 17 Str or higher to be wielded as 1-handed by medium creatures and may not be wielded by small creatures. This weapon grants the wielder reach 2.

Smithing: DC 25

Daemon Spear

This cursed spear feeds off the life force of its wielder in exchange for its great power. Whenever this weapon deals damage to a creature, the wielder takes 1d6 unasspected damage, that ignores all sources of DR. This weapon grants the wielder reach 2.

Smithing: DC 40 (*Daemon Tail, Evil Eye, Obsidian*)

Flame Partisan

This enchanted spear emits an aura of intense heat. Its damage is treated as fire against enemies either immune, resistant, or weak to fire damage. This weapon grants the wielder reach 2.

Smithing: DC 30 (*Flame Crystal 3*)

Gae Bolg

A long-lost spear of myth. Said to have been wielded by a child hero, yet it requires immense strength to wield. Should this weapons attack surpass both a creature's reflex and fortitude defence, the target is treated as being weak to the damage. This effect happens regardless of immunity or resistance. This weapon requires 19 or higher strength to wield.

Smithing: N/A

Garden Fork

Also known as the peasant's lance, is but a simple pitchfork, often used by conscripts with little else to use. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Gungnir

A dark and powerful spear of legend, used by the pale rider of death. Its damage is treated as dark against enemies either immune, resistant, or weak to dark damage. Additionally, should its attack roll surpass both the target's reflex and fortitude defence, the target becomes both diseased and zombified. This weapon grants the wielder reach 2.

Smithing: N/A

Halberd

A versatile polearm, bearing an axe-like head in addition to a spear head. The wielder may use the 2-handed skill to use the trip feat. This weapon grants the wielder reach 2. This weapon requires 17 Str or higher to be wielded as 1-handed by medium creatures and may not be wielded by small creatures.

Smithing: DC 35

Ice Lance

An enchanted lance, emanating an aura of bitter cold. Its damage is treated as cold against enemies either immune, resistant, or weak to cold damage. This weapon grants the wielder reach 2.

Smithing: DC 30 (Ice Crystal 3)

Javelin

A short spear made to throw. May be treated as a thrown weapon.

Smithing: DC 15

Knight's Lance

A proper lance, befitting a mounted champion. When charging while mounted, damage from the attack ignores 10 DR. This weapon grants the wielder reach 2.

Smithing: DC 20

Longinus

This legendary bident is one of the 9 divine relics. Its damage is treated as holy against enemies either immune, resistant, or weak to holy damage. Additionally, should the attack roll surpass both the targets fortitude and reflex defence, all other enemies adjacent to the target take 4d6 holy damage. This weapon grants the wielder reach 2. This effect may not trigger again on the following turn. This weapon requires 17 Str or higher to be wielded as 1-handed by medium creatures and may not be wielded by small creatures. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Mythril Glaive

This elegant polearm bears a curved mythril blade at its head. The wielder suffers no penalties to attack rolls when using rapid strike. This weapon requires 17 Str or higher to be wielded as 1-handed by medium creatures and may not be wielded by small creatures. This weapon grants the wielder reach 2.

Smithing: DC 35 (Mythril 2)

Spear

A simple polearm that grants the wielder reach. This weapon grants the wielder reach 2.

Smithing: DC 15

Storm Spear

This enchanted spear sparks with electrical energy. Its damage is treated as electric against enemies either immune, resistant, or weak to electric damage. This weapon grants the wielder reach 2.

Smithing: DC 30 (Storm Crystal 3)

Trident

This bronze short spear bears a three-pronged head. May be treated as a thrown weapon. When thrown, it deals +1 die of damage per explosive die.

Smithing: DC 25

Swords

Name	Cost	Atk Bonus	Damage	Type	Size	Availability
Copper Sword	50	-	2d6-1	Piercing or Slashing	Small	Common
Steel Broadsword	100	-	2d6	Piercing or Slashing	Small	Common
Longsword	400	-	2d8	Piercing or Slashing	Medium	Common
Rapier	400	-	2d6	Piercing	Small	Common
Claymore	1,000	-	2d10	Slashing	Large	Common
Gladius	1,900	+1	2d6+1	Piercing or Slashing	Small	Uncommon
Falchion	3,100	+1	2d8+1	Slashing	Medium	Uncommon
Mythril Blade	4,600	+1	2d6+2	Slashing	Small	Uncommon
Blood Sword	4,600	+1	2d8+1	Slashing	Medium	Epic
Zweihander	6,400	+1	2d12	Slashing	Large	Uncommon
Levin Sword	8,500	+2	2d8+2	Piercing or Slashing	Medium	Rare
Flametongue	8,500	+2	2d8+2	Piercing or Slashing	Medium	Rare
Ice Brand	8,500	+2	2d8+2	Piercing or Slashing	Medium	Rare
Phantom Edge	10,900	+2	2d6+2	Slashing	Small	Rare
Estoc	13,600	+3	2d6+3	Piercing	Small	Uncommon
Dancing Sabre	16,600	+3	2d6+3	Slashing	Small	Rare
Flamberge	16,600	+3	2d10+2	Slashing	Large	Uncommon
Fencing Sabre	19,900	+3	2d8+3	Piercing or Slashing	Medium	Rare
Psycho Edge	19,900	+3	2d8+3	Piercing or Slashing	Medium	Exotic
Double-Edge	23,500	+3	2d12+2	Slashing	Large	Epic
Hell Sabre	27,400	+4	2d6+4	Piercing	Small	Exotic
Dragon Slayer	31,500	+4	2d8+4	Piercing or Slashing	Medium	Exotic
Daemonsbane	31,500	+4	2d8+4	Piercing or Slashing	Medium	Exotic
Ancient Sword	35,900	+4	2d8+4	Slashing	Medium	Epic
Runeblade	40,600	+4	2d10+3	Slashing	Large	Epic
Durandal	45,600	+5	2d12+5	Slashing	Large	Legendary
Tyrfin	50,900	+5	2d10+5	Piercing or Slashing	Large	Legendary
Caliburn	50,900	+5	2d8+5	Piercing or Slashing	Medium	Legendary

Ancient Sword

This long-forgotten weapon bears an eroded bronze blade. Should the attack roll surpass both a targets reflex and fortitude defence, there is a 15% chance (15 or less on d%) that the target becomes petrified.

Smithing: DC 40 (*Orichalcum 3*)

Blood Sword

This wicked crimson blade feeds off the life energy of its victims, but when not sated, can feed even on the wielder. Whenever this sword deals damage to a living creature, the wielder gains 1d6 hp. However, on the roll of a natural 1, their wielder moves -1 persistent step down the condition track (regardless of rerolls). This persistent condition can only be removed with 10 minutes of rest. Medium creatures may treat this as either a 1-handed or 2-handed weapon.

Smithing: DC 25 (*Vampyre Fang 3*)

Caliburn

This legendary blade of heroes was forged by the celestials themselves to purge infernal creatures and is one of the 9 divine artefacts. Its damage is treated as holy against enemies either immune, resistant, or weak to holy damage. Additionally, whenever its wielder spends a hero point to reroll or add to an attack roll, the hero point is immediately restored to the wielder if the attack successfully hits. Medium creatures may treat this as either a 1-handed or 2-handed weapon. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Claymore

A large greatsword, favoured by warriors who want more slaughter per swing. It requires a 15 Str to wield.

Smithing: DC 15

Copper Sword

This short sword is forged from copper, making it both very cheap and very weak. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Dancing Sabre

A deadly scimitar that pairs perfectly with the art of blade dancing. Whenever the wielder attacks with this weapon in the same round they have used their perform dance skill, it deals +1 die of damage per exploding die. A small creature that wields this weapon may still treat it as a light weapon.

Smithing: DC 30 (*Mythril 2*)

Daemonsbane

A sword forged with the sole purpose of slaying daemons. Infernals are treated as weak against damage from this weapon.

Smithing: DC 35 (*Adamantite, Angell Feather 2*)

Double-Edge

This cursed blade craves violence, be it from its victims or the wielder itself. This weapon deals +1 die of damage per explosive die, though when its damage explodes, the wielder suffers an amount of unsuspected damage equal to the total value displayed on all non-exploded dice. Requires 17 Str to wield.

Smithing: DC 35 (*2 Adamantite, Daemon Horn*)

Dragon Slayer

A mighty sword, forged to smite dragons. Dragons are treated as weak against damage from this weapon.

Smithing: DC 35 (*Dragon Bone, Dragon Heart*)

Durandal

A massive, indestructible, legendary blade. No source of DR or resistance may reduce this weapons damage to less than half. Additionally, Durandal may never be moved down the condition track. It requires a 17 Str to wield.

Smithing: N/A

Estoc

A thrusting sword, with a thick triangular "blade". This sword ignores up to 5 points of DR granted by armour. Additionally, small creatures may treat this as either a 1-handed or light weapon.

Smithing: DC 30

Falchion

A 1-handed slashing weapon, built for powerful swings. Medium creatures wielding this weapon gain twice the benefit from power attack, as if it were a 2-handed weapon.

Smithing: DC 20

Fencing Sabre

A duelling sword, great for exploiting openings left by opponents. It deals +1 die of damage per explosive die, when making attacks of opportunity. Medium creatures may treat this as a light weapon or 1-handed weapon.

Smithing: DC 30 (*Mythril 2*)

Flamberge

A greatsword with a serpent shaped blade, that deal lethal strikes. Whenever a creature is moved down the condition track by this weapon, it may not use more than 2 recovery actions in a single turn. This effect persists until the creature reaches the top of the condition track, once more. Requires 15 Str to wield.

Smithing: DC 30 (*Adamantite*)

Flametongue

This special blade was forged in the shape of a dragon's tongue and radiates with intense heat. Its damage is treated as fire against enemies either immune, resistant, or weak to fire damage.

Smithing: DC 25 (*Fire Crystal 3*)

Gladius

This short, bronze blade pairs perfectly with a shield, favoured by warriors who throw themselves into the thick of battle. Whenever the wielder blocks an attack, the attacker is treated as flat-footed against the next attack the wielder makes against them with the gladius.

Smithing: DC 20

Hell Sabre

This accursed sword was steeped in the corrupted blood of a powerful daemon. Celestials are treated as weak against damage from this weapon.

Smithing: DC 35 (*Daemon Heart, Daemon Horn*)

Icebrand

This enchanted blade emanates a freezing aura of cold that cuts to the bone. Its damage is treated as cold against enemies either immune, resistant, or weak to cold damage.

Smithing: DC 25 (*Ice Crystal 3*)

Levin Sword

This enchanted blade is forged in the shape of a lightning bolt. Its damage is treated as electric against enemies either immune, resistant, or weak to electric damage.

Smithing: DC 25 (*Storm Crystal 3*)

Longsword

A common but reliable sword, favoured by most for purposes of self-defence, or as a trusty side arm. Medium creatures may treat this as either a 1-handed or 2-handed weapon.

Smithing: DC 15

Mythril Blade

This special elven blade is extremely light and quick. The wielder suffers no penalties to attack rolls when using rapid strike.

Smithing: DC 20 (*Mythril*)

Phantom Edge

A blade forged with the intent of extinguishing the horrific undead. Undead are treated as weak against damage from this weapon.

Smithing: DC 25 (*Ectoplasm 2*)

Psycho Edge

This bizarre bastard sword seems to drive its victims mad. Should this weapons attack roll surpass both the targets reflex defence and will defence, the target becomes confused. Medium creatures may treat this as either a 1-handed or 2-handed weapon.

Smithing: DC 35 (*Corrupted Fae Wood, Orichalcum 2*)

Rapier

A light thrusting sword, favoured by duellists. Small creatures may treat this as either a 1-handed or light weapon.

Smithing: DC 20

Runeblade

A strange greatsword, adorned with a number of magickal runes. Whenever the wielder deals damage with both this weapon and a spell at the same time, the spell generates 2 additional damage dice per exploding die, rather than 1. Requires 15 Str to wield.

Smithing: DC 40 (*Crysteel 2, Zodiac Stone 2*)

Steel Broadsword

This short sword bears a much wider and sturdier blade than other weapons of its like.

Smithing: DC 15

Tyrfin

A legendary cursed sword. Its terrible power is only taken up the most foolish or delusional of warriors. It slowly corrupts the wielder, bit by bit, until it finally consumes their soul entirely. Its damage is treated as dark against enemies either immune, resistant, or weak to dark damage. It ignores all forms of DR, however, each time the wielder kills a creature with an Int score of 3 or higher, roll 1d6. On the result of a 6, the wielders alignment shifts 1 step toward chaotic evil. When a chaotic evil character wielding this sword is reduced to 0 HP, they die. Requires 15 str to wield.

Smithing: N/A

Zweihander

A massive greatsword of epic size. Only the strongest of warriors may wade into battle with this fearsome blade. Requires 17 Str to wield.

Smithing: DC 25

Ranged Weapons

Bows: Bows apply the wielders Str modifier to damage, but always require 2 hands to fire, regardless of size.

Crossbows: Crossbows do not apply the wielders Str to damage, but otherwise follow the traditional size rulings for weapons, therefore can be dual wielded. Additionally, crossbows have a limited ammo capacity, and must be reloaded, when at 0, before they can be fired again. Reloading a crossbow is a move action.

Bows

Name	Cost	Atk Bonus	Damage	Type	Size	Availability
Goblin Bow	50	-	2d6-1	Piercing	Small	Common
Short Bow	100	-	2d6	Piercing	Small	Common
Longbow	400	-	2d8	Piercing	Medium	Common
Great Bow	1,000	-	2d10	Piercing	Large	Common
Scouts Bow	1,900	+1	2d6+1	Piercing	Small	Uncommon
Aevis Striker	3,100	+1	2d8+1	Piercing	Medium	Uncommon
Orcish Warbow	4,600	+2	2d10+1	Piercing	Large	Rare
Recurve Bow	6,400	+2	2d6+2	Piercing	Small	Uncommon
Traitorous Bow	8,500	+3	3d8+2	Piercing	Medium	Epic
Siege Bow	10,900	+3	2d10+2	Piercing	Large	Exotic
Elven Bow	13,600	+4	2d6+3	Piercing	Small	Rare
Composite Bow	16,600	+4	2d8+3	Piercing	Medium	Exotic
Pinaka	19,900	+5	2d8+5	Piercing	Medium	Legendary
Gandiva	23,500	+5	2d10+5	Piercing	Large	Legendary
Failnaught	27,400	+5	2d8+5	Piercing	Medium	Legendary

Aevis Striker

A bow designed to take down flying creatures. Creatures with a natural fly speed are treated as weak against damage from this weapon. This is true even if said creature loses their fly speed due to another effect.

Smithing: DC 25 (*Great Feather 2*)

Composite Bow

A bow created using various materials and components, that allow it to amplify the wielders strength. This bow applies twice the wielders str to damage

Smithing: DC 40

Elven Bow

A carefully crafted bow of elven make, designed for firing multiple arrows in rapid succession. It suffers no penalties when using the rapid shot feat.

Smithing: DC 35 (*Fae Wood 2, Mythril*)

Failnaught

This legendary bow is one of the 9 divine artefacts. The wielder never auto misses on 1's, rerolling any natural 1's until the result of 2 or higher is achieved. Additionally, whenever this weapon is used to shoot light arrows, its critical range increases to 18-20. It requires a 15 Str to use. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Gandiva

A legendary, indestructible bow. No source of DR or resistance may reduce this weapons damage to less than half. Additionally, Gandiva may never be moved down the condition track.

Smithing: N/A

Goblin Bow

A pitiful excuse of a bow, strung together by savage goblins. It is extremely weak and cheap but will do in a pinch. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Great Bow

A sizeable bow by any measure, with a draw weight only an exceptionally strong bowman could hope to use. Requires 15 Str to use.

Smithing: DC 20

Longbow

This reliable and effective bow is favoured by most archers and marksmen.

Smithing: DC 15

Orcish Warbow

A deadly bow created by orcs to cripple their prey. Whenever a creature is moved down the condition track by this weapon, it may not use more than 2 recovery actions in a single turn. This effect persists until the creature reaches the top of the condition track, once more. It requires a 15 Str to use.

Smithing: DC 25 (*2 Beast Horn*)

Pinaka

A legendary bow, that can fire a volley of arrows with a single shot. Its rival is the famed crossbow, Samga. This weapon may use rapid shot with a single arrow by expending 2 MP, or volley by expending 12 MP.

Smithing: DC N/A

Recurve Bow

A bow designed for mounted combat. Reduces ranged attack penalties while mounted made to -2, instead of -5 (or to 0, with mounted archery.)

Smithing: DC 30

Scout's Bow

A small bow, favoured by scouts and skirmishers, as it aids them in concealing their location, granting the wielder a +5 to stealth checks made to hide after making a ranged attack.

Smithing: DC 20 (*Moondust*)

Short Bow

A cheap and effective bow, though otherwise unremarkable.

Smithing: DC 15

Siege Bow

A powerful great bow, that packs immense force into each shot. Whenever the ranged attack roll surpasses both the targets reflex and fort defence, the target is moved 2 squares directly away from the wielder. Additionally, any attempts to block or negate the attack suffer a -2 penalty. This weapon requires 15 Str to use.

Smithing: DC 35

Traitorous Bow

A cursed bow that fills the mind of its wielder with paranoia and schemes. Should the wielder ever roll a natural 1 on an attack roll, they must immediately reroll their attack against an ally in range (regardless of rerolls).

Smithing: DC 30 (*Daemon Horn 2*)

Crossbows

Name	Cost	Atk Bonus	Damage	Type	Capacity	Size	Availability
Slingbow	50	-	2d6-1	Piercing	1	Small	Common
Hand Crossbow	100	-	2d6	Piercing	5	Small	Common
Crossbow	400	-	2d8	Piercing	15	Medium	Common
Wallarmbrust	1,000	-	2d10	Piercing	10	Medium	Uncommon
Bolt-Thrower	1,900	+1	2d6+1	Piercing	10	Small	Common
Hunting Crossbow	3,100	+1	2d8+1	Piercing	15	Medium	Uncommon
Dwarven Crossbow	4,600	+2	2d10+1	Piercing	20	Large	Rare
Arbalest	6,400	+2	2d12	Piercing	5	Large	Uncommon
Twin-Shot	8,500	+3	2d6+2	Piercing	2	Small	Rare
Cranequin	10,900	+3	3d8+2	Piercing	1	Medium	Rare
Comitatus	13,600	+3	2d12+2	Piercing	5	Large	Exotic
Gastraphetes	16,600	+4	2d10+2	Piercing	1	Large	Exotic
Wyrn Sniper	19,900	+4	2d12+3	Piercing	5	Large	Epic
Appleshot	23,500	+5	2d8+5	Piercing	10	Medium	Legendary
Sarnga	27,400	+5	2d10+5	Piercing	15	Large	Legendary

Appleshot

A famous crossbow, used to overthrow a tyrant king. It is said to split its own bolts, hitting the same spot repeatedly. Whenever a ranged attack with this weapon hits its target, its critical range is increased by 1, on the next ranged attack, made against the same target, with this weapon. This effect continually stacks until a critical hit is achieved, at which point, it resets to normal.

Smithing: N/A

Arbalest

A massive siege crossbow, retooled for mobile use. Requires 15 Str to use.

Smithing: DC 30

Bolt-Thrower

This small hand crossbow is able to fire in rapid succession without issue. May use the rapid shot feat without penalty.

Smithing: DC 20

Comitatus

This ballista has been refashioned for mobile use. When using the volley talent, the wielder may target a 2x4 area, rather than the normal 2x2. Requires 15 Str to be used.

Smithing: DC 35

Cranequin

A powerful crossbow, with a crank mechanism mounted to it.

Smithing: DC 35

Crossbow

A standard repeater crossbow.

Smithing: DC 15

Dwarven Crossbow

An advanced, dwarven made crossbow, able to fire a cluster of bolts in a single shot. It reduces the penalties, when using the volley talent, by one step (-5 to -2, or -2 to 0).

Smithing: DC 25 (*Orichalcum*)

Gastraphetes

This large, powerful crossbow can cripple targets with a single shot, requires manual reloading after each time its fired. Should the ranged attack roll beat both the targets reflex and fort defence, the target moves – 1 step on the condition track.

Smithing: DC 35

Hand Crossbow

This small, hand-held crossbow is easy to conceal, making it a favoured weapon for assassins and spies.

Smithing: DC 15

Hunting Crossbow

A crossbow built for the purposes of hunting game. Beasts are treated as weak against damage from this weapon.

Smithing: DC 25

Sarnga

A legendary crossbow, created to rival Pinaka. It focuses incredible power into a single shot. Whenever this weapon is aimed, the target is treated as weak against its damage.

Smithing: DC N/A

Slingbow

A simple, sling power crossbow. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Twin-Shot

A deadly hand crossbow, favoured by assassin's for both its reliability and its compact size. Whenever you make a ranged attack with this weapon, you roll the attack twice. As long as one meets the reflex defence of the target, the attack is successful. Should both rolls successfully hit, the attack deals +1 damage die. This crossbow consumes its entire capacity when fired, therefore cannot make use of any feats or talents that shoot more than 1 bolt.

Smithing: DC 35

Wallarmbrust

A large, heavy crossbow.

Smithing: DC 30

Wyrmsniper

A massive crossbow built to take down mighty dragons. Dragons are treated as weak against damage from this weapon. Requires 15 Str to be used.

Smithing: DC 40 (*Dragon Bone, Dragon Heart, Dragon Scale*)

Range Increments

All ranged weapons have a point-blank range. Targeting a creature that is beyond your weapons point-blank range incurs cumulative penalties for each ranged increment beyond your weapons point-blank range. A ranged weapons point-blank range and range increment penalties are determined by its size.

Weapon Ranges

Weapon Size or Type	Point-blank Range (No Penalty)	Short Range (-2)	Mid-Range (-5)	Long Range (-10)
Thrown	0-6	7-8	9-10	11-12
Small	0-10	11-20	21-30	31-40
Medium	0-20	21-40	41-60	61-80
Large	0-30	31-60	61-120	121-240

Ammunition

Bows and crossbows require ammunition to attack. There is a variety of arrows and bolts with widely varying effects. While bows use arrows that favour elemental effects, crossbows use bolts that favour status effects. Ammunition requires hours, rather than days, to smith. Every 10 units of ammunition weighs 1/10 bulk.

Ammunition Recovery

At the end of an encounter, a player may immediately recover 50% of their ammo used that encounter, rounded down. When multiple ammo types are used, recover 50% of each type of ammo.

Arrows

Name	Cost	Special	Availability
Wooden Arrows (10)	10	Basic arrows required to make ranged attacks with a bow. Smithing: DC 15	Common
Fire Arrows (10)	40	Enchanted arrow that treats its damage as fire against enemies either immune, resistant, or weak to fire damage. Smithing: DC 20 (<i>Fire Crystal 3</i>)	Uncommon
Shock Arrows (10)	80	Enchanted arrow that treats its damage as electric against enemies either immune, resistant, or weak to electric damage. Smithing: DC 20 (<i>Storm Crystal 3</i>)	Uncommon
Ice Arrows (10)	150	Enchanted arrow that treats its damage as cold against enemies either immune, resistant, or weak to cold damage. Smithing: DC 20 (<i>Ice Crystal 3</i>)	Uncommon
Ensanguined Arrows (10)	250	These dark arrows are able to syphon life from their victims, healing the user 1d6 hp upon a successful hit. Smithing: DC 25 (<i>Vampire Fang 3</i>)	Rare
Poison Arrows (10)	350	Any poison applied to these specially made arrows gets a +2 bonus to attack rolls. Smithing: DC 25 (<i>Poison Fang 3</i>)	Rare
Assassin's Arrows (10)	500	Deadly arrows that deal critical hits on the roll of a 19 or 20. Smithing: DC 30 (<i>Cursed Bone 3</i>)	Exotic
Light Arrows (10)	800	Enchanted arrows that treat damage as holy against enemies either immune, resistant, or weak to holy damage. Smithing: DC 35 (<i>Holy Water 3</i>)	Exotic

Bolts

Name	Cost	Special	Availability
Crossbow Bolts (10)	10	Basic bolts required to make ranged attacks with crossbows. <i>Smithing: DC 15</i>	Common
Long Bolts (10)	40	These deadly bolts punch deep into the target, treating the targets threshold as 5 points lower when resolving damage dealt with this ammo. <i>Smithing: DC 20</i>	Uncommon
Lead Bolts (10)	80	Should a ranged attack roll, made with this ammo, beat both the targets reflex and fortitude defence, the target becomes slowed. <i>Smithing: DC 20 (Earth Crystal 3)</i>	Uncommon
Black Bolts (10)	150	Should a ranged attack roll, made using this ammo, beat both the targets reflex and fortitude defence, the target becomes blind. <i>Smithing: DC 20 (Ectoplasm 3)</i>	Uncommon
Tranquil Bolts (10)	250	Should a ranged attack roll, made using this ammo, beat both the targets reflex and will defence, the target becomes silenced. <i>Smithing: DC 30 (Magick Root 3)</i>	Rare
Sapping Bolts (10)	350	Should a ranged attack roll, made using this ammo, beat both the targets reflex and fortitude defence, the target becomes paralysed. <i>Smithing: DC 30 (Evil Eye 3)</i>	Rare
Chaos Bolts (10)	500	Should a ranged attack roll, using this ammo, beat both the targets will defence and reflex defence, the target becomes confused. <i>Smithing: DC 35 (Fae Wood 3)</i>	Exotic
Dark Bolts (10)	800	Enchanted bolts that treat damage as dark against enemies either immune, resistant, or weak to dark damage. <i>Smithing: DC 35 (Cursed Bone 3)</i>	Exotic



Staves

Spellcasters favour wands and staves that focus their magickal abilities. Staves use the same range increments as ranged weapons, but the attacks are resolved with the spellcraft skill. There is no ability-based damage modifier for attacks made with staves, and like other ranged attacks, provoke attacks of opportunity. Additionally, staves do not require ammo to use feats and abilities such as rapid shot.

When using the spellcraft skill to cast a spell, you may choose to cast it through a single staff, wand, etc. applying the items spellcraft bonus to the check, as well as trigger any applicable effects to the spell. You may not cast a spell through a staff, wand, etc. if you are not proficient.

While some staves are larger than others, due to their weight distribution, medium creatures with a Str score of 15 may choose to wield large staves in one hand, while small creatures with a Str score of 15 may wield medium staves in one hand.

Staves

Name	Cost	Spellcraft Bonus	Damage	Type	Size	Availability
Wizard's Wand	100	-	3d4	Fire	Small	Common
Faerie Wand	400	-	3d4	Slashing	Small	Uncommon
Gaia Wand	400	-	3d4	Piercing	Small	Common
Fire Wand	400	-	3d4	Fire	Small	Common
Nimbus Wand	1,000	+1	3d4+1	Electric	Small	Common
Ice Wand	1,000	+1	3d4+1	Cold	Small	Common
Terra Rod	1,000	+1	3d6	Blunt	Medium	Uncommon
Pyrosceptre	1,000	+1	3d6	Fire	Medium	Uncommon
Thunder Rod	3,100	+2	3d6+1	Electric	Medium	Uncommon
Glacial Rod	3,100	+2	3d6+1	Cold	Medium	Uncommon
Bone Wand	3,100	+2	3d4+2	Dark	Small	Rare
Holy Wand	3,100	+2	3d4+2	Holy	Small	Rare
Sage's Staff	4,600	+2	3d8	Blunt	Large	Uncommon
Stardust Wand	6,400	+2	3d4+3	Cold	Small	Rare
Inferno Staff	8,500	+2	3d8+1	Fire	Large	Uncommon
Storm Staff	10,900	+3	3d8+2	Electric	Large	Uncommon
Aurora Staff	10,900	+3	3d8+2	Cold	Large	Uncommon
Prism Rod	13,600	+3	3d6+2	Electric	Medium	Exotic
Heretic's Rod	16,600	+3	3d6+2	Dark	Medium	Rare
Empyrean Sceptre	16,600	+3	3d6+2	Holy	Medium	Rare
Rune Sceptre	19,900	+4	3d6+3	See Text	Medium	Exotic
Daemon Staff	23,500	+4	3d8+3	Dark	Large	Exotic
Bishop's Crosier	23,500	+4	3d8+3	Holy	Large	Exotic
Summoner's Lathi	27,400	+4	3d6+4	See Text	Medium	Epic
Staff of the Magi	31,500	+4	3d8+4	See Text	Large	Epic
Thyrus	35,900	+5	3d8+5	See Text	Large	Legendary
Was-sceptre	40,600	+5	3d6+5	Dark	Medium	Legendary
Nehushtan	45,600	+5	3d8+5	Holy	Large	Legendary

Aurora Staff

This staff radiates a chilling cold from a glowing blue crystal. Whenever the wielder casts a red magick spell that deals ice damage, it deals +1 point of damage, per damage die.

Alchemy: DC 35 (Ice Crystal 2, Mythril)

Bone Wand

This dark wand was crafted from the cursed bone of a revenant. When the wielder casts a black magick spell that deals dark damage, it deals +1 die of damage.

Alchemy: DC 30 (Cursed Bone, Evil Eye)

Bishop's Crosier

A holy staff adorned with celestial iconography. Whenever the wielder casts a white magick spell that deals holy damage, it deals +1 point of damage, per damage die.

Alchemy: DC 40 (Angell Feather, Orichalcum 2)

Daemon Staff

This accursed staff grants great power to those willing to pay its price. Whenever the wielder deals dark damage, either through attacking with this weapon, or with a black magick spell, its damage dice explode on 1's in addition to the maximum result. However, all non-dark damage dealt to the wielder also explodes on 1's in addition to the maximum result.

Alchemy: DC 40 (Daemon Heart, Daemon Tail)

Empyrean Sceptre

This golden sceptre pulses with a divine power, increasing a healer's capabilities. Whenever the wielder casts a white magick spell that would move a target up the condition track, it may do so even if the condition is persistent.

Alchemy: DC 35 (Angell Feather, Orichalcum)

Faerie Wand

A magickal wand, imbued with the luck of the fae. Once per day, the wielder may reroll their spellcraft check, but must keep the second result, even if it is worse.

Alchemy: DC 15 (Fae Wood)

Fire Wand

A small wand infused with the power of fire. When the wielder casts a red magick spell that deals fire damage, it deals +1 die of damage.

Alchemy: DC 20 (Fire Crystal)

Gaia Wand

This olde wand carries within it the power of nature. When the wielder casts a green magick spell that deals physical damage, it deals +1 die of damage.

Alchemy: DC 15 (Earth Crystal)

Glacial Rod

This silver sceptre emits a biting cold. When the wielder casts a red magick spell that deals ice damage, they may reroll their damage dice, but must keep the second result.

Alchemy: DC 25 (Ice Crystal 2)

Heretic's Rod

A dark sceptre favoured by apostates and cultists. Whenever the wielder casts a black magick spell that deals dark damage, they may reroll their damage dice, but must keep the second result.

Alchemy: DC 35 (Daemon Horn, Evil Eye)

Holy Wand

A wand enchanted with divine power. Whenever the wielder casts a white magick spell that deals holy damage, it deals +1 die of damage.

Alchemy: DC 30 (Holy Water, Unicorn Horn)

Ice Wand

A small wand imbued with a seething cold energy. When the wielder casts a red magick spell that deals cold damage, it deals +1 die of damage.

Alchemy: DC 20 (Ice Crystal)

Inferno Staff

A powerful staff infused with fiery wrath of Sirius. Whenever the wielder casts a red magick spell that deals Fire damage, it deals +1 point of damage, per damage die.

Alchemy: DC 35 (Fire Crystal 2, Obsidian)

Nehushtan

This legendary staff is said to be blessed by Marthairin herself and is one of the 9 divine artefacts. Whenever the wielder casts a non-black magick spell that deals damage, its damage is treated as holy against any target that is immune, resistant, or weak to holy damage. Should the spell already deal holy damage, its damage dice are instead, increased by 1 step. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Alchemy: N/A

Nimbus Wand

A small wand charged with electrical energy. When the wielder casts a red magick spell that deals electric damage, it deals +1 die of damage.

Alchemy: DC 20 (Storm Crystal)

Pyrosceptre

This golden sceptre is adorned with red gems that seethe with an intense heat. When the wielder casts a red magick spell that deals fire damage, they may reroll their damage dice, but must keep the second result.

Alchemy: DC 25 (Fire Crystal 2)

Prism Rod

An odd sceptre that allows one to better bend reality to their will. Targets suffer a -2 penalty to their fortitude defence against blue magick spells cast by the wielder.

Alchemy: DC 30 (Moondust 2)

Rune Sceptre

An extremely rare and powerful arcane sceptre, said to greatly amplify any elemental spells channelled through it. When the wielder casts a red magick spell that deals elemental damage, they may reroll 1's on damage dice until they achieve the result of a 2 or higher. When used to deal direct damage, the wielder may choose whether the attack deals cold, electric, or fire damage.

Alchemy: DC 40 (Crysteel, Zodiac Stone 2)

Sage's Staff

A staff made from magickal, petrified wood. Whenever the wielder casts a green magick spell that deals physical damage, it deals +1 point of damage, per damage die.

Alchemy: DC 30 (Earth Crystal, Fae Wood 2)

Staff of the Magi

A powerful staff reserved for only the greatest of mages. When casting red magick spells, the spell deals +1 die of damage per exploding die. When used to deal direct damage, the wielder may choose whether the attack deals cold, electric, or fire damage.

Alchemy: DC 40 (Crysteel 2, Zodiac Stone 2)

Stardust Wand

This strange wand appears to be otherworldly. Targets suffer a -2 penalty to their will defence against blue magick spells cast by the wielder.

Alchemy: DC 25 (Stardust 2)

Storm Staff

A special staff charged with the mighty power of the storm. Whenever the wielder casts a red magick spell that deals electric damage, it deals +1 point of damage, per damage die.

Alchemy: DC 35 (Storm Crystal 2, Mythrill)

Summoner's Lathi

An ancient staff that holds a strong connection to the Primals. Whenever the wielder casts a spell, they may reroll their spellcraft check, but must keep the second result, even if it is worse. When used to deal direct damage, the damage dealt is based on the active aeon or elementals elemental affinity. If no aeon or elemental is summoned, or there is no elemental affinity, the attack deals blunt damage.

Alchemy: DC 40 (Fae Wood 2, Zodiac Stone 2)

Terra Rod

A short staff imbued with the power of nature. When the wielder casts a green magick spell that deals physical damage, they may reroll their damage dice, but must keep the second result.

Alchemy: DC 20 (Earth Crystal, Fae Wood 2)

Thunder Rod

This powerful rod crackles with an intense electrical charge. When the wielder casts a red magick spell that deals electric damage, they may reroll their damage dice, but must keep the second result.

Alchemy: DC 25 (Storm Crystal 2)

Thyrus

This legendary staff was cut from the world tree, by the very archdruids who make up its form. Whenever the wielder casts a green magick spell that deals physical damage, the spell deals +1 die of damage per explosive die. Additionally, should the wielder be outdoors, they may choose to reroll the damage dice, but must keep the second result, even if it is worse. When used to deal direct damage, the wielder may choose whether the attack deals blunt, piercing, or slashing damage.

Alchemy: N/A

Was-sceptre

Also known as the sceptre of domination, this legendary artifact holds a terrible power over all forces of chaos and darkness. Whenever the wielder casts a non-white magick spell that deals damage, its damage is treated as dark against any target that is immune, resistant, or weak to dark damage. Should the spell already deal dark damage, its damage dice are instead, increased by 1 step. If a good creature wields this weapon, they gain none of its bonuses or other benefits.

Alchemy: N/A

Wizard's Wand

A simple wand favoured by aspiring magick users.

Alchemy: DC 15

Shields

Shields may be used, as a reaction, to attempt to block incoming melee and ranged attacks with an opposed weapon skill check. Should your opposed check equal or exceed the incoming attack roll, the damage and secondary effects are negated. You may block multiple times within a round but suffer a -5 penalty for each block you previously made that turn.

Characters not proficient with shields, increase the cumulative penalty to -10.

Shields

Name	Atk Bonus	Cost	Size	Availability
Bronze Pelta	-	100	Tiny	Common
Targe	-	300	Small	Common
Heater Shield	-	700	Medium	Uncommon
Orcish Madu	+1	1,300	Tiny	Common
Aspis	+1	2,100	Large	Rare
Spiked Pavis	+1	3,100	Small	Uncommon
Duelling Buckler	+2	4,300	Tiny	Uncommon
Ecranche	+2	5,700	Tiny	Common
War-Door	+2	7,300	Large	Uncommon
Bone Shield	+2	9,100	Medium	Epic
Ice Shield	+3	11,100	Small	Rare
Storm Shield	+3	13,100	Small	Rare
Flame Shield	+3	15,700	Small	Rare
Mirror Shield	+4	18,300	Tiny	Exotic
Ogre Shield	+4	21,100	Large	Exotic
Daemon Shield	+4	24,100	Medium	Epic
Svalinn	+5	27,300	Medium	Legendary
Pridwen	+5	30,700	Large	Legendary

Aspis

A large round shield of ancient make, favoured by soldiers of olde, when using phalanx formations. When fighting defensively, the wielder may reroll block attempts, keeping the second result, even if worse.

Smithing: DC 20 (*Orichalcum*)

Bone Shield

A cursed shield assembled from skeletal remains. Anytime the wielder successfully blocks, they heal 1d6 HP. This die may explode. This healing does not damage creatures that are undead or zombified. However, at the start of each turn, the wielder suffers a 15% chance (15 or less on d%) of becoming flat-footed and unable to take any actions until the start of their next turn.

Smithing: DC 30 (*Cursed Bone 2*)

Bronze Pelta

A light, crescent shaped shield forged from bronze. Any time the wielder rolls a 1 on an attack roll with this weapon, the weapon moves -1 on the condition track.

Smithing: DC 15

Daemon Shield

This shield, forged using the heart of a daemon, is a vessel of corruption. The wielder may reroll block attempts against attacks that deal holy damage, keeping the higher result. Whenever the wielder successfully blocks a melee attack, the attacker suffers half the damage they would have dealt. However, the wielder suffers +1 die of damage from all sources. When used to shield bash, it's damage is treated as dark against enemies either immune, resistant, or weak to dark damage.

Smithing: DC 40 (*Daemon Flesh 2, Evil Eye 2*)

Duelling Buckler

This little round shield is favoured by swashbucklers, duellists, and gladiators. Whenever the wielder rolls a 19 or 20 to block, the cumulate no penalty for that block.

Smithing: DC 25 (*Mythril*)

Shield Sizes

The size of a shield determines what skill check it uses, and what bonuses, if any, are applied to the block chance.

Light Shield: Shields that are one or more size categories smaller than the wielder may use light weapon skill. 1/10 bulk.

Medium Shield: Shields that are the same size category as the wielder may use the 1-handed weapon skill. 1Bulk.

Heavy Shield: Shields that are no more than one size category larger than the wielder may still use in one hand with the 1-handed weapon skill, but require at least 15 Str to use. 2 bulk.

Ecranche

A shield made specifically for mounted combat. The wielder suffers no reflex penalty when making a mounted charge. However, the wielder may not use this shield to bash while mounted.

Smithing: DC 25

Flame Shield

This shield was forged to resemble a burning flame, adorned with red hot crystals. This shield allows the wielder to reroll block attempts against all attacks and spells that deal fire damage. If used to shield bash, it's damage is treated as fire against enemies either immune, resistant, or weak to fire damage.

Smithing: DC 30 (*Fire Crystal 3*)

Heater Shield

This classic shield is a staple for most soldiers and knights alike. Once per encounter, the wielder may reroll a block attempt, keeping the second result, even if worse.

Smithing: DC 20

Ice Shield

This enchanted shield is covered with magickal ice crystals. This shield allows the wielder to reroll block attempts against all attacks and spells that deal cold damage. If used to shield bash, it's damage is treated as cold against enemies either immune, resistant, or weak to cold damage.

Smithing: DC 30 (*Ice Crystal 3*)

Mirror Shield

This round shield has a magickal mirror on its face, granting the wielder a 20% chance (20 or less on d%) to negate any spell effects that target them. This includes spells cast by allies. This percentage stacks with that provided from mirror mail.

Smithing: DC 35 (*Mythril 2, Orichalcum 2*)

Ogre Shield

This intimidating shield appears to grant the wielder greater strength when bashing. Whenever this shield is used to shield bash, it deals +1 die of

damage.

Smithing: DC 35 (*Giant Hide, Gigas Heart*)

Orcish Madu

Though tiny, this round shield is fitted with large horns or tusks. When used with the shield bash feat, it deals +1 die of damage, and deals piercing damage rather than blunt damage.

Smithing: DC 20 (*Beast Horn 2*)

Pridwen

This blessed kite shield was forged for a true champion of light and is one of the 9 divine artefacts. The wielder may reroll block attempts against attacks that deal dark damage, keeping the higher result. Additionally, at the start of the wielder's turn, it grants them 10 temporary hit points. Damage is subtracted from this HP first, and they remain until the start of the wielder's next turn. When used to shield bash, it's damage is treated as holy against enemies either immune, resistant, or weak to holy damage. If an evil creature wields this weapon, they gain none of its bonuses or other benefits.

Smithing: N/A

Spiked Pavis

This shield comes to a hard pointed spike on its bottom edge. It deals +1 die of damage on successful shield bashes, and deals piercing damage in addition to blunt.

Smithing: DC 25

Storm Shield

This magickal shield is imbued with a number of storm crystals. This shield allows the wielder to reroll block attempts against all attacks and spells that deal electric damage. If used to shield bash, it's damage is treated as electric against enemies either immune, resistant, or weak to electric damage.

Smithing: DC 30 (*Storm Crystal 3*)

Svalinn

This legendary shield, forged by a great battle between the primal, protected the ancient races from destruction. This shield allows the wielder to reroll block attempts against all attacks and spells that deal cold, electric, or fire damage, keeping the higher result. Additionally, it may be used to block any single target spells.

Smithing: N/A

Light Armour (-5)

Name	Cost	Reflex Bonus	Damage Reduction	Max Agility Bonus	Availability
Quilted Doublet	100	1	2	+5	Common
Chromed Leather	300	2	2	+4	Common
Leather Breastplate	500	2	3	+3	Common
Bronze Chestplate	900	2	4	+3	Uncommon
Ringmail	1,300	2	5	+3	Common
Wind Garb	1,900	1	6	+5	Uncommon
Wooden Breastplate	2,700	2	5	+4	Uncommon
Brigandine	3,700	3	6	+3	Common
Viking Coat	4,900	2	7	+3	Rare
Metal Jerkin	6,300	3	7	+3	Common
Mythril Shirt	7,900	2	9	+4	Exotic
Black Garb	9,700	1	8	+6	Rare
Gigas Chestplate	11,700	3	10	+2	Rare
Dancer's Mail	13,900	1	9	+5	Uncommon
Magick Armour	16,300	3	11	+3	Exotic
Adamantite Breastplate	18,900	4	12	+2	Exotic
Divine Coat	21,700	2	10	+4	Epic

Targe

A round shield, larger than that of a buckler.

Smithing: DC 15

War-Door

This large tower shield helps protect the wielder from the worst of attacks. The wielder reduces the penalty to attack rolls made while fighting defensively to a -2, rather than the normal -5.

Smithing: DC 25 (*Adamantite*)

Armour

Armour provides protection to adventurers, helping them survive their perilous journeys.

Reflex Defence

This is the armours bonus applied to your reflex defence.

Damage Reduction

All armour grants an amount of damage reduction.

Max Agility Bonus

Max agility bonus is a hard cap on how much of your agility modifier you may apply to your reflex defence when wearing any given suit of armour.

Armour Types

There are three categories of armour.

Light: The most common type of armour. It is light enough for most to use easily and is far more affordable. Light armour does not restrict movement, is treated as medium for the sake of durability, and weighs 2 bulk.

Heavy: Armour used by front-line warriors, who rush into the thick of battle. It provides more protection than any other armour but reduces the wearer's speed by 1/4 (to 4 squares for medium creatures, and 3 for small), is treated as large for the sake of durability, and weighs 3 bulk.

Mystic: Magick robes and ceremonial garments. Mystic armour is favoured by those trained in either arcane or divine magick, as it augments their magickal abilities and power. Mystic armour does not restrict movement, is treated as small for the sake of durability, and weighs 1 bulk.

Armour Check Penalty

When wearing armour in which you are not proficient, you suffer a penalty, (-X) listed by each type of armour, to the following skills:

Acrobatics, Athletics, Stealth, Spellcraft, and all Weapon Skills.

Adamantite Breastplate

A breastplate forged from adamantite that offers a tremendous amount of protection to the wearer. This armour may never be moved down the condition track by any means.

Smithing: DC 40 (*Adamantite 3*)

Black Garb

This shadowed leather armour is favoured by assassins and spies, as it enhances their stealth capabilities, granting them a +2 bonus to stealth checks.

Smithing: DC 30 (*Moondust, Silk Thread 2*)

Brigandine

This cuirass is made with armoured plates layered over hardened leather. It gets its name from the bandits and brigands who favour its use.

Smithing: DC 25

Bronze Chestplate

This bronze plate offers the wearer decent protection at relatively low cost.

Smithing: DC 20

Chromed Leather

A suit of treated leather armour, favoured by thieves and those who want a little more protection without sacrificing mobility.

Smithing: DC 15

Dancer's Mail

An arrangement of elegant light plates, interwoven with flowing finery. Grants the wearer a +2 bonus to perform dance checks.

Smithing: DC 35 (*Orichalcum, Silk Thread 2*)

Divine Coat

This holy coat is adorned with small plates of celestial armour. The blessing on this coat grants the wearer resistance to dark damage, as well as immunity to curses.

Smithing: DC 40 (*Angell Feather 2*)

Gigas Chestplate

This large chestplate fortifies the wearer against powerful blows. The wearer is immune to stun effects.

Smithing: DC 30 (*Giant Hide 2*)

Leather Breastplate

A hardened leather chest piece.

Smithing: DC 15

Magick Armour

An ornate suit of enchanted mail. The wearer gains a +5 bonus to all defences against spells. However, at the start of each turn, the wearer loses 1d6 MP, before they can take any actions. Whenever the wearer is at 0 MP, they lose the defence bonus against spells, and are treated as encumbered.

Smithing: DC 35 (*Magicite, Orichalcum 2*)

Metal Jerkin

This chain coat offers a great deal of protection for light armour. Grants a +2 bonus to the wearers damage threshold.

Smithing: DC 30

Mythril Shirt

A chain shirt fashioned from mythril links. It is far lighter than other armour, while still offering a great deal of protection.

Smithing: DC 30 (*Mythril 2*)

Quilted Doublet

A padded gambeson or aketon, commonly worn for day to day protection, as it is less burdensome on the wearer's mobility and comfort.

Smithing: DC 15

Ringmail

This leather breastplate is reinforced with metal rings for increased protection.

Smithing: DC 20

Viking Coat

This lightly armoured coat offers a great deal of protection from the harsh cold, granting the wearer resistance to cold damage, but weakness to fire damage.

Smithing: DC 25 (*Beast Fang, Beast Mane*)

Wind Garb

This enchanted armoured coat grants the wearer resistance to electric damage.

Smithing: DC 20 (*Storm Crystal*)

Wooden Breastplate

This chest piece is enchanted with sylvan magick, granting the wearer a +5 bonus to their fort defence against poison.

Smithing: DC 25 (*Fae Wood*)

Heavy Armour (-10)

Name	Cost	Reflex Bonus	Damage Reduction	Max Agility Bonus	Availability
Hide Armour	500	3	3	+3	Common
Scale Armour	900	3	3	+2	Uncommon
Iron Cuirass	1,700	3	4	+2	Common
Spiked Armour	2,900	4	5	+1	Uncommon
Chainmail	4,500	4	6	+1	Common
Plate Armour	6,500	5	7	+1	Common
Shielded Armour	8,900	4	8	+0	Uncommon
Zombie Mail	11,700	3	9	+3	Epic
Ore Armour	14,900	4	10	+1	Uncommon
Mirror Mail	18,500	4	11	+0	Rare
Ancient Armour	22,500	4	12	+1	Rare
Dragon Mail	26,900	5	13	+1	Exotic
Daemon Mail	31,700	5	13	+1	Epic
Adamantite Plate	36,900	4	14	+1	Exotic
Valiant Mail	42,500	5	14	+1	Epic
Tyrant Mail	48,500	5	14	+0	Epic
Aegis Armour	54,700	5	15	+1	Legendary

Adamantite Plate

This suit of full plate armour, forged from adamantite, offers an enormous amount of protection. This armour may never be moved down the condition track by any means.

Smithing: DC 40 (*Adamantite 3*)

Aegis Armour

This legendary armour is forged in the likeness of a seraph and is one of the 9 divine artefacts. The wearer gains resistance to both dark and holy damage. Additionally, whenever they use a hero point to increase one of their defences and is successfully protected, they immediately regain that hero point. If an evil creature wears this armour, they gain none of its bonuses or other benefits.

Smithing: N/A

Ancient Armour

This ancient suit of plate mail grants the wearer immunity to petrification.

Smithing: DC 35 (*Orichalcum 2*)

Chainmail

A full suit of chainmail armour, often seen on squires and foot soldiers. It provides a solid amount of defence.

Smithing: DC 25

Daemon Mail

This accursed suit of plate armour was forged from the husk of a fallen daemon. Its terrible power grants the wearer resistance to dark damage, but weakness to holy damage. Additionally, it allows the wearer to ignore condition track penalties (though it does not prevent them from falling unconscious once they reach -5 steps on the track), though it slowly saps the wearers vitality in battle, dealing 2d6 damage at the start of each round of combat. This damage may explode and ignores all sources and forms of DR and temporary HP.

Smithing: DC 35 (*Daemon Flesh, Obsidian*)

Dragon Mail

Plate armour forged from the scales of a powerful dragon. The armour grants the wearer resistance to fire, as well as immunity to mind effects imposed by dragons.

Smithing: DC 35 (*Dragon Heart, Dragon Scales 2*)

Hide Armour

Layers of tanned hide threaded together to form a simple suit of armour.

Smithing: DC 15

Iron Cuirass

A sturdy metal breastplate, regularly seen on guards and other soldiers.

Smithing: DC 20

Mirror Mail

This odd-looking suit of armour is fitted with various reflective surfaces that can reflect magick, granting the wearer a 20% chance (20 or less on d%) that any spell that targets them fails. This includes spells cast by the wearer or their allies. This stacks with the benefit granted from the mirror shield.

Smithing: DC 30 (*Magicite, Mythril 2*)

Ore Armour

A unique suit of dwarven-made armour, forged deep in the mountains of the north. In addition to its solid defences, it provides the wearer with resistance to fire damage, but weakness to cold damage.

Smithing: DC 30 (*Fire Crystal, Obsidian*)

Plate Armour

This iconic suit of armour is favoured by the most prestigious knights from across the realm.

Smithing: DC 25

Scale Armour

This suit of mail, made up of large serpentine scales, makes the wearer immune to paralysis.

Smithing: DC 20 (*Beast Scales 2*)

Shielded Armour

This bulky suit of plate has multiple shields mounted on key locations to help guard the wearer from serious damage. Any physical damage resolved against the wearer deals -1 damage die per explosive die.

Smithing: DC 30 (*Adamantite*)

Spiked Armour

An exotic suit of plate mail, adorned with countless large spikes. Any creature that deals damage to the wearer with a non-reach melee attack, suffers 2d6 points of piercing damage.

Smithing: DC 25 (*Beast Fang 2, Beast Horn 2*)

Tyrant Mail

This infernal suit of armour is worn by only the vilest and most corrupt of champions, granting them resistance to holy damage. Additionally, once per turn, when the wearer starts their turn within 6 squares of an ally, they may choose to reduce the allies HP by 5 points and gain that amount of HP themselves. Damage is subtracted from this HP first, and any remaining at the start of the wearers next turn is lost.

Smithing: DC 40 (*Adamantite 2, Daemon Heart, Daemon Horn*)

Valiant Mail

A Holy set of full plate, forged for only the greatest of heroes, it grants the wearer resistance to dark damage. Additionally, once per turn, it grants the wearer 5 temporary MP. Spells and abilities use this MP first and any remaining at the start of your next turn is lost.

Smithing: DC 40 (*Angell Feather 2, Mythril 2*)

Zombie Mail

This cursed set of armour is fashioned together with skulls and calcified zombie remains. The wearer gains resistance to all physical damage. However, the wearer is zombified. This ignores immunity.

Smithing: DC 30 (*Putrid Flesh 3*)

Mystic Armour

Spellcasters prefer less cumbersome garbs, adorning themselves with fine, enchanted robes. Mystic armour augments the magickal abilities of the wearer, empowering their spells, restoring their mana, etc.

Mystic Armour (-2)

Name	Cost	Damage Reduction	Availability
Wizard's Robes	100	2	Common
Mage's Habit	300	3	Common
Enchanter's Djeballa	500	4	Uncommon
Druid's Fleece	900	4	Common
Glimmering Robes	1,300	5	Rare
Cleric's Chimere	1,900	5	Uncommon
Sorcerer's Kaftan	2,700	6	Uncommon
Magus Robes	3,700	6	Uncommon
Dragon Robes	4,900	7	Rare
Sage's Surplice	6,300	7	Rare
Dark Dalmatica	7,900	8	Exotic
Radiant Raiment	9,700	8	Exotic
Death Mantle	11,700	9	Epic
High Summoner's Vestments	13,900	9	Exotic
Magister's Houppelande	16,300	9	Epic
Nabrok	18,900	10	Legendary
Tarnkappe	21,700	10	Legendary

Cleric's Chimere

Wearer gains a +2 bonus to all spellcraft checks made to cast white magick spells.

Alchemy: DC 25

Dark Dalmatica

Wearer gains resistance to holy damage. Additionally, the gains a +5 bonus to their will defence against white magick.

Alchemy: DC 30 (Daemon Flesh 2, Daemon Horn)

Death Mantle

Wearer gains the undead immunities and weaknesses. Additionally, the wearer may ignore any penalties imposed by the condition track. Only evil creatures may gain any benefit from these robes.

Alchemy: DC 35 (Cursed Bone, Putrid Flesh, Vampyre Fang)

Dragon Robes

Wearer gains resistance to fire damage, as well as immunity to sleep, and paralysis.

Alchemy: DC 30 (Dragon Scales 2)

Druid's Fleece

Wearer gains a +2 bonus to all spellcraft checks made to cast green magick spells.

Alchemy: DC 20 (Beast Mane, Earth Crystal)

Enchanter's Djeballa

Wearer gains a +2 bonus to all spellcraft checks made to cast blue magick spells.

Alchemy: DC 20 (Stardust)

Glimmering Robes

Wearer gains a +5 bonus to their defences against all spells.

Alchemy: DC 20 (Mythril, Silk Thread)

High Summoner's Vestments

Elementals and Aeons summoned by the wearer cost half the MP (though maintenance of Aeons is still based on the full MP cost). Additionally, the wearer gains the elementals or aeons DR, immunities, resistances, and weaknesses.

Alchemy: DC 35 (Zodiac Stone 3)

Mage's Habit

The wearer gains a +1 bonus to all defences.

Alchemy: DC 15 (Magicite)

Magister's Houppelande

The wearer gains resistance to all elemental damage, as well as a +5 bonus to fort and will defence against all spells.

Alchemy: DC 40 (Zodiac Stone 3)

Magus Robes

Wearer gains a +2 bonus to all spellcraft checks made to cast red magick spells.

Alchemy: DC 25 (Fire Crystal 2, Ice Crystal 2, Storm Crystal 2)

Nabrok

Wearer gains resistance to both dark and holy damage, as well as immunity to both curses and toad. Additionally, once per turn, when the wearer begins their turn within 6 squares of an ally, they may choose to reduce that ally's HP by 5 points. If done, the wearer immediately gains twice that amount in MP. If a good creature wears this armour, they gain none of its bonuses or other benefits.

Alchemy: N/A

Radiant Raiment

Wearer gains resistance to dark damage. Additionally, the gains a +5 bonus to defences against black magick spells.

Alchemy: DC 30 (Angell Feather 2, Silk Thread)

Sage's Surplice

Wearer gains resistance to cold, electric, and fire damage, as well as immunity to slow.

Alchemy: DC 20 (Ancient Bone 2, Beast Mane)

Sorcerer's Kaftan

Wearer gains a +2 bonus to all spellcraft checks made to cast black magick spells.

Alchemy: DC 25 (Daemon Flesh, Ectoplasm)

Tarnkappe

Wearer gains resistance to all elemental damage, as well as immunity to silence and blind. Additionally, the wearer gains 5 temporary mana points

at the beginning of each turn. Spells and abilities use this MP first. If not used by the end of the turn, they are lost.

Alchemy: N/A

Wizard's Robes

Classic magical robes adorned by many aspiring magick users.

Alchemy: DC 15

Bardic Instruments

Instruments are special items required by minstrels and bards to make perform instrument checks.

Instruments require 2 hands to use and cannot be used when silenced. They weigh 1 bulk.

Instruments

Name	Performance Bonus	Cost	Availability
Crumhorn	-	400	Common
Lute	-	1,000	Common
Piper's Cornette	+1	1,900	Uncommon
Silver Harp	+1	3,100	Uncommon
Hurdy-Gurdy	+1	4,600	Common
Magian's Sarangi	+2	6,400	Rare
Saytr's Aulos	+2	8,500	Uncommon
Bloodstring Lyre	+3	10,900	Epic
Meister's Rebec	+3	13,600	Rare
Empyrean Flute	+4	16,600	Epic
Torban of Truth	+4	19,900	Exotic
Gjallarhorn	+5	23,500	Legendary
Dur da Bla	+5	27,400	Legendary

Bloodstring Lyre

You heal 1 HP for each enemy you successfully affect with a perform instrument check. However, if you roll a natural 1 on your check, you move -1 persistent step down the condition track, that can only be removed with an 8 hour rest (regardless of rerolls).

Smithing: DC 35 (Cursed Bone, Vampire Fang 2)

Crumhorn

Basic wind instrument that allows a minstrel to make perform instrument checks.

Smithing: DC 15

Dur da Bla

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, when making a perform instrument check, you may perform an additional bardic performance without any additional penalty. This performance uses the same check result as the initial performance.

Smithing: DC N/A

Empyrean Flute

Should your performance check surpass the will defence of infernals in range, they may not target you with attacks or skills while you're within 3 squares of a conscious ally.

Smithing: DC 40 (Angell Feather, Holy Water, Mythril)

Gjallarhorn

Whenever you use this instrument to buff allies, who have yet to act in combat, with a bardic performance, they are no longer considered flat-footed. If it is a surprise round, your allies may even act as normal, if they would be entitled to an action, or gain an action if they would not. Should your performance check surpass the will defence of any enemies in range, they may not target you with attacks or other skills while you're within 3 squares of a conscious ally.

Smithing: DC N/A

Hurdy-Gurdy

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, you may expend your movement action to take 10 on the next perform instrument check, you make with this instrument, in the same turn.

Smithing: DC 25

Lute

A stringed instrument, which allows the minstrel to make perform instrument checks, even when silenced.

Smithing: DC 20

Magian's Sarangi

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, whenever you make a perform instrument check with this item, allies in range gain 5 temporary MP. This MP is lost if not used before the start of the wielders next turn.

Smithing: DC 30 (Ice Crystal 2, Fire Crystal 2, Storm Crystal 2)

Meister's Rebec

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, the user only suffers a -2 penalty to performance checks when in a threatened area, rather than 5 (or a -5 when threatened by creatures with disruptive.)

Smithing: DC 35 (Fae Wood, Silk Thread, Unicorn Horn)

Piper's Cornette

Should your performance check surpass the will defence of beasts in range, they may not target you with attacks or skills while you're within 3 squares of a conscious ally.

Smithing: DC 20 (Chitin 2)

Satyr's Aulos

Enemies suffer a -2 penalty to their will defence, against your performances made with this instrument.

Smithing: DC 30 (Fae Wood 2)

Silver Harp

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, perform instrument checks may affect undead normally immune to mind effects. Additionally, should your check surpass the will defence of undead in range, they may not target you with attacks or skills while you're within 3 squares of a conscious ally.

Smithing: DC 25 (Ectoplasm 2, Mythril)

Torban of Truth

This instrument allows the minstrel to make perform instrument checks, even when silenced. Additionally, the wielder may reroll all 1's on perform instrument checks until they attain the result of a 2 or higher.

Smithing: DC 40 (Fae Wood 2, Crysteel)

Accessories

Accessories are additional pieces of equipment that a hero may use to complement their natural abilities and further fine tune their build.

Any one character may only equip 2 accessories at a time, and their effects do not stack with themselves.
Accessories weigh 1/10 bulk.

Accessories

Name	Cost	Effect	Availability
Blessed Ankh*	200	Increases the Maximum HP of the wearer by +10. <i>Alchemy: DC 15</i>	Common
Battle Harness	200	Increases the wearers damage threshold by +2. <i>Smithing: DC 15</i>	Common
Bloodstone Pendant*	200	Wearer gains immunity to poison. <i>Alchemy: DC 20 (Earth Crystal)</i>	Uncommon
Scholar's Specs†	400	Gain an additional piece of information from successful knowledge checks. <i>Alchemy: DC 15</i>	Common
Winged Boots‡	400	Grants the wearer the hover ability. <i>Alchemy: DC 25 (Angell Feather 2)</i>	Exotic
Malachite Ring	400	Wearer gains immunity to blind. <i>Alchemy: DC 15 (Magcite)</i>	Common
Garnet Ring	400	Wearer gains immunity to paralysis. <i>Alchemy: DC 20 (Storm Crystal)</i>	Uncommon
Citrine Charm*	600	Wearer gains immunity to silence. <i>Alchemy: DC 20 (Magick Root)</i>	Uncommon
Amethyst Armlet	600	Wearer gains immunity to sleep. <i>Alchemy: DC 20 (Magick Root)</i>	Uncommon
Jade Amulet*	600	Wearer gains immunity to slow. <i>Alchemy: DC 25 (Ice Crystal)</i>	Exotic
Opal Armlet	1,000	Wearer gains immunity to confusion. <i>Alchemy: DC 25 (Fae Wood)</i>	Rare
Silver Spectacles†	1,000	Wearer gains Darkvision. <i>Alchemy: DC 20 (Mythril)</i>	Uncommon
Catholicon Ring	1,400	When the wearer has 1/4 their maximum HP or less, they deal +1 die of damage, when dealing magick damage. <i>Alchemy: DC 20 (Holy Water, Mythril)</i>	Uncommon
Steel Gorget	1,400	When the wearer has 1/4 their maximum HP or less, they gain 5 DR. This stacks with DR granted by armour. <i>Smithing: DC 20</i>	Common
Onyx Amulet*	1,400	Wearer gains immunity to petrification. <i>Alchemy: DC 30 (Obsidian)</i>	Exotic
Steel Bracers	1,400	When the wearer has 1/4 their maximum HP or less, they deal +1 die of damage, when dealing physical damage. <i>Smithing: DC 20</i>	Common
Lucky Charm*	1,800	Whenever the wearer rolls a natural 20, they gain a temporary hero point. If not used by the end of the encounter, it is lost. <i>Alchemy: DC 20 (Fae Wood)</i>	Uncommon
Condemned Collar*	1,800	Wearers maximum MP is reduced to 0, and they may not gain MP. Additionally, it may only be removed with a corresponding key, or by successfully making a DC 20 disable check. <i>Alchemy: DC 40 (Crysteel 3, Magicite 3)</i>	Epic
Power Bangle	2,400	When the wearer is at maximum HP, they deal +1 die of damage, when dealing physical damage. <i>Smithing: DC 25 (Gigas Heart)</i>	Rare
Power Stone	2,400	When the wearer is at maximum HP, they deal +1 die of damage, when dealing magickal damage. <i>Alchemy: DC 25 (Dragon Heart)</i>	Rare
Aerialist Belt	2,400	Wearer gains a +2 bonus to acrobatics checks. <i>Smithing: DC 20 (Great Feather 2)</i>	Uncommon
Dark Lenses†	2,400	Wearer gains lifese. <i>Alchemy: DC 20 (Evil Eye)</i>	Rare
Skull Ring	3,000	Imposes zombify on the wearer. Additionally, while zombified, the wearer heals 5 HP at the start of their turn. This healing does not damage the wearer despite being zombified. <i>Alchemy: DC 25 (Cursed Bone, Ectoplasm)</i>	Epic
Aventurine Charm*	3,000	Wearer gains immunity to fear effects. <i>Alchemy: DC 20 (Fae Wood)</i>	Uncommon
Talisman of Wisdom*	3,000	Increases the Maximum MP of the wearer by +15. <i>Alchemy: DC 30 (Magicite, Orichalcum)</i>	Exotic
Iron Boots‡	3,600	Wearer becomes immovable, immune to all means of forced movement, including teleportation. However, the wearer is encumbered. <i>Smithing: DC 30 (Adamantite 2)</i>	Exotic

Accessories (cont.)

Name	Cost	Effect	Availability
Pyromancer's Ring	3,600	Whenever the wearer would deal fire damage to a target, the targets fire immunity is treated as resistance, or ignores the targets fire resistance. <i>Alchemy: DC 25 (Fire Crystal, Magicite)</i>	Rare
Cryomancer's Ring	3,600	Whenever the wearer would deal cold damage to a target, the targets cold immunity is treated as resistance, or ignores the targets cold resistance. <i>Alchemy: DC 25 (Ice Crystal, Magicite)</i>	Rare
Aeromancer's Ring	3,600	Whenever the wearer would deal electric damage to a target, the targets electric immunity is treated as resistance, or ignores the targets electric resistance. <i>Alchemy: DC 25 (Storm Crystal, Magicite)</i>	Rare
Pugilist Glove	4,400	Wearer gains a +2 bonus on all unarmed skill checks and attack rolls. <i>Alchemy: DC 20 (Giant Hide)</i>	Uncommon
Agate Ring	4,400	Wearer gains immunity to stun effects. <i>Alchemy: DC 30 (Adamantite)</i>	Exotic
Pentacle*	4,400	Whenever the wearer would deal dark damage to a target, the targets dark immunity is treated as resistance, or ignores the targets dark resistance. <i>Alchemy: DC 25 (Daemon Heart, Daemon Horn)</i>	Rare
Crucifix*	4,400	Whenever the wearer would deal holy damage to a target, the targets holy immunity is treated as resistance, or ignores the targets holy resistance. <i>Alchemy: DC 25 (Ancient Bone, Angell Feather)</i>	Rare
Lens of Truth†	5,200	Wearer gains blindsense. <i>Alchemy: DC 35 (Evil Eye 2)</i>	Epic
Divine Earrings	5,200	Wearer gains the truespeech ability. <i>Alchemy: DC 35 (Angell Feather 2)</i>	Epic
Wolfssegen§	5,200	Wearer gains immunity to curses. <i>Alchemy: DC 35 (Beast Fang 2, Vampire Fang 2)</i>	Epic
Embroidered Neck Scarf*	6,000	Should the wearer lack the necessary MP to cast a spell, they may pay its full MP cost, instead, with GP, where the cost is 10gp for every 1MP the spell would cost. You must have enough maximum mana to be able to cast the spell normally. <i>Alchemy: DC 25 (Moondust, Silk Thread, Stardust)</i>	Uncommon
Hunter's Cowl§	6,000	The wearer's critical range with ranged weapons is increased by 1 (19-20, rather than 20). This stacks with other abilities and items that increase their critical range. <i>Smithing: DC 30 (Great Feather 3)</i>	Exotic
Vedic Amulet*	6,000	Wearer gains immunity to disease. <i>Alchemy: DC 35 (Obsidian)</i>	Exotic
Flame Pendant	7,000	Wearer gains resistance to fire damage. <i>Alchemy: DC 30 (Fire Crystal, Magicite)</i>	Rare
Frost Pendant	7,000	Wearer gains resistance to cold damage. <i>Alchemy: DC 30 (Ice Crystal, Magicite)</i>	Rare
Bolt Pendant	7,000	Wearer gains resistance to electric damage. <i>Alchemy: DC 30 (Storm Crystal, Magicite)</i>	Rare
Crystal Brooch	8,000	Wearer gains resistance to dark damage. <i>Alchemy: DC 35 (Angel Feather, Orichalcum)</i>	Exotic
Obsidian Brooch	8,000	Wearer gains resistance to holy damage. <i>Alchemy: DC 35 (Evil Eye, Obsidian)</i>	Exotic
Tourmaline Ring	9,000	Wearer gains immunity to toad. <i>Alchemy: DC 30 (Earth Crystal, Fae Wood)</i>	Rare
Jet Necklace*	9,000	Wearer gains immunity to zombify. <i>Alchemy: DC 35 (Adamantite, Obsidian)</i>	Exotic
Seven-League Boots‡	11,000	Wearer's movement speed is increased by +2 squares. <i>Smithing: DC 30 (Magicite 2, Silk Thread 2)</i>	Rare
Sages Ring	13,000	Reduces the base MP cost of spells by 5. However, a spell can never cost less than half its normal cost. <i>Alchemy: DC 35 (Magicite, Mythril 2)</i>	Epic
Duelling Glove	13,000	The wearer's combo range with melee weapons is increased by 1 (19-20, rather than 20). This stacks with other abilities and items that increase their combo range. <i>Smithing: DC 35 (Crysteel 2, Silk Thread 2)</i>	Epic
Goswhit§	15,000	Wearer Gains Immunity to all mind effects. <i>Smithing: DC N/A</i>	Legendary
Riband	20,000	Wearer gains immunity to all status effects, except for curses. <i>Alchemy: DC 40 (Phoenix Plume 3)</i>	Epic

*Cannot be worn with items of the same mark.

†Cannot be worn with items of the same mark.

‡Cannot be worn with items of the same mark.

§Cannot be worn with items of the same mark.

Potions

Potions are the lifeblood of any adventuring party, revitalizing them between combat encounters, or after deadly traps in a dungeon. Potions weigh 1/10 bulk.

Potions

Name	Cost	Effect	Availability
Health Potion	50	Restores 10 HP upon use. <i>Alchemy: DC 15 (Magick Herb)</i>	Common
Hi-Potion	150	Restores 40 HP upon use. <i>Alchemy: DC 20 (Magick Herb 2)</i>	Uncommon
Mega-Potion	450	Restores 160 HP upon use. <i>Alchemy: DC 25 (Magick Herb 3)</i>	Rare
Ether	100	Restore 5 MP upon use. <i>Alchemy: DC 20 (Magicate)</i>	Common
Hi-Ether	300	Restore 20 MP upon use. <i>Alchemy: DC 25 (Magicate 2)</i>	Uncommon
Mega-Ether	900	Restore 80 MP upon use. <i>Alchemy: DC 30 (Magicate 3)</i>	Rare
Elixir	15,000	Restore all HP, MP, and condition steps upon use. <i>Alchemy: DC 40 (Phoenix Plume)</i>	Epic
Ambrosia	1,500	Removes zombify and all curses upon use. <i>Alchemy: DC 35 (Holy Water)</i>	Exotic
Panacea	400	Removes blind, silence, and all poisons upon use. <i>Alchemy: DC 30 (Fae Wood, Magick Herb)</i>	Rare
Pistoja Powder	80	Removes petrification upon use. <i>Alchemy: DC 25 (Magick Herb, Magick Root)</i>	Rare
Golden Sap	50	Removes silence upon use. <i>Alchemy: DC 20 (Magick Root)</i>	Common
Antidote	50	Removes all poisons upon use. <i>Alchemy: DC 15 (Magick Herb)</i>	Common
Elfwort	50	Removes blind upon use. <i>Alchemy: DC 20 (Magick Herb)</i>	Common
Ammonia Salt	50	Removes sleep upon use. <i>Alchemy: DC 20 (Magick Root)</i>	Common
Moonwort	60	Removes paralysis and slow upon use. <i>Alchemy: DC 20 (Magick Herb)</i>	Uncommon
Snowdrop	50	Removes confuse upon use <i>Alchemy: DC 20 (Magick Herb)</i>	Common
Remedy	500	Removes disease upon use. <i>Alchemy: DC 30 (Magick Herb)</i>	Rare
Mandrake Root	200	Removes toad upon use <i>Alchemy: DC 25 (Magick Root)</i>	Uncommon
Handkercher	50	Removes oil and drench upon use. <i>Alchemy: DC 20 (Silk Thread)</i>	Common

Poisons

Poisons are deadly concoctions, typically used by agents or assassins to nefarious ends. Made with concentrated doses of lethal venom from various beasts, or toxins from deadly plant-life, poisons are either ingested, inhaled, or contracted via damage or even contact. Once contracted, poisons attack the infected individual's fortitude defence at the beginning of each turn, until cured via an antidote, or a medicine check. Damage from poisons is unsuspected, ignoring all forms of DR.

Additionally, status effects imposed by poison are persistent, and cannot be removed until the poison is removed.

Poisons weigh 1/10 bulk.

Name	Type	Cost	Effect	Availability
Basilisk Venom	Injury	500	Attack roll (1d20+15); target moves -1 step on the condition track and only moves at half speed. See Text.	Rare
Black Adder Venom	Injury	500	Attack roll (1d20+15); target takes 2d6 damage and moves -1 step on the condition track. See Text.	Exotic
Black Lotus Extract	Contract	3,000	Attack roll (1d20+25); target takes 8d6 damage and moves -2 steps on the condition track. See Text.	Epic
Dark Leaf Oil	Ingested	200	Attack roll (1d20+10); target moves -1 step on the condition track. See Text.	Rare
Deadly Nightshade	Ingested	2,000	Attack roll (1d20+25); target takes 6d6 damage and moves -1 steps on the condition track. See Text.	Epic
Death Fog	Inhaled	1,000	Attack roll (1d20+20); target takes 2d6 damage and moves -1 steps on the condition track. See Text.	Rare
Hag's Grasp	Ingested/Injury	500	Attack roll (1d20+15); target must roll spellcraft checks twice, keeping the lower result. See Text.	Exotic
Kingsbane	Ingested	1,000	Attack roll (1d20+20); target moves -2 steps on the condition track. See Text.	Epic
Manticore Venom	Injury	200	Attack roll (1d20+10); target moves -1 step on the condition track. See Text.	Rare
Widow's Kiss	Injury	200	Attack roll (1d20+10); target moves -1 step on the condition track. See Text.	Rare

Basilisk Venom

The poison makes an attack roll (1d20+15) against the target's fortitude defence. If successful, the target moves -1 persistent step on the condition track and may only move at half speed. If the target reaches a point on the condition track that would reduce it to half speed, it is instead petrified. The poison attacks each round until successfully treated with a DC 20 medicine check.

Alchemy: DC 20 (Poison Fang)

Black Adder Venom

The poison makes an attack roll (1d20+15) against the target's fortitude defence. If successful, the target takes 2d6 damage and moves -1 persistent step on the condition track. Otherwise, the target takes half damage and does not move down the condition track. The poison attacks each round until successfully treated with a DC 20 medicine check.

Alchemy: DC 20 (Poison Fang)

Black Lotus Extract

The poison makes an attack roll (1d20+25) against the target's fortitude defence. If successful, the target takes 8d6 damage and moves -2 persistent steps on the condition track. Otherwise, the target takes half damage and moves -1 step on the condition track. The poison attacks each round until successfully treated with a DC 30 medicine check.

Alchemy: DC 30 (3 Poison Bulb)

Dark Leaf Oil

The poison makes an attack roll (1d20+10) against the target's fortitude defence. If successful, the target moves -1 persistent step on the condition track. If the target is moved to the bottom of the condition track in this way, they fall into a deep slumber for 2d4 hours. The poison attacks each round until successfully treated with a DC 15 medicine check.

Alchemy: DC 15 (Poison Bulb)

Deadly Nightshade

The poison makes an attack roll (1d20+25) against the target's fortitude

defence. If the attack is successful, the target takes 6d6 damage and moves -1 persistent step on the condition track. Otherwise, the target takes half damage and does not move down the condition track. The poison attacks each round until successfully treated with a DC 30 medicine check.

Alchemy: DC 30 (Ectoplasm, Poison Bulb 2)

Death Fog

The poison makes an attack roll (1d20+20) against the target's fortitude defence. If successful, the target takes 2d6 damage and moves -1 persistent step on the condition track. Otherwise, the target takes half damage and does not move down the condition track. The poison attacks each round until successfully treated with a DC 25 medicine check.

Alchemy: DC 25 (2 Poison Bulb)

Hag's Grasp

The poison makes an attack roll (1d20+15) against the target's fortitude defence. If successful, the target loses 4d6 mana points and moves -1 persistent step on the condition track. If the target reaches a step on the condition track that would reduce it to half speed, the target also becomes silenced. The poison attacks each round until successfully treated with a DC 20 medicine check.

Alchemy: DC 25 (Poison Bulb, Magicite)

Kingsbane

The poison makes an attack roll (1d20+20) against the target's fortitude defence. If successful, the target moves -2 persistent steps on the condition track, otherwise, the target only moves -1 persistent step. If the target is moved to the bottom of the condition track in this way, they do not fall unconscious, but instead, die instantly. The poison attacks each round until successfully treated with a DC 25 medicine check.

Alchemy: DC 25 (Poison Bulb, Poison Fang)

Manticore Venom

The poison makes an attack roll (1d20+10) against the target's fortitude defence. If successful, the target moves -1 persistent step on the condition track. If the target reaches a step in the condition track that would reduce

them to half speed, they also become blind, granting All creatures total concealment against them. The poison attacks each round until successfully treated with a DC 15 medicine check.

Alchemy: DC 15 (Poison Fang)

Widow's Kiss

The poison makes an attack roll (1d20+10) against the target's fortitude defence. If successful, the target moves -1 persistent step on the condition track. If the target reaches a point on the condition track that would reduce it to half speed, it also becomes paralysed. The poison attacks each round until successfully treated with a DC 15 medicine check.

Alchemy: DC 15 (Poison Fang)

Spell Scrolls

Spells Scrolls can be used by magick users to learn new spells. Spell Scrolls are one time use items and are depleted as any other consumable item.

Spell Scrolls weigh 1/10 bulk.

Studying Scrolls

Studying a spell scroll to learn a spell, requires a number of minutes equal to 10-Int modifier (minimum 1).

Crafting Scrolls

You must know a spell in order to craft a scroll of the corresponding spell.

Black Magick Scrolls

Name	Cost	Effect	Availability
Aphasia	20	User learns Aphasia. <i>Alchemy: DC 15 (Ectoplasm)</i>	Common
Darkness	60	User learns Darkness. <i>Alchemy: DC 20 (Vampyre Fang)</i>	Common
Torpor	60	User learns Torpor. <i>Alchemy: DC 20 (Vampyre Fang 2)</i>	Common
Mire	540	User learns Mire. <i>Alchemy: DC 30 (Putrid Flesh 2)</i>	Rare
Sap	540	User learns Sap. <i>Alchemy: DC 30 (Ectoplasm)</i>	Rare
Corrode	1,620	User Learns Corrode <i>Alchemy: DC 35 (Ancient Bone)</i>	Exotic
Expiry	1,620	User learns Expiry. <i>Alchemy: DC 35 (Cursed Bone)</i>	Exotic
Entomb	4,860	User learns Entomb. <i>Alchemy: DC 40 (Ancient Bone)</i>	Exotic
Infest	180	User learns Infest. <i>Alchemy: DC 25 (Putrid Flesh)</i>	Uncommon
Maim	180	User learns Maim. <i>Alchemy: DC 25 (Daemon Horn)</i>	Uncommon
Void	540	User learns Void. <i>Alchemy: DC 30 (Daemon Flesh)</i>	Rare
Miasma	1,620	User learns Miasma. <i>Alchemy: DC 35 (Daemon Heart)</i>	Exotic
Black Hole	4,860	User learns Black Hole. <i>Alchemy: DC 40 (Evil Eye)</i>	Exotic

Blue Magick Scrolls

Name	Cost	Effect	Availability
Haste	20	User learns Haste. <i>Alchemy: DC 15 (Beast Mane)</i>	Common
Slow	60	User learns Slow. <i>Alchemy: DC 20 (Silk Thread)</i>	Common
Gravity	180	User learns Gravity. <i>Alchemy: DC 25 (Great Feather)</i>	Uncommon
Invisibility	180	User learns Invisibility. <i>Alchemy: DC 25 (Ectoplasm)</i>	Uncommon
Confusion	540	User learns Confusion. <i>Alchemy: DC 30 (Daemon Horn)</i>	Rare
Fear	540	User learns Fear. <i>Alchemy: DC 30 (Chitin)</i>	Rare
Metamorphosis	540	User learns Metamorphoses. <i>Alchemy: DC 30 (Beast Scales 2)</i>	Rare
Sleep	540	User learns Sleep. <i>Alchemy: DC 30 (Fae Wood)</i>	Rare
Levitation	1,620	User learns Levitation. <i>Alchemy: DC 35 (Fae Wood 2)</i>	Exotic
Phase	1,620	User learns Phase. <i>Alchemy: DC 35 (Ectoplasm)</i>	Exotic
Teleport	1,620	User learns Teleport. <i>Alchemy: DC 35 (Daemon Horn)</i>	Exotic
Charm	4,860	User learns Charm. <i>Alchemy: DC 40 (Evil Eye)</i>	Exotic
Polymorph	4,860	User learns Polymorph. <i>Alchemy: DC 40 (Dragon Heart)</i>	Exotic

Green Magick Scrolls

Name	Cost	Effect	Availability
Boulder	60	User learns Boulder. <i>Alchemy: DC 20 (Earth Crystal)</i>	Common
Shockwave	180	User learns Shockwave. <i>Alchemy: DC 25 (Giant Hide)</i>	Uncommon
Quake	1,620	User learns Quake. <i>Alchemy: DC 35 (Gigas Heart)</i>	Exotic
Terramorph	1,620	User learns Terramorph. <i>Alchemy: DC 35 (Earth Crystal 2)</i>	Exotic
Cataclysm	4,860	User learns Cataclysm. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic
Entangle	60	User learns Entangle. <i>Alchemy: DC 20 (Magick Root)</i>	Common
Overgrowth	540	User learns Overgrowth. <i>Alchemy: DC 30 (Magick Root 2)</i>	Rare
Succession	4,860	User learns Succession. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic
Wind Slash	60	User learns Wind Slash. <i>Alchemy: DC 20 (Storm Crystal)</i>	Common
Tempest	180	User learns Tempest. <i>Alchemy: DC 25 (Great Feather)</i>	Uncommon

Green Magick Scrolls (cont.)

Name	Cost	Effect	Availability
Whirlwind	540	User learns Whirlwind. <i>Alchemy: DC 30 (Great Feather 2)</i>	Rare
Windburst	4,860	User learns Windburst. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic
Aqua Blast	180	User learns Aqua Blast. <i>Alchemy: DC 25 (Ice Crystal)</i>	Uncommon
Tidal Wave	540	User learns Tidal Wave. <i>Alchemy: DC 30 (Ice Crystal 2)</i>	Rare
Torrent	4,860	User learns Torrent. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic

Red Magick Scrolls

Name	Cost	Effect	Availability
Ember	60	User learns Ember. <i>Alchemy: DC 20 (Fire Crystal)</i>	Common
Scorching Strike	180	User learns Scorching Strike. <i>Alchemy: DC 25 (Fire Crystal 2)</i>	Uncommon
Flamethrower	180	User learns Flamethrower. <i>Alchemy: DC 25 (Fire Crystal 2)</i>	Uncommon
Fireball	540	User learns Fireball. <i>Alchemy: DC 30 (Fire Crystal 3)</i>	Rare
Firestorm	1,620	User learns Firestorm. <i>Alchemy: DC 35 (Fire Crystal, Obsidian)</i>	Exotic
Inferno	4,860	User learns Inferno. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic
Shock	60	User learns Shock. <i>Alchemy: DC 20 (Storm Crystal)</i>	Common
Galvanic Strike	180	User learns Galvanic Strike. <i>Alchemy: DC 25 (Storm Crystal 2)</i>	Uncommon
Chain Lightning	540	User learns Chain Lightning. <i>Alchemy: DC 25 (Storm Crystal 2)</i>	Rare
Lightning Bolt	540	User learns Lightning Bolt. <i>Alchemy: DC 30 (Storm Crystal 3)</i>	Rare
Thunderstorm	1,620	User learns Thundertorm. <i>Alchemy: DC 35 (Storm Crystal, Mythril)</i>	Exotic
Ark Blast	4,860	User learns Ark Blast. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic
Icicle	60	User learns Icicle. <i>Alchemy: DC 20 (Ice Crystal)</i>	Common
Gelid Strike	180	User learns Gelid Strike. <i>Alchemy: DC 25 (Ice Crystal 2)</i>	Uncommon
Frost Wave	180	User learns Frost Wave. <i>Alchemy: DC 30 (Ice Crystal 3)</i>	Uncommon

Red Magick Scrolls (cont.)

Name	Cost	Effect	Availability
Ice Blast	540	User learns Ice Blast. <i>Alchemy: DC 30 (Ice Crystal 3)</i>	Rare
Blizzard	1,620	User learns Blizzard. <i>Alchemy: DC 35 (Ice Crystal, Orichalcum)</i>	Exotic
White Out	4,860	User learns White Out. <i>Alchemy: DC 40 (Zodiac Stone)</i>	Exotic

White Magick Scrolls

Name	Cost	Effect	Availability
Protect	20	User learns Protect. <i>Alchemy: DC 15 (Holy Water)</i>	Common
Shell	180	User learns Shell. <i>Alchemy: DC 25 (Holy Water)</i>	Uncommon
Ward	20	User learns Ward. <i>Alchemy: DC 15 (Holy Water)</i>	Common
Barrier	180	User learns Barrier. <i>Alchemy: DC 25 (Holy Water)</i>	Uncommon
Cleanse	60	User learns Cleanse. <i>Alchemy: DC 20 (Magick Root)</i>	Common
Dispel	180	User learns Dispel. <i>Alchemy: DC 25 (Magick Root 2)</i>	Uncommon
Banish	1,620	User learns Banish. <i>Alchemy: DC 35 (Angell Feather)</i>	Exotic
Cure	60	User learns Cure. <i>Alchemy: DC 20 (Magick Herb)</i>	Common
Regen	540	User learns Regen. <i>Alchemy: DC 35 (Unicorn Horn)</i>	Rare
Curatio	1,620	User learns Curatio. <i>Alchemy: DC 35 (Magick Herb 2)</i>	Exotic
Faith	180	User learns Faith. <i>Alchemy: DC 25 (Holy Water)</i>	Uncommon
Mend	540	User learns Mend. <i>Alchemy: DC 30 (Mythril)</i>	Rare
Revive	540	User learns Revive. <i>Alchemy: DC 30 (Phoenix Plume)</i>	Rare
Smite	180	User learns Smite. <i>Alchemy: DC 25 (Holy Water)</i>	Uncommon
Holy	1,620	User learns Holy. <i>Alchemy: DC 35 (Holy Water 2)</i>	Exotic
Luminescence	4,860	User learns Luminescence. <i>Alchemy: DC 40 (Angell Feather)</i>	Exotic

Orchestral Scores

Orchestral Scores can be used by performers to learn new bardic performances. Orchestral Scores are one time use items and are depleted as any other consumable item.
Orchestral Scores weigh 1/10 bulk.

Studying Scores

Studying an orchestral score to learn performances, requires 1d8 minutes.

Crafting Scores

You must know a bardic performance in order to craft a score of the corresponding performance.

Orchestral Scores

Name	Cost	Effect	Availability
Knight's Paeon	40	User learns Knight's Paeon. <i>Alchemy: DC 15 (Beast Mane)</i>	Common
Champion's Virelai	40	User learns Champion's Virelai. <i>Alchemy: DC 15 (Beast Scales)</i>	Common
Savage Scherzo	40	User learns Savage Scherzo. <i>Alchemy: DC 15 (Poison Fang)</i>	Common
Vigil's Overture	120	User learns Vigil's Overture. <i>Alchemy: DC 20 (Beast Horn)</i>	Common
Valor Minne	120	User learns Valor Minne. <i>Alchemy: DC 20 (Mythril)</i>	Common
Chanter's Etude	120	User learns Chanter's Etude. <i>Alchemy: DC 20 (Fae Wood)</i>	Common
Corrival's Requiem	360	User learns Corrival's Requiem. <i>Alchemy: DC 25 (Putrid Flesh)</i>	Uncommon
Mage's Ballad	360	User learns Mage's Ballad. <i>Alchemy: DC 25 (Magicite)</i>	Uncommon
Vagrant's Threnody	360	User learns Vagrant's Threnody. <i>Alchemy: DC 25 (Cursed Bone)</i>	Uncommon
Jack Tar Chantey	1,080	User learns Jack Tar Chantey. <i>Alchemy: DC 30 (Dragon Bone)</i>	Rare
Arrow Aubade	1,080	User learns Arrow Aubade. <i>Alchemy: DC 30 (Great Feather 2)</i>	Rare
Mourning Elegy	1,080	User learns Mourning Elegy. <i>Alchemy: DC 30 (Daemon Horn)</i>	Rare
Beau Capriccio	3,240	User learns Beau Capriccio. <i>Alchemy: DC 35 (Gigas Heart)</i>	Exotic
Knave's Madrigal	3,240	User learns Knave's Madrigal. <i>Alchemy: DC 35 (Fae Wood 2)</i>	Exotic
Scamp's Nocturne	3,240	User learns Scamp's Nocturne. <i>Alchemy: DC 35 (Daemon Heart)</i>	Exotic

Prosthetic Limbs

Prosthetics are artificial limbs that allow characters that have suffered dismemberment a way to reduce or even negate the penalties associated with their injury.
Prosthetics weigh 1/10 bulk.

Wearing Prosthetics

You may wear prosthetics in place of missing limbs. Prosthetics do not occupy accessory slots.

Prosthetic Condition

Prosthetics that are moved down the condition track apply the condition penalty to the skill checks affected by the wearer's injury. However, the penalty may never exceed that of the initial injury, regardless of condition.

Prosthetic Limbs

Name	Cost	Effect	Availability
Hand, Hook	2,000	When worn, reduces the penalties of a severed arm to -2, rather than -5. Additionally treats your unarmed damage as piercing. <i>Smithing: DC 25</i>	Uncommon
Leg, Peg	2,000	When worn, reduces the penalties of a severed leg to -2, rather than -5, as well as reduces the penalty to base speed to 1/4 (2 squares for medium, 1 square for small), rather than 1/2. <i>Smithing: DC 25</i>	Uncommon
Hand, Iron	6,000	When worn, removes the penalties of a severed arm. <i>Smithing: DC 30 (Mythril)</i>	Rare
Leg, Iron	6,000	When worn, removes the penalties of a severed leg. <i>Smithing: DC 30 (Mythril 2)</i>	Rare

General Equipment

Weapons and equipment are not the only equipment adventurers need for travel and questing. Items such as survival kits, medical supplies and camping equipment is essential for the party's comfort and wellbeing.

Items

Name	Cost	Application	Availability
Adventurer's Pack	50	Contains all of the necessary tools and items an adventurer would need for travel, that being a canteen, rope, flint and steel, etc. Light bulk (1/10)	Common
Alchemy Kit	350	Required to use the alchemy skill. 1 bulk.	Uncommon
Bait	100	May be used as part of a persuasion check, against a beast, to reduce the attitude penalties to the check, by 1 step. Light bulk (1/10)	Common
Magick Bag	15,000	Grants +5 bulk when in your inventory. Light bulk (1/10)	Exotic
Magick Pouch	5,000	Grants +2 bulk when in your inventory. Light bulk (1/10)	Rare
Medical Kit	250	Required to use the medicine skill. Has 5 uses before needing to be replaced. 1 bulk.	Common
Smith's Tools	300	Required to use the smithing skill. 2 bulk.	Common
Survival Kit	200	Required for some aspects of the survival skill. 1 bulk.	Common
Tent	100	Provides up to 4 characters with appropriate shelter needed to gain natural healing, when in the wild. 1 bulk.	Common
Thieves Tools	200	Required to use the disable skill. Light bulk (1/10)	Common

Mounts

Though horses and ponies are among the most common animals used to traverse Val'daera, there are a number of exotic and interesting creatures used by many different cultures as their primary mode of transportation. Purchased mounts are always combat trained.

Unlike tamed or bonded animals from class features and talents, purchased mounts do not grow in level, rather their cost may be increased upon purchase. The amount of additional GP per level is based on the mount's availability.

Additionally, whenever you level up, you may pay a trainer to level up your mount, though their level is still limited as per the companion chart.

Common: +100gp/beast level

Uncommon: +200gp/beast level

Rare: +500gp/beast level

Exotic*: +1,000gp/beast level

Mounts must be at least 1 size category larger than the rider.

**Exotic mounts are unlisted beasts that the GM may grant players at their own discretion.*

Mounts

Name	Cost	Size	Availability
Hippogryph	1,500	Large	Rare
Hippogryph, Pygmy	1,000	Medium	Rare
Horse	200	Large	Common
Pony	100	Medium	Common
Wildcat	1,200	Large	Uncommon
Wolf	400	Medium	Uncommon
Wolf, Dire	1,000	Large	Uncommon

Barding

Armour may be acquired for and worn by mounts. Barding costs twice the amount of GP as the standard suite of armour, but otherwise functions the same.

Availability

An item's abundance and supply is determined by its availability. Whenever a character is searching for an item in the appropriate shop, they roll their d% to see if the item is in stock. The availability ratings are as follows:

Common: Mundane equipment that is easy to come by. It is always 100% available in the appropriate shops.

Uncommon: Items with unique features and effects, not commonly seen in the world. There is a 75% (75 or less on d%) chance that the item will appear in the appropriate shop.

Rare: Exceptional items, that are quite a bit harder to come by. There is a 50% (50 or less on d%) chance that the item will appear in the appropriate shop.

Exotic: Extraordinary items with tremendous power, that are extremely hard to come by. There is a 25% (25 or less on d%) chance that the item will appear in the appropriate shop.

Epic: Pseudo legendary items, impossible to find on any shelf, but can be crafted by those with the skill and the means. It is not possible to find this item in any shop, as these must either be personally crafted or found through exploration.

Legendary: These one-of-a-kind items are objects of the legends of olde. It is not possible to find this item in any shop, as these must be obtained through special quests and encounters.

Mythic: Such items are unknown to even truly exist, spoken of only in fables and stories. No such item may be found through conventional means.

Availability & New Characters

New characters are limited to common equipment. This will help players properly budget their gold and buy items appropriate for their level.

When creating new characters of higher level, GM should allow characters of lv4 or higher to access uncommon gear at creation, or characters of lv8 or higher access to rare, while characters of 12 or higher should have access to exotic as well.

A GM may want to consider limited access to some epic items, depending on the level of play and the location of said item on its list, as compared to other items of lower availability.

Resource Items

These unique items are used for crafting various pieces of equipment, as well as consumable items. These items are not generally for sale and must be collected in the wild. Resource items weigh 1/10 bulk.

Resources

Name	Cost	Gather	Craft
Adamantite	1,500	<i>Survival: DC 35</i>	<i>Smithing: DC 35</i> (Mythril, Orichalcum)
Bone, Ancient	1,500	<i>Survival: DC 35</i>	<i>Alchemy: DC 35</i> (Cursed Bone, Holy Water)
Bone, Cursed	500	-	-
Bone, Dragon	1,000	-	-
Bulb, Poison	100	<i>Survival: DC 20</i>	-
Chitin	50	-	-
Crystal, Earth	20	<i>Survival: DC 20</i>	-
Crystal, Fire	20	<i>Survival: DC 20</i>	-
Crystal, Ice	20	<i>Survival: DC 20</i>	-
Crystal, Storm	20	<i>Survival: DC 20</i>	-
Crysteel	2,000	-	<i>Smithing: DC 40</i> (Adamantite, Obsidian)
Ectoplasm	500	-	-
Eye, Evil	1,000	-	-
Fang, Beast	20	-	-
Fang, Poison	50	-	-
Fang, Vampyre	100	-	-
Feather, Angell	1,500	-	<i>Alchemy: DC 35</i> (Great Feather, Holy Water)
Feather, Great	50	-	-
Flesh, Daemon	500	-	-
Flesh, Putrid	50	-	-
Heart, Daemon	1,000	-	-
Heart, Dragon	1,500	-	-
Heart, Gigas	200	-	-
Herb, Magick	20	<i>Survival: DC 15</i>	-
Hide, Giant	100	-	-
Horn, Beast	50	-	-
Horn, Daemon	500	-	-
Horn, Unicorn	200	-	-
Magicite	20	<i>Survival: DC 15</i>	-
Mane, Beast	20	-	-
Moondust	200	-	<i>Alchemy: DC 30</i> (Magicite 3)
Mythril	500	<i>Survival: DC 25</i>	-
Obsidian	500	<i>Survival: DC 25</i>	-
Orichalcum	1,000	<i>Survival: DC 30</i>	-
Plume, Phoenix	2,000	-	<i>Alchemy: DC 40</i> (Fae Wood 3, Fire Crystal 3, Great Feather 3)
Root, Magick	50	<i>Survival: DC 15</i>	-
Scales, Beast	50	-	-
Scales, Dragon	1,000	-	-
Stardust	200	-	<i>Alchemy: DC 30</i> (Magicite 3)
Stone, Zodiac	2,000	-	<i>Alchemy: DC 40</i> (Earth Crystal, Fire Crystal, Ice Crystal, Storm Crystal)
Tail, Daemon	500	-	-
Thread, Silk	100	-	-
Water, Holy	500	-	-
Wood, Fae	500	<i>Survival: DC 25</i>	<i>Alchemy: DC 30</i> (Corrupted Fae Wood, Holy Water)
Wood, Corrupted Fae	100	<i>Survival: DC 20</i>	-



-Magick-

Learning Spells

Magick is a powerful force wielded by spellcasters, such as mages and initiates. Characters who take the arcane study feat, be it through their class choice, or feat choice, may learn a number of spells equal to 1 + their Intelligence modifier (Int), by using spell scrolls. Should your Int modifier ever increase due to ability score increases, you retroactively increase the number of known spells you may learn via scrolls.

Should you wish to learn a new spell when you have no available slots, you may choose to replace an existing known spell when you study a scroll.

Casting Spells

When casting a spell, you make a spellcraft check, which will determine the spells effect. Some spells are all or nothing, and some have varying degrees of success.

Spells are not attacks, and do not gain benefits applied to attacks.

Mana Points

Spells, and some other magickal abilities, require a daily resource called mana points (MP) to cast. Each spell's mana cost is listed beside the spell's name.

Recovering Mana Points

After an 8 hour rest, a character regains an amount of MP equal to their level plus their mind modifier times two $((Level + Mnd) \times 2)$.

Spells in Melee

Casting spells while in an enemy's threatened area, provokes an attack of opportunity, unless you choose to take a -5 penalty to your spellcraft check. Should the attack hit, the spell automatically fails, and the MP is wasted. Each additional enemy, whose threatened area you occupy, imposes an additional -5. Some feats, talents, and other class abilities, such as the combat casting feat, may lessen these penalties.

Schools of Magick

There are 5 different schools of magick, each represented by a different colour, and each fulfilling a different role and purpose.

Black Magick: Dark magick, that focuses on debilitating status effects and dealing dark damage.

Blue Magick: Esoteric magick, used to bend time, space, and the very minds of others to your will.

Green Magick: Terrestrial magick, used to manipulate the terrain to your advantage, or deals physical damage.

Red Magick: Destructive magick, used to deal elemental damage and imposes some status effects.

White Magick: Holy magick, used to restore the vitality of allies and grant them powerful buffs.

Elemental Damage

Many Spells deal a form of elemental damage, dealing either cold, dark, electric, fire, or holy damage.

Spell Descriptions

The following list details each spell available to spellcasters that take the arcane study feat.

Each spell includes the following information.

Spell Name (MP cost)

After the name of the spell, there will be a short description of the spells function. **Time:** The type of action required to cast the spell. **Target:** The target(s) that will be affected by the spell cast.

Make a spellcraft check. The effects and varying outcomes of each spell will be determined by this roll.

Special: Here will be listed additional rules unique to some spells.



Black Magick

Aphasia (4)

You cast shadowy, black tendrils around the throat of your victim, suppressing their ability to speak. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes silenced.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Black Hole (34)

You tear open a dark portal, unleashing an overwhelming abyss upon your foes. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed a targets fortitude defence, the target takes 2d6 dark damage and suffers a -10 penalty toward their threshold until the end of your next turn. Otherwise, targets take half damage, and only suffer a -5 penalty to their damage threshold. This is an area effect.

DC 25: As DC 20, except targets take 3d6 dark damage.

DC 30: As DC 20, except targets take 4d6 dark damage.

DC 35: As DC 20, except targets take 5d6 dark damage.

Corrode (24)

You magically erode an item, reducing its components to rusted metal and rotted wood. **Time:** Full-round Action. **Target:** An unattended item within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the items durability, it moves -1 step on the condition track, as well as an additional step for every 5 points by which your check exceeded its durability. This only affects common items, and may not move the item to the bottom of the condition track.

DC 25: As DC 20, except it may affect items of uncommon availability or lower.

DC 30: As DC 20, except it may affect items of rare availability or lower.

DC 35: As DC 20, except it may affect items of exotic availability or lower.

DC 40: As DC 20, except it may affect items of epic availability or lower.

Special: You may choose to target an attended item, but your check must meet the items adjusted reflex defence or fail.

Darkness (6)

You fill the eyes of your target with pitched darkness, robbing them of their ability to see. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes blinded.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Entomb (34)

You encase your target in a stone prison, trapping them in a statue like form. **Time:** Full-round Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes petrified.

Special: Targets that are higher level than you gain a +5 to their defence, against this spell.

Expiry (24)

You impose undeath unto your enemies, ensuring they receive no aid from their allies. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes zombified.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Infest (10)

You infect your target with noxious and virulent energy that can spread like a plague. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets fortitude defence, the target takes 2d6 points of dark damage, and half that amount again at the start of its turn. The target then takes half that damage on its following turn.

DC 20: As DC 15, except the target takes 3d6 dark damage.

DC 25: As DC 15, except the target takes 4d6 dark damage.

DC 30: As DC 15, except the target takes 5d6 dark damage.

Special: When casting this Spell, all creatures adjacent to the target take half the damage, as long as your check equals or exceeds their fortitude defence. These creatures then take half of that damage on the following turn.

Maim (10)

You mutilate your enemy with crippling dark energy. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check exceed the targets fortitude defence, the target takes 4d6 points of dark damage. Deal +1 die of damage per explosive die.

If the target is moved one or more steps down the condition track by this spell, the condition becomes persistent, and can only be removed by making a DC 20 medicine check, or the target receives magical healing that would move it up the condition track.

Miasma (24)

You blanket the nearby area with a ghastly, black fog, filling the lungs of the victims caught within. **Time:** Standard Action. **Targets:** One creature with 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the fortitude defence of any creatures adjacent to the target, including the target, they take 4d6 dark damage and suffer a -1 penalty to all defences until the start of your next turn. Otherwise, creatures take half damage and suffer no defence penalty. This is an area effect.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

Mire (16)

You corrupt your target with a sickening, and terrible disease. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes diseased.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Sap (16)

You blast your enemy with enfeebling dark energy. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check exceed the targets fortitude defence, the target moves -1 step on the condition track. For every 10 Points your check exceeds the targets defence, it moves an additional -1 on the condition track.

Torpor (6)

You deplete your targets physical and mental faculties, immobilizing them. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes paralysed.

Special: Targets that are higher level than you gain a +5 to their defence, against this spell.

Void (16)

You envelop a creature in crushing darkness. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight. **Make a Spellcraft check.** The result of the check determines the effect, if any.

DC 20: Should your spellcraft check exceed the targets fortitude defence, the target takes 2d6 points of dark damage and may only take a single swift action on its next turn. Otherwise, target takes only half damage and may take actions as normal.

DC 25: As DC 20, except the target takes 4d6 points of dark damage.

DC 30: As DC 20, except the target takes 6d6 points of dark damage.

DC 35: As DC 20, except the target takes 8d6 points of dark damage.

Blue Magick

Charm (34)

You force another to turn on their allies and fight alongside you. **Time:** Full-round Action. **Target:** One creature with 3 intelligence or higher within 12 squares of you and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your spellcraft check equal or exceed the targets will defence, the target becomes charmed, treating your allies as its allies, and your enemies as its enemies, for 2 rounds.

DC 25: As DC 20, except the duration increases to 3 rounds.

DC 30: As DC 20, except the duration increases to 4 rounds.

DC 35: As DC 20, except the duration increases to 5 rounds.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Should the creature be attacked, take damage, or be moved down the condition track, by you or one of your allies, the effect ends. Charmed creatures are immune to mind effects. This does not affect summoned creatures. This is a mind effect.

Special: May be dispelled.

Confusion (16)

You cause your enemy to become bewildered, making them unable to discern between friend and foe. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets will defence, they become confused. Targets that are higher level than you gain a +5 to their defence against this spell. This is a mind effect.

Special: This is a mind effect.

Fear (16)

You fill the heart of your enemy with absolute fear and dread, making them freeze in terror. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets will defence, the target can only take a single standard action on its next turn.

DC 20: As DC 15, except the target can only take a single move action on its next turn.

DC 25: As DC 15, except the target can only take a single swift action on its next turn.

DC 30: As DC 15, except the target can take no actions on its next turn and is treated as flat footed.

Special: Targets that are higher level than you gain a +5 to their defence against this spell. This is both a fear effect and a mind effect.

Gravity (10)

You force a flying creature to the ground. **Time:** Standard Action. **Target:** One creature within 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the targets fortitude defence, the target is treated as encumbered until the start of your next turn.

DC 25: As DC 20, but the duration is increased to 2 turns.

DC 30: As DC 20, but the duration is increased to 3 turns.

DC 35: As DC 20, but the duration is increased to 4 turns.

Special: If the target creature is actively flying, they must immediately land on the nearest available squares. This movement does not provoke attacks of opportunity. Casting gravity on a creature affected by levitation, grants none of the above effects, but instead ends the levitation spells effect. Targets that are higher level than you gain a +5 to their defence against this spell. May be dispelled.

Haste (4)

You imbue yourself or an ally with enhanced speed and agility. **Time:** Move Action. **Target:** You, or a single creature within 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Targets speed is increased by 2 squares and target gains a +2 bonus to any acrobatics and athletics checks for the duration of the encounter.

DC 20: As DC 15, except the bonus to acrobatics and athletics checks increases to +3.

DC 25: As DC 15, except the bonus to acrobatics and athletics checks increases to +4.

DC 30: As DC 15, except the bonus to acrobatics and athletics checks increases to +5.

Special: Casting haste on a slowed creature grants none of the above effects, but instead removes the slow status. May be dispelled.

Invisibility (10)

You are able to seemingly vanish people and objects into thin air, unable to be seen by those nearby. **Time:** Standard Action. **Target:** You or a single creature within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: You are considered to have full concealment from all targets for the duration of the encounter. Taking damage or targeting a creature with an attack roll or skill check immediately ends this effect.

DC 20: As DC 15, and you gain a +2 bonus to Stealth checks.

DC 25: As DC 15, except you gain a +3 bonus to Stealth checks.

DC 30: As DC 15, except you gain a +5 bonus to Stealth checks.

DC 35: As DC 15, except you gain a +10 bonus to Stealth checks.

Special: May be dispelled.

Levitation (24)

You are able to both lift and suspend yourself in mid-air. **Time:** Standard Action. **Target:** You or a single creature within 6 squares and line of sight. **Make a Spellcraft check.** The result of the check determines the effect of any.

DC 15: You gain hover, as well as a fly speed equal to 3/4 your base movement speed for 2 rounds.

DC 20: As DC 15, except the duration is increased to 3 rounds.

DC 25: As DC 15, except the duration is increased to 4 rounds.

DC 30: As DC 15, except the duration is increased to 5 rounds.

Special: Casting levitation on a creature affected by gravity, grants none of the above effects, but instead ends the gravity spells effect. May be dispelled.

Metamorphosis (16)

You alter the appearance of a creature or an item. **Time:** Standard Action. **Target:** You or a single creature within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: The target gains a +2 bonus to the next deception check made to disguise themselves.

DC 25: As DC 20, except the target gains a +3 bonus to their deception check.

DC 30: As DC 20, except the target gains a +5 bonus to their deception check.

DC 35: As DC 20, except the target gains a +10 bonus to their deception check.

Special: If targeting an object, you instead apply the bonus your deception check made to disguise the item. May be dispelled.

Phase (24)

You are able to make the physical form immaterial and vice versa. **Time:** Standard Action. **Targets:** You, or a single creature within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Target becomes incorporeal for 2 rounds.

DC 25: Target becomes incorporeal for 3 rounds.

DC 30: Target becomes incorporeal for 4 rounds.

DC 35: Target becomes incorporeal for 5 rounds.

Special: Should you cast this spell on an unwilling target, the check must beat the targets will defence. Additionally, should you cast this spell on a creature that is already incorporeal, the target instead loses the incorporeal trait for the duration of the spell. May be dispelled.

Polymorph (34)

You turn a creature into a small frog, chicken, pig, etc. **Time:** Full-round Action. **Targets:** One living creature within 6 squares and with line of sight.

Make a Spellcraft check. Should your check exceed, the targets fort defence, the target gains the toad status.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

If this spell is cast on a creature with the toad status, it instead, removes the status.

Sleep (16)

You make the target grow fatigued and tired, guiding them into a deep slumber. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets will defence, the target falls asleep, gaining the sleep status.

Special: Targets that are higher level than you gain a +5 to their defence against this spell. This is a mind effect.

Slow (6)

You force your enemy to feel overburdened, making it hard for them to move. **Time:** Move Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes slowed.

Special: Targets that are higher level than you gain a +5 to their defence against this spell.

Additionally, casting slow on a hasted creature does not impose the slow status, but instead dispels haste.

Teleport (24)

You instantly transport an object or creature from one place to another. **Time:** Full-round Action. **Target:** You, or one object or creature within 6 squares and within line of sight. **Make a Spellcraft check.** The result of the check determines the maximum size of the object or creature you can teleport, as well as the distance it may be moved.

DC 20: You can move a medium or smaller target up to 6 squares.

DC 25: You can move a large or smaller target up to 12 squares.

DC 30: You can move a huge or smaller target up to 18 squares.

DC 35: You can move a gargantuan or smaller target up to 24 squares.

DC 40: You can move a colossal or smaller target up to 30 squares.

Special: If an object you target contains other objects or creatures inside, they are teleported as well. If a creature you target is carrying a rider, the rider is teleported as well.

Your spellcraft check must equal or exceed the Fort defence of any unwilling target or has no effect. Destination must also have line of sight. Targets that are higher level than you gain a +5 to their defence against this spell.

Green Magick

Aqua Blast (10)

You shoot a concentrated stream of water at your opponent. **Time:** Standard Action. **Targets:** One creature within 6 squares and line of sight.

Make a Spellcraft check. Should your spellcraft check exceed the targets reflex defence, the target becomes drenched. Should the check exceed the targets fort defence in addition to their reflex, they are knocked prone and moved 2 squares directly away from you, as well as an additional 2 squares for every 5 points by which your check exceeded the targets fort defence (maximum 6 squares), taking an amount of fall damage appropriate to the number of squares moved.

Should an immovable object or wall prevent the character from moving the total number of squares, double the amount of damage dice for the squares the target was able to move.

Special: Damage from this spell is treated as cold against creatures that are immune, resistant, or weak to cold damage, though the damage still ignores DR.

Boulder (6)

You manipulate the earth before you, creating a large boulder, launching it at your foes. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check exceed the targets reflex defence, the target takes 2d6 points of blunt damage. Should your check beat both the targets fortitude defence and reflex defence, the target becomes flat-footed until the start of your next turn. If their fort defence was overcome by 5 or more, they are knocked prone.

DC 20: As DC 15, except the target takes 3d6 points of blunt damage.

DC 25: As DC 15, except the target takes 4d6 points of blunt damage.

DC 30: As DC 15, except the target takes 5d6 points of blunt damage.

Special: The secondary effect of this spell is a stun.

Cataclysm (34)

You unleash a massive force of world breaking tremors, causing absolute destruction. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the targets take 2d6 blunt damage. Otherwise, targets take half damage. Should your check beat both the targets fortitude defence and reflex defence, the target becomes flat-footed until the start of your next turn. If their fort defence was overcome by 5 or more, they are knocked prone.

DC 25: As DC 20, except the blunt damage is increased to 3d6.

DC 30: As DC 20, except the blunt damage is increased to 4d6.

DC 35: As DC 20, except the blunt damage is increased to 5d6.

Special: This spell does not affect creatures with hover. This is an area effect. The secondary effect of this spell is a stun.

Entangle (6)

You bend the surrounding trees and plants to your will, making them ensnare your enemy. **Time:** Standard Action. **Target:** One creature within 6 squares of you and with line of sight.

Make a Spellcraft check. Should your spellcraft check exceed the targets reflex defence, the target's movement is reduced to 0 and is flat-footed, until the start of your next turn. The target may attempt to break free, as a move action, making a grapple check, against your spellcraft check.

Special: This spell does not affect creatures with hover.

Overgrowth (16)

You cause a thorny briar to grow around you, impeding enemy movement.

Time: Standard Action. **Targets:** See Text.

Make a Spellcraft check. All squares within 2 squares of you are treated as difficult terrain. Creatures moving through this terrain take 2d6 piercing damage for each square they move through (all damage being rolled together at the end of the movement.) The result of your spellcraft check determines the duration of the effect, if any.

DC 20: 2 rounds

DC 25: 3 rounds

DC 30: 4 rounds

DC 35: 5 rounds

Special: This spell does not affect creatures with hover. Should the caster gain hover, the effect ends.

Quake (24)

You create a large area of seismic activity, disorienting creatures, and damaging structures. **Time:** Standard Action. **Targets:** One creature within 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any creatures adjacent the target, including the target, they take 4d6 blunt damage. Otherwise, creatures take half damage. Should your check beat both the targets fortitude defence and reflex defence, the target becomes flat-footed until the start of your next turn. If their fort defence was overcome by 5 or more, they are knocked prone.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

Special: This spell does not affect creatures with hover. This an area effect. The secondary effect of this spell is a stun.

Shockwave (10)

You make the ground before you erupt with powerful tremors. **Time:** Standard Action. **Targets:** All creatures in a 6 square cone.

Make a Spellcraft check. Make one roll against all target's reflex defences. If the check equals or exceed the defence of any target, they take 4d6 points of blunt damage. Otherwise, the target only takes half damage.

Should the check exceed both the targets reflex and fort defence, the target becomes flat-footed until the start of your next turn. If their fort defence was overcome by 5 or more, they are knocked prone.

Special: This spell does not affect creatures with hover. The secondary effect of this spell is a stun.

Succession (34)

You consume the nearby area with a sudden overgrowth of thorned vines and foliage. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the target takes 2d6 piercing damage, and reduces their movement speed to 0 squares, treating them as flat-footed, until the end of your next turn. Otherwise, targets take half damage and may move as normal. Targets may attempt to break free, as a move action, making a grapple check, against your spellcraft check. This is an area effect.

DC 25: As DC 20, except the piercing damage is increased to 3d6.

DC 30: As DC 20, except the piercing damage is increased to 4d6.

DC 35: As DC 20, except the piercing damage is increased to 5d6.

Special: This spell does not affect creatures with hover.

Tempest (10)

You manifest a vortice of powerful wind around you. **Time:** Standard Action. **Targets:** You.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: The vortice deals 4d6 slashing damage to any creatures adjacent to you at the end of your turn. This is area damage. This effect lasts for 2 rounds.

DC 25: As DC 20, but the effect lasts for 3 rounds.

DC 30: As DC 20, but the effect lasts for 4 rounds.

DC 35: As DC 20, but the effect lasts for 5 rounds.

Special: May be dispelled.

Terramorph (24)

You manipulate the earth around you, creating stone walls or pillars. **Time:** Standard Action. **Targets:** See Text.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: You may elevate up to 2 squares worth of terrain, within 12 squares and line of sight. Each square must be adjacent to at least one other square elevated this way. You may choose to reduce the number of squares elevated, to increase the elevation of another square elevated this way, by the same amount. This lasts for the duration of the encounter.

DC 25: As DC 20, except may elevate up to 4 squares.

DC 30: As DC 20, except may elevate up to 6 squares.

Special: Each square of elevated terrain has a durability of 30, that if overcome by damage, is immediately destroyed. Any squares above the destroyed square are also destroyed.

Tidal Wave (16)

You call forth a mighty wave to push back the opposition. **Time:** Standard Action. **Targets:** All creatures within a 6 square cone.

Make a Spellcraft check. Should your spellcraft check exceed a target's reflex defence, the target becomes drenched. Should the check exceed the targets fort defence in addition to their reflex, they are knocked prone and moved 2 squares directly away from you, as well as an additional 2 squares for every 5 points by which your check exceeded the targets fort defence (maximum 6 squares), taking an amount of fall damage appropriate to the number of squares moved.

Should an immovable object or wall prevent the character from moving the total number of squares, double the amount of damage dice for the squares the target was able to move.

Special: Damage from this spell is treated as cold against creatures that are immune, resistant, or weak to cold damage, though the damage still ignores DR.

Torrent (34)

You call upon the mighty power of the seas, devastating all nearby foes with a massive torrential flood. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. Should your spellcraft check exceed a target's reflex defence, the target becomes drenched. Should the check exceed the targets fort defence in addition to their reflex, they are knocked prone and moved 2 squares directly away from you, as well as an additional 2 squares for every 5 points by which your check exceeded the targets fort defence (maximum 6 squares), taking an amount of fall damage appropriate to the number of squares moved.

Should an immovable object or wall prevent the character from moving the total number of squares, double the amount of damage dice for the squares the target was able to move.

Special: Damage from this spell is treated as cold against creatures that are immune, resistant, or weak to cold damage, though the damage still ignores DR.

Windburst (34)

You release a massive gale force wind, devastating all nearby enemies. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the targets take 2d6 slashing damage. Otherwise, targets take half damage. Should your check beat both the targets fortitude defence and reflex defence, their movement speed is reduced by 2 squares until the start of your next turn. This is an area effect.

DC 25: As DC 20, except the slashing damage is increased to 3d6.

DC 30: As DC 20, except the slashing damage is increased to 4d6.

DC 35: As DC 20, except the slashing damage is increased to 5d6.

Special: The secondary effect of this spell is a stun.

Wind Slash (6)

You sling a bladed gust of wind toward your opponent. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check exceed the targets reflex defence, the target takes 2d6 points of slashing damage. Should your check beat both the targets fortitude defence and reflex defence, the targets movement speed is reduced by 2 squares.

DC 20: As DC 15, except the target takes 3d6 points of slashing damage.

DC 25: As DC 15, except the target takes 4d6 points of slashing damage.

DC 30: As DC 15, except the target takes 5d6 points of slashing damage.

Special: The secondary effect of this spell is a stun.

Whirlwind (16)

You create a torrent of powerful wind that envelopes your enemy, lifting them off the ground. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets fortitude defence, the target becomes stuck in a whirlwind, reducing their movement speed to 0 squares, for 2 rounds. Additionally, any attacks or skill checks made by the target while stuck in the whirlwind suffer a -5 penalty. The target falls prone at the end of the effect. Lastly, each round the target remains in the whirlwind, they suffer 4d6 points of slashing damage. However, should another creature deal damage to them, this effect ends.

DC 25: As DC 20, but the effect lasts for 3 rounds.

DC 30: As DC 20, but the effect lasts for 4 rounds.

DC 35: As DC 20, but the effect lasts for 5 rounds.

Special: Once per turn, while your whirlwind spell is active, you may spend a swift action to move the target 1 square in any direction. May be dispelled. This is a stun.

Red Magick

Ark Blast (34)

You discharge a massive explosion of high voltage energy. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the targets take 2d6 electric damage. Otherwise, targets take half damage. Should your check exceed both the targets fortitude defence and reflex defence, the target becomes paralysed. This is an area effect.

DC 25: As DC 20, except the electric damage is increased to 3d6.

DC 30: As DC 20, except the electric damage is increased to 4d6.

DC 35: As DC 20, except the electric damage is increased to 5d6.

Blizzard (24)

You cause a large flurry of snow and ice to overtake the area. **Time:** Standard Action. **Targets:** One enemy within 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the reflex defence of any creatures adjacent the target, including the target, they take 4d6 cold damage. Otherwise, creatures take half damage. If the check beats both the targets fortitude and reflex defence, the target loses their move action on their next turn. This is an area effect.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

Chain Lightning (16)

You unleash an arc of electricity that jumps from target to target. **Time:** Standard Action. **Targets:** One creature within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your spellcraft check equal or exceed the targets reflex defence, the target suffers 4d6 electric damage. Otherwise, the target takes only half damage. Additionally, should your check surpass both the targets reflex and fort defence, the target becomes paralyzed. Upon a successful hit, the spell then targets the nearest creature to the target, within 2 squares, at random. Should the second target be hit, the spell, again, targets the nearest creature to that target, within 2 squares, at random. This continues indefinitely, though it may target no more than 3 creatures in a single cast.

DC 25: As DC 20, but may target up to 4 creatures.

DC 30: As DC 20, but may target up to 5 creatures.

DC 35: As DC 20, but may target up to 6 creatures.

Special: This spell uses the same check against all targets and cannot target the same creature more than once in a single cast, nor can it ever target the caster.

Ember (6)

You throw a small bolt of fire at your target. **Time:** Standard Action. **Targets:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets reflex defence, the target take 1d6 fire damage. Otherwise the target only takes half damage. Additionally, should the check equal or exceed the reflex defence of any creatures adjacent to the target, they take half that damage. Otherwise, they take no damage.

DC 20: As DC 15, except targets take 2d6 fire damage.

DC 25: As DC 15, except targets take 3d6 fire damage.

DC 30: As DC 15, except targets take 4d6 fire damage.

DC 35: As DC 15, except targets take 5d6 fire damage.

Flamethrower (16)

You blast forth a cone of searing hot flame, from your hands. **Time:** Standard Action. **Targets:** All creatures in a 6 square cone.

Make a Spellcraft check. Make one roll against the reflex defence of all targets. Should your check equal or exceed the reflex defence of any target, targets take 4d6 Fire damage. Otherwise, targets take only half damage. If the check beat both the targets fortitude defence and reflex defence, the target takes half that damage at the start of their next turn, and half that damage again on the following turn. This is an area effect.

Frost Wave (16)

You unleash a torrent of icy winds from the palms of your hands. **Time:** Standard Action. **Targets:** All creatures in a 6 square cone.

Make a Spellcraft check. Make one roll against all targets reflex defence. Should your check equal or exceed the reflex defence of any target, the target takes 4d6 cold damage. Otherwise, targets take half damage. If the check beat both the targets fortitude and reflex defence, the target loses their move action on their next turn. This is an area effect.

Fireball (16)

You throw a flaming ball of energy from your hands, that explodes on contact. **Time:** Standard Action. **Targets:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your spellcraft check equal or exceed the targets reflex defence, the target takes 2d6 fire damage. Otherwise, the target only take half damage. Additionally, should the check equal or exceed the reflex defence of any creatures adjacent to the target, they take half that damage. Otherwise, they take no damage.

DC 25: As DC 20, except targets take 4d6 fire damage.

DC 30: As DC 20, except targets take 6d6 fire damage.

DC 35: As DC 20, except targets take 8d6 fire damage.

DC 40: As DC 20, except targets take 10d6 fire damage.

Firestorm (24)

You call down a hail of fire and brimstone, laying waste to all below. **Time:** Standard Action. **Targets:** One enemy within 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the reflex defence of any creatures adjacent to the target, including the target, they take 4d6 fire damage. Otherwise, creatures take half damage. If the check beat both the targets fortitude defence and reflex defence, the fire damage increases by +2d6. This is an area effect.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

Galvanic Strike (10)

Your hands surge with electrical energy, delivering painful jolts of electricity to anyone you strike. **Time:** Move Action. **Target:** You.

Make a Spellcraft check. The effect is determined by your check, if any.

DC 15: Until the start of your next turn, your melee attacks deal +1d6

electric damage.

DC 20: As DC 15, except your melee attacks deal +2d6 electric damage.

DC 25: As DC 15, except your melee attacks deal +3d6 electric damage.

DC 30: As DC 15, except your melee attacks deal +4d6 electric damage.

Special: This spell damage is not altered by talents, feats or other abilities that augment the weapons own damage.

Gelid Strike (10)

Your hand emits an intense cold, freezing anyone that is hit by your icy strike. **Time:** Move Action. **Target:** You.

Make a Spellcraft check. The effect is determined by your check, if any.

DC 15: Until the start of your next turn, your melee attacks deal +1d6 cold damage.

DC 20: As DC 15, except your melee attacks deal +2d6 cold damage.

DC 25: As DC 15, except your melee attacks deal +3d6 cold damage.

DC 30: As DC 15, except your melee attacks deal +4d6 cold damage.

Special: This spell damage is not altered by talents, feats or other abilities that augment the weapons own damage.

Ice Blast (16)

You launch a large chunk of snow and ice at your enemy. **Time:** Standard Action. **Target:** One creature within 12 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your spellcraft check equal or exceed the targets reflex defence, the target takes 2d6 cold damage. Otherwise, target takes only half damage. If the check beat both the targets fortitude and reflex defence, the target loses their move action on their next turn.

DC 25: As DC 20, except the target takes 4d6 cold damage.

DC 30: As DC 20, except the target takes 6d6 cold damage.

DC 35: As DC 20, except the target takes 8d6 cold damage.

Icicle (6)

You shoot a shard of ice at your enemy. **Time:** Standard Action. **Target:** One creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets reflex defence, the target takes 1d6 cold damage. Otherwise, target takes only half damage. If the check beat both the targets fortitude and reflex defence, the target loses their move action on their next turn.

DC 20: As DC 15, except the target takes 2d6 cold damage.

DC 25: As DC 15, except the target takes 3d6 cold damage.

DC 30: As DC 15, except the target takes 4d6 cold damage.

Inferno (34)

You create a massive area of raging fire, consuming all in flame. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the targets take 2d6 fire damage. If the check exceeded both the targets reflex and fortitude defences, the fire damage increases by +2d6. This is an area effect.

DC 25: As DC 20, except the fire damage is increased to 3d6.

DC 30: As DC 20, except the fire damage is increased to 4d6.

DC 35: As DC 20, except the fire damage is increased to 5d6.

Lightning Bolt (16)

You call down a powerful bolt of electricity, striking your target. **Time:** Standard Action. **Target:** One target within 12 squares and with line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your spellcraft check equal or exceed the targets reflex defence, the target takes 2d6 electric damage. Otherwise, the target takes only half damage. Should your check beat both the reflex defence and fortitude defence of the target, the target becomes paralysed.

DC 25: As DC 20, except the target takes 4d6 electric damage.

DC 30: As DC 20, except the target takes 6d6 electric damage.

DC 35: As DC 20, except the target takes 8d6 electric damage.

Scorching Strike (10)

Your hands envelop in flame, causing terrible burns to anyone you strike.

Time: Move Action. **Target:** You.

Make a Spellcraft check. The effect is determined by your check, if any.

DC 15: Until the start of your next turn, your melee attacks deal +1d6 fire damage.

DC 20: As DC 15, except your melee attacks deal +2d6 fire damage.

DC 25: As DC 15, except your melee attacks deal +3d6 fire damage.

DC 30: As DC 15, except your melee attacks deal +4d6 fire damage.

Special: This spell damage is not altered by talents, feats or other abilities that augment the weapons own damage.

Shock (6)

You zap your target with small electrical charges. **Time:** Standard Action.

Target: One target within 6 squares and with line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Should your spellcraft check equal or exceed the targets reflex defence, the target takes 1d6 electric damage. Otherwise, the target takes only half damage. Should your check beat both the reflex defence and fortitude defence of the target, the target becomes paralysed.

DC 20: As DC 15, except the target takes 2d6 electric damage.

DC 25: As DC 15, except the target takes 3d6 electric damage.

DC 30: As DC 15, except the target takes 4d6 electric damage.

Thunderstorm (24)

You cause the clouds above to darken, as they begin creating a large storm.

Time: Standard Action. **Targets:** One enemy with 12 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: Should your check equal or exceed the reflex defence of any creatures adjacent the target, including the target, they take 4d6 electric damage. Otherwise, creatures take half damage. If the check beat both the targets fortitude defence and reflex defence, they become paralysed. This is an area effect.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

White Out (34)

You call forth a massive snowstorm, completely freezing the surrounding area. **Time:** Full-round Action. **Targets:** All enemies within 6 squares.

Make a Spellcraft check. The result of the check determines the affect, if any.

DC 20: Should your check equal or exceed the reflex defence of any target, the targets take 2d6 cold damage. Otherwise, targets take half damage. Should your check beat both a targets fortitude and reflex defence, the target loses their move action on their next turn. This is an area effect.

DC 25: As DC 20, except the cold damage is increased to 3d6.

DC 30: As DC 20, except the cold damage is increased to 4d6.

DC 35: As DC 20, except the cold damage is increased to 5d6.

White Magick

Banish (24)

You banish a summoned creature back from whence it came. **Time:** Standard Action. **Target:** A single summoned creature within 6 squares and with line of sight.

Make a Spellcraft check. Should your check equal or exceed the targets will defence, they are immediately unsummoned.

Special: Targets that are higher level than you gain a +5 to their defence, against this spell.

Barrier (16)

You create a powerful defensive barrier. **Time:** Move Action. **Target:** You, or a single creature within 6 squares and with line of sight.

Make a Spellcraft check. The result of the check determines the effect, if

any.

DC 25: Target gains DR 5 against magickal damage for the duration of the encounter. This may stack with existing DR but not with itself.

DC 30: As DC 15, except the DR is 10.

DC 35: As DC 15, except the DR is 15.

Special: Each time your DR is overcome by the appropriate damage, it is reduced by 5 points. Once at 0, the effect ends.

Does not stack with ward.

May be dispelled.

Cleanse (6)

You heal the sick, clearing them of their ailments. **Time:** Standard Action.

Target: One creature within 6 squares and line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: The target is cleared of any and all poison.

DC 20: As DC 15, except the target is also cleared of blind and silence.

DC 25: As DC 15, except the target is also cleared of blind, silence, slow, and paralysis.

DC 30: As DC 15, except the target is also cleared of blind, silence, sleep, slow, paralysis, confusion, and disease.

DC 35: As DC 15, except the target is also cleared of blind, silence, sleep, slow, paralysis, confusion, disease, petrification, and toad.

DC 40: As DC 20, except the target is cleared of any and all status effects, including zombify and curses.

Curatio (24)

You restore a large amount of vitality to an injured creature. **Time:** Standard Action. **Target:** You, or a single living creature within 6 squares and line of sight.

Make a Spellcraft check. The result of your check determines the effect, if any.

DC 20: The target is healed a number of hit points equal to 2x your character level.

DC 25: The target is healed a number of hit points equal to 3x your character level.

DC 30: The target is healed a number of hit points equal to 4x your character level.

DC 35: The target is healed a number of hit points equal to 5x your character level.

Cure (6)

You restore the vitality of a nearby ally. **Time:** Standard Action. **Target:** You, or a single living creature within 6 squares and line of sight.

Make a Spellcraft check. The result of your check determines the effect, if any.

DC 15: The target is healed a number of hit points equal to 5+ your character level.

DC 20: The target is healed a number of hit points equal to 10+ your character level.

DC 25: The target is healed a number of hit points equal to 15+ your character level.

DC 30: The target is healed a number of hit points equal to 20+ your character level.

Dispel (10)

You purge ongoing magickal effects from allies or enemies. **Time:** Standard Action. **Target:** A single creature within 12 squares and within line of sight.

Make a Spellcraft check. Should your check equal or exceed the targets will defence, they lose any and all magickal effects that may be dispelled.

Special: When casting dispel on an ally, their will defence is treated as 5 lower.

Faith (10)

Your shield your ally with empyrean power. **Time:** Move Action. **Target:** You, or a single creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: The Target gains a +1 bonus to both their Fort defence and Will defence for the duration of the encounter.

DC 20: As DC 15, except the defence bonus is +2.

DC 25: As DC 15, except the defence bonus is +3.

DC 30: As DC 15, except the defence bonus is +4.

DC 35: As DC 15, except the defence bonus is +5.

Special: May be dispelled.

Luminescence (34)

You unleash a powerful wave of light that burns the unholy and corrupt.

Time: Full-round Action. **Target:** All enemies within 6 squares of you.

Make a Spellcraft check. The result of your check determines the effect, if any.

DC 20: Should your check equal or exceed the will defence of any target, they take 2d6 points of holy damage, and suffer a -10 penalty to their damage threshold, until the end of your next turn. Otherwise, targets take half damage and suffer a -5 penalty to their damage threshold. This is an area effect.

DC 25: As DC 20, except the holy damage is increased to 3d6.

DC 30: As DC 20, except the holy damage is increased to 4d6.

DC 35: As DC 20, except the holy damage is increased to 5d6.

Mend (16)

You magically restore an item to proper form. **Time:** Full-round Action.

Target: A single unattended item within 6 squares and line of sight.

Make a Spellcraft check. The result of your check determines the effect, if any.

DC 20: The target item moves +1 step on the condition track.

DC 25: The target item moves +2 step on the condition track.

DC 30: The target item moves +3 step on the condition track.

DC 35: The target item moves +4 step on the condition track.

Special: You may choose to target an attended item, but your check must meet the items adjusted reflex defence or fail. This spell cannot be used to target items that have been destroyed.

Holy (24)

You saturate the nearby area with holy light, weakening enemies caught within its influence. **Time:** Standard Action. **Target:** One enemy within 12 squares and line of sight.

Make a Spellcraft check. The result of your check determines the effect, if any.

DC 20: Should your check equal or exceed the will defence of any creatures adjacent to the target, including the target, they take 4d6 holy damage, and suffer a -2 penalty to all attack rolls made until the start of your next turn. Otherwise, creatures take half damage and suffer no attack penalties. This is an area effect.

DC 25: As DC 20, except it affects all creatures within 2 squares of the target.

DC 30: As DC 20, except it affects all creatures within 3 squares of the target.

Protect (4)

You create a magickal forcefield that protects against physical damage.

Time: Move Action. **Target:** You, or a single creature within 6 squares and within line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 15: Target gains DR 2 against physical damage for the duration of the encounter. This may stack with existing DR but not with itself.

DC 20: As DC 15, except the DR is 3.

DC 25: As DC 15, except the DR is 4.

DC 30: As DC 15, except the DR is 5.

Special: Each time your DR is overcome by the appropriate damage, it is reduced by 5 points. Once at 0, the effect ends.

Does not stack with shell.

May be dispelled.

Regen (16)

You impart restorative power onto a creature, that continues to heal them even when they leave your care. **Time:** Standard Action. **Target:** You, or a single living creature within 6 squares and with line of sight.

Make a Spellcraft check. The result of the check determines the effect, if any.

DC 20: The target is healed a number of hit points equal to 5+ your character level. Additionally, the target heals half that amount at the start of your next turn, and half that amount at the start of your following turn.
DC 25: As DC 20, except the target is healed a number of hit points equal to 10+ your character level.
DC 30: As DC 20, except the target is healed a number of hit points equal to 15+ your character level.
DC 35: As DC 20, except the target is healed a number of hit points equal to 20+ your character level.
Special: May be dispelled.

Revive (16)

You revitalize an unconscious ally. **Time:** Standard Action. **Target:** A single living creature, that is unconscious, within 6 squares and line of sight.
Make a Spellcraft check. The result of the check determines the effect, if any.
DC 15: The target is healed an amount of HP equal to your character level and is moved +1 step on the condition track.
DC 20: As DC 15, except the target moves +2 steps on the condition track.
DC 25: As DC 15, except the target moves +3 steps on the condition track.
DC 30: As DC 15, except the target moves +4 steps on the condition track.
DC 35: As DC 15, except the target moves +5 steps on the condition track.

Shell (16)

You create a powerful forcefield that mitigates physical damage. **Time:** Move Action. **Target:** You, or a single creature within 6 squares and within line of sight.
Make a Spellcraft check. The result of the check determines the effect, if any.
DC 25: Target gains DR 5 against physical damage for the duration of the encounter. This may stack with existing DR but not with itself.
DC 30: As DC 15, except the DR is 10.
DC 35: As DC 15, except the DR is 15.
Special: Each time your DR is overcome by the appropriate damage, it is reduced by 5 points. Once at 0, the effect ends.
Does not stack with protect.
May be dispelled.

Smite (10)

You wield the holy power of light against the forces of darkness. **Time:** Standard Action. **Target:** A single creature within 6 squares and with line of sight.
Make a Spellcraft check. Should your spellcraft check exceed the targets will defence, the target takes 4d6 points of holy damage. Deal +1 die of damage per explosive die.
If the target is moved one or more steps down the condition track by this spell, the condition becomes persistent, and can only be removed with a DC20 medicine check, or the target receives magickal healing that would move it up the condition track.

Ward (4)

You create a small magickal barrier to guard against damage. **Time:** Move Action. **Target:** You, or a single creature within 6 squares and with line of sight.
Make a Spellcraft check. The result of the check determines the effect, if any.
DC 15: Target gains DR 2 against magickal damage for the duration of the encounter. This may stack with existing DR but not with itself or barrier.
DC 20: As DC 15, except the DR is 3.
DC 25: As DC 15, except the DR is 4.
DC 30: As DC 15, except the DR is 5.
Special: Each time your DR is overcome by the appropriate damage, it is reduced by 5 points. Once at 0, the effect ends.
Does not stack with barrier.
May be dispelled.

-High Arcana-

High Arcana are special abilities that powerful spellcasting classes may unlock to further enhance their spells, increasing their power, range, etc. High Arcana cannot be stacked.

Adamant Spell

Your deep knowledge of the arcane allows magick to better flow through you. Whenever you cast a spell, you may double its MP cost to have no condition track penalties apply to the spellcraft check.

Distant Spell

You are able to push your spells beyond their normal limitations. Whenever you cast a spell with a target range beyond yourself, you may double the MP cost to double its range.

Enlarged Spell

You can envelop larger areas with your spells. Whenever you cast a spell with an area of effect, you may choose to double its MP cost, to double the size of the targeted area.

Intensified Spell

You supercharge your spell with a tremendous amount of power. Whenever you cast a spell that deals damage, you may choose to double the MP cost to double the number of damage dice rolled.

Multi-Spell

You are able to hit multiple targets with a single spell. When you cast a spell that targets a single creature, you may double the spells MP cost to instead target a number of creatures equal to your Mnd modifier (min 1). Single target spells with an area of effect, may not overlap when using this talent.

-Bardic Performances-

Learning Performances

Characters who take the bardic study feat, be it through their class choice, or feat choice, may learn a number of performances equal to 1 + their Intelligence modifier (Int), by using orchestral scores. Should your Int modifier ever increase due to ability score increases, you retroactively increase the number of known performances you may learn via scores. Should you wish to learn a new performance when you have no available slots, you may choose to replace an existing known performance when you study a score.

Performing

When using a performance, you make a performance check, which will determine the performance's effect. Some performances are enhancing effects that target allies, while others are enfeebling effects that target enemies. No effects stack with themselves.

If a creature affected by an ally's performance becomes affected by another ally's performance, they are no longer affected by the previous performance. This is also the case for enemy performances, though you may be affected by both an enemy and an allied performance.

Performance in Melee

Like casting spells, using performances in melee provokes an attack of opportunity, unless you take a penalty to the performance check for each enemy threatening you. For instrument checks, the penalty is -5, while for dancing and oration checks, the penalty is only -2.

Performances

Arrow Aubade

Focus the aim of your Ranger companions, with this remarkable number.

Make a Performance check. The result of the check determines the bonus, if any.

DC 20: allies in range deal +1d4 damage on all successful ranged attacks made until the start of your next turn.

DC 25: as DC 20, but the bonus damage is +1d6.

DC 30: as DC 20, but the bonus damage is +1d8.

DC 35: as DC 20, but the bonus damage is +1d10.

DC 40: as DC 20, but the bonus damage is +1d12.

Beau Capriccio

An elegant tune that grants your allies a stronger sense of self.

Make a Performance check. Until the start of your next turn, allies within range may choose to use your performance check in place of their will defence.

Champion's Virelai

A battle song that inspires your allies to fight with great bravery.

Make a Performance check. The result of the check determines the bonus, if any.

DC15: allies in range gain +1 bonus to all attack rolls until the start of your next turn.

DC20: as DC15, but the bonus is +2.

DC25: as DC15, but the bonus is +3.

DC30: as DC15, but the bonus is +4.

DC35: as DC15, but the bonus is +5.

Chanter's Etude

A song that protects your allies from harmful magicks.

Make a Performance check. The result of the check determines the effect, if any.

DC15: allies in range gain +1 to Ref defence against spells until the start of your next turn.

DC20: as DC15, but the bonus is +2.

DC25: as DC15, but the bonus is +3.

DC30: as DC15, but the bonus is +4.

DC35: as DC15, but the bonus is +5.

Corrival's Requiem

Fill your enemies' hearts with dread and despair, with this sinister tune.

Make a Performance check. Should the result of your check meet or exceed the will defence of enemies within range, they suffer a -2 penalty to all defences, until the start of your next turn.

This is a fear effect.

Jack Tar Chantey

A lively song that inspires your allies to complete the tasks at hand.

Make a Performance check. The result of the check determines the bonus, if any.

DC15: allies in range gain +1 bonus to all skill checks, excluding weapon skills, alchemy, smithing, and spellcraft checks.

DC20: as DC15, but the bonus is +2.

DC25: as DC15, but the bonus is +3.

DC30: as DC15, but the bonus is +4.

DC35: as DC15, but the bonus is +5.

Note: Cannot be used when a GM calls for an immediate skill check.



Knave's Madrigal

A ridiculous and obnoxious tune, that many find mentally taxing.

Make a Performance check. Should the check meet or exceed the will defence of enemies within range, the targets suffer a -5 penalty to their will defence until the start of your next turn.

Knight's Paeon

A strong verse that emboldens your allies to hold the line.

Make a Performance check. The bonus is determined by your performance check, if any.

DC15: allies in range gain +1 to Ref defence against melee and ranged attacks until the start of your next turn.

DC20: as DC15, but the bonus is +2.

DC25: as DC15, but the bonus is +3.

DC30: as DC15, but the bonus is +4.

DC35: as DC15, but the bonus is +5.

Mage's Ballad

A magickal melody that empowers spellcasters.

Make a Performance check. The bonus is determined by the check, if any.

DC15: Allies in range gain a +1 bonus to all spellcraft checks made until the start of your next turn.

DC20: as DC15, but the bonus is +2.

DC25: as DC15, but the bonus is +3.

DC30: as DC15, but the bonus is +4.

DC35: as DC15, but the bonus is +5.

Mourning Elegy

A bleak and depressing verse, that saps even the stalwart heroes of their strength to persist.

Make a Performance check. Should the check meet or exceed the will defence of enemies within range, the targets suffer a -5 penalty to their fort defence until the start of your next turn.

Savage Scherzo

A blustering tune, able to cut as deep as any blade.

Make a Performance check. The result of the check determines the effect, if any.

DC 20: Should the check meet or exceed the will defence of enemies within range, they suffer an amount of damage equal to 1d4. This is unsuspected damage that ignores all forms of DR.

DC 25: As DC 20, except the damage is increased to 1d6.

DC 30: As DC 20, except the damage is increased to 1d8.

DC 35: As DC 20, except the damage is increased to 1d10.

DC 40: As DC 20, except the damage is increased to 1d12.

Special: This does not overwrite other performances, though a creature may not be affected by this performance more than once in a single round.

Scamp's Nocturne

A dark song that sews distress in the minds of those who wield magick.

Make a Performance check. The result of the check determines the effect, if any.

DC 20: Should the check meet or exceed the will defence of enemies within range, they lose 1d4 MP. This die may explode.

DC 25: As DC 20, except the MP lost is increased to 1d6.

DC 30: As DC 20, except the MP lost is increased to 1d8.

DC 35: As DC 20, except the MP lost is increased to 1d10.

DC 40: As DC 20, except the MP lost is increased to 1d12.

Special: This does not overwrite other performances, though a creature may not be affected by this performance more than once in a single round.

Vagrant's Threnody

A disheartening verse that weakens your enemies resolve.

Make a Performance check. Should the check meet or exceed the will defence of enemies within range, the targets suffer a -2 penalty to all attack rolls and skill checks, until the start of your next turn.

Valor Minne

This warring song ensures your allies' weapons strike true.

Make a Performance check. The result of the check determines the bonus, if any.

DC20: allies in range deal +1d4 damage on all successful melee attacks made until the start of your next turn.

DC25: as DC20, but the bonus damage is +1d6.

DC30: as DC20, but the bonus damage is +1d8.

DC35: as DC20, but the bonus damage is +1d10.

DC40: as DC20, but the bonus damage is +1d12.

Vigil's Overture

A song that fortifies your ally's constitution, keeping them in fight.

Make a Performance check. Until the start of your next turn, allies within range may choose to use your performance check in place of their fort defences.

-Status Effects-

A number of negative and debilitating effects can afflict a character or creature, originating from either spell, ability, or even special effect of an item. A creature may be afflicted by multiple status effects at once, but no one status effect may stack with itself. In the case of poisons and curses, where there are multiple variations, multiple poisons and curses may affect a creature, but multiple sources of the same poison or curse does not stack.

Blind

All targets have total concealment from blinded creatures.

Confusion

At the start of a confused creature's turn, there is a 60% chance (60 or less on d%) that they spend their turn attacking the nearest ally (or themselves if no allies are within line of sight), moving up to that ally if necessary. Otherwise, they may act normally. If a confused creature is attacked by an ally, and the attack surpasses both the targets will and reflex defence, the effect ends.

Curse

A number of powerful abilities may bestow a curse upon a creature. Curses are persistent effects that may only be removed via ambrosia, or a powerful spell.

Disease

A diseased creature always treats its current HP as its maximum HP and cannot take recovery actions.

Drench

Drenched creatures suffer +2 die of damage from all sources that deal either cold or electric damage (this includes weapons that would deal either cold or electric damage to enemies that are weak to cold or electric damage, even if said creature doesn't otherwise interact with the described damage). At the end of each of the creature's turns, it has a 25% chance (25 or less on d%) of ending the effect.

Oil

Oiled creatures suffer +2 die of damage from all sources that deal fire damage (this includes weapons that would deal fire damage to enemies that are weak to fire, even if said creature doesn't otherwise interact with fire damage). At the end of each of the creature's turns, it has a 25% chance (25 or less on d%) of ending the effect.

Paralysis

At the start of a paralysed creatures turn, there is a 25% chance (25 or less on d%) of becoming flat-footed and unable to take any actions until the start of their next turn.

Petrification

A petrified creature is flat-footed and may take no actions on their turn, but not helpless.

Poison

There are a variety of poisons with varying effects. When a creature is hit by a poisoned attack, they automatically become poisoned. The poison attacks the infected creatures fort defence at the beginning of each of their turns, until removed via medicine, items, or magick. Should a poison fail to meet a creature's fort defence 2 consecutive turns in a row, the effect ends.

Silence

A silenced creature may not use any skills that require vocalization, such as spellcraft, perform instrument, perform oratory, persuasion, etc.

Sleep

A sleeping creature can take no actions on their turn and is flat-footed.

Damage from an attack or spell wakes the creature, unless the damage is from a poison or effect that was applied to the target before sleeping. At the end of each of the creature's turns, it has a 25% chance (25 or less on d%) of waking.

Slow

A slowed creature's movement is reduced by 1/2 (4 to 2, 6 to 3, etc.), to a minimum of 1 square, and they suffer a -10 penalty to both acrobatics and athletics checks.

Toad

A creature under the effects of the toad status, suffers a -10 penalty to all defences, skill checks, and damage rolls, and are treated as tiny for the sake of size requirements.



Additionally, you gain no benefit for equipment while under the effect of toad, and may use no class features, talents, spells, feats, or other abilities.

Zombify

A zombified creature suffers damage from spells, abilities or items that would normally heal the targets HP. This damage is unsuspected, ignoring all forms of DR. Additionally, zombified creatures do not heal from rest.

Curses

Much like the poisoned status, the cursed status has a variety of different effects that fit this particular descriptor.

Curse of Agony

A target cursed with agony loses all damage-based immunities and resistances and is treated as weak to all forms of damage.

Curse of Exhaustion

A target cursed with exhaustion suffers a -10 penalty to all defences.

Curse of Misfortune

A target cursed with misfortune must reroll all skill checks, keeping the lower result. If the cursed creature would be entitled to rerolls, they may not do so.

Curse of Withering

A target cursed with withering may never have more than 1/2 its total HP. This is calculated off your base HP and is not affected by temporary HP caps imposed or granted by status effects or buffs.

Dim

A target cursed with dim may never have more than 1/2 its total MP.

Doom

A target that becomes doomed, immediately rolls its initiative die. The target automatically dies within a number of turns equal to the result of the roll.

Example: A lich curses a rogue with doom, the rogue rolls a 1 on its initiative die. The rogue will die at the start of the liches next turn.

Lycanthropy

(See **Accursed Bite**, Pg.89 of the afflictions chapter.)

Vampirism

(See **Create Spawn**, Pg.89 of the afflictions chapter.)



-Combat Rules-

Combat Rounds

At the start of normal combat, each character or creature will roll for its initiative. This will determine the characters' order during combat.

Combat consists of multiple rounds, where each character will take their actions (Movement, Standard, Swift or Full Round). Each round is equal to 6 seconds of time.

When the combat round begins, the character or creature with the lowest initiative goes first, followed by the second lowest, then the third lowest ect. Once the character or creature with the highest initiative takes their action, the round ends and the next round begins, keeping the same order.

Some Abilities and Spells have effects that may last a number of rounds. These effects will begin on the round that the Ability or Spell is activated and end at the start of the character that activated the Ability or spells turn. (Example: A Warrior used taunt against a group of Goblins and succeeded. The Goblins will take a -5 penalty to attacking the Warriors allies who are within six squares of the Warrior, for one round. At the start of the Warriors next turn, the taunt effect will expire, and the ability will need to be used again or the Goblins will be able to attack normally.)

Actions in Combat

During each round of combat, on your character's turn you are able to take a Standard Action, Movement Action and a Swift Action. These actions can be done in any order. A standard action can be turned into a Movement or swift action, while a Movement action can only be turned into a swift action. Additionally, some skills, abilities and spells require a Full Round Action, which uses all three actions to complete.

Standard Action

This is your highest ranked action. It allows you to attack with your weapon, cast spells or employ skills. This action can be reduced to an additional Movement or Swift action.

Examples of Standard Actions:

Attack with a Weapon: Make a single strike against a target in an adjacent within your weapons reach or range. You may attack with 2 weapons at a -10 penalty.

Attack with an Improvised Weapons: Make a single attack with an item not normally considered a weapon (Example: a chair, table leg, whole or broken bottle, smaller creature (additional penalties will apply), ect...). The GM will be the final authority on allowing improvised weapons, their requirements for use and damage. (Example: Krog the Orc Barbarian's favourite Axe is destroyed, and he decides to use a nearby chair as a bludgeoning weapon. The GM determines that Krog possesses the Strength to pick up and swing the chair and decides that each successful attack made with the chair deals 1d6 bludgeoning damage.)

When using an improvised weapon, it will be treated as if you are not proficient and a -5 penalty to attack will apply.

Attack with an Improvised Thrown Weapon: Make a single ranged attack with an Improvised weapon. Same rules apply as they would for an Improvised Melee Weapon.

Aid Another: Assist an adjacent ally with succeeding in their next Attack Roll or Skill Check.

Aiding a Skill or Ability Check: To aid with a skill or ability check, you will need to roll the same DC check on your turn during the round to equal or exceed a DC check of 10 less than Skill or Ability DC that they are trying to pass. (Example: A party member needs to pass a stealth check of 30 to move unseen, you would need to meet or exceed a Stealth check of DC20 to successfully assist them).

If successful: you provide a +2 bonus to your ally for their check.

If failure: you provide no bonus.

Aiding an Attack Roll: To aid with an allies next attack, you can make an attack roll vs a Reflex defence of 15 against your allies next target. This will not deal any damage against the target and it cannot be blocked.

If Successful: you provide a +2 bonus on your allies next attack against the chosen target until the end of their next turn.

If failure: no bonus is provided.

Aiding a Spellcraft Check: To aid with an allies next spell, you can make a spellcraft check vs a DC20.

If Successful: you provide a +2 bonus on your allies next spellcraft check made on their next turn.

If failure: no bonus is provided.

You must be within 6 squares and line of sight of the target to aid a spellcraft check.

Suppressing an Enemy's Attacks: To aid your allies, you can make an interfering attack. Make an attack against the target vs a Reflex defence of 10. This attack deals no damages and it cannot be blocked.

If Successful: Target will take a -2 penalty on their next attack.

If Failure: No penalty is applied.

Attack an Object: You may attack an unattended stationary or moving object or an item in the possession of another character or creature. Damage is dealt normally unless it has special properties. If the damage meets or exceeds the objects durability, it will be moved down its condition track until disabled or destroyed.

Unattended stationary: Reflex defence is 5 + its size modifier.

Unattended Moving object: Reflex defence is 10 + its size modifier

Worn or held objects: Reflex defence is 10 + its size modifier + holders Reflex defence (minus Armour and bonuses)

Multi-part Objects: Some objects are made up of many smaller components. Rather than attacking the whole object, you can focus on individual parts in order to disable or destroy it. (Example: targeting the wheels of a carriage to stop it).

Best Weapons/Tools for the Situation: The GM will have final say when determining if certain weapons are more or less effective when trying to attack an object. (Example: An Axe or hammer may be better for breaking down a door than a short or long sword)

Carrying Capacity of Objects: Objects do have a limit on how much weight they can support. This is based on their Strength score. These limits are Normal, Burdened and Overburdened.

Normal: Weight on object is less than or equal to its strength - no penalties

Burdened: Weight on object is greater than but less than double its strength score. Object takes a -1 step down the condition each round it is Burdened.

Overburdened: Weight on objects is greater than or equal to Double its strength score. Object immediately becomes disabled.

Object Statistics: See table for further information regarding Objects and materials.

Object Durability		
Object Size	Durability Score	Strength (Break DC)
Fine	5	5
Diminutive	10	10
Tiny	15	10
Small	20	15
Medium	30	15
Large	40	25
Huge	50	30
Gargantuan	70	40
Colossal	100	80

Meet the break DC to reduce an objects condition by 1 step, as well as an additional step for every 5 points by which you exceeded the DC.

Draw a Hidden Weapon: You may draw a hidden weapon. You will need to perform a Sleight of Hand skill check vs the enemy's passive perception to keep the weapon hidden from sight.

Use Item from Inventory: You may use an item directly from your inventory, such as a potion, poison, etc. This provokes an attack of opportunity.

Perform a Skill Check: You may perform a skill check as a standard action.

Cast a Spell: Many spells require a standard action to cast or maintain. You do not threaten any adjacent squares and cannot take attacks of opportunity. Casting a spell in Melee provokes attacks of opportunity and penalties to casting are applied for each adjacent enemy, although select feats and talents can reduce these penalties.

Charge: You may move up to your full speed but must meet a minimum of two squares distance and make a single melee attack (cannot combo) at the end of the movement. You gain a +2 bonus on your attack at the end of

the movement and take a -2 penalty to your Reflex defence until the start of your next turn.

This movement must be across unobstructed terrain and in a straight line. You can charge through allied occupied squares, but not enemy occupied ones. Feats and talents can alter this ability (Example: Bull Rush can knock aside enemies you pass by and no longer need a straight line)

Disarm: You can attempt to disarm an opponent by attacking their weapon.

Making a Disarm Action: Make an attack roll against a target. The target gets a +10 bonus to their Reflex defence. If they are wielding a two-handed weapon, they get a +15 bonus to their Reflex defence. There are talents and feats that make disarming opponents easier.

If you disarm a target with an unarmed attack, you may take their weapon. Otherwise, it falls to the ground in their square. **(Alternative GM Rule: Use a d8 to determine an adjacent square the weapon is knocked into)**

If Successful: Target is disarmed.

If Failure: Target is not disarmed, and may make an immediate Attack of Opportunity.

Fight Defensively: You may fight more cautiously, taking a -5 penalty on all attack rolls made until the start of your next turn, gaining a +2 bonus to your Reflex defence until the start of your next turn. Should you elect to make no attacks until your next turn, then your Reflex defence bonus is increased to a +5.

If you are trained in Acrobatics, then your bonus to fighting defensively is +5 and if you take no attack, a +10.

These attack penalties do not apply to opposed attack rolls made to block, parry, etc.

This may be used with combat expertise, unless you elect to make no attacks.

Grab: You may attempt to grab an Adjacent target within your Reach. You will take a -5 penalty and the attack is treated as unarmed. This action does not deal damage, and you may only attempt a grab on a single creature up to one size category larger than you or smaller. Multiple characters can Grab a single target.

If Successful: The target cannot move until it breaks the grab and takes a -2 penalty on attacks, unless it has a natural or light weapon. The target may use its standard action to break free from one Grab per character level.

Grapple: If you have the Pin, throw, or Trip Feats, you may make a Grapple as a standard action. This is an improved version of Grab, removing the -5 penalty. Grapple may only target one opponent at a time and can be used on a creature or character up to one size category larger than you or smaller.

Grapple is treated as an unarmed attack that deals no damage.

If Successful: Both you and the target make opposed Grapple Checks. If your grapple check meets or exceeds the targets, then they are considered Grappled. The Effects of Grapple vary depending on your specific Feats (Trip, Pin, Crush, Throw, ect...), and they may be combined (Pin and Crush or Trip and Throw).

If Failure: Target is not Grappled and may make an immediate Attack of Opportunity against you.

Size modifiers for the grapple check are as follows: Fine, -20; Diminutive, -15; Tiny, -10; Small, -5; Medium, +0; Large, +5; Huge, +10; Gargantuan, +15; Colossal, +20

Movement Action

This is your second highest ranked action. This action allows you to move up to your maximum speed normally. If you sacrifice your Standard action for another Movement action, you may move up to double your speed score.

This action may be reduced to an additional Swift action.

Examples of Movement actions:

Move: Move anywhere from 1 square to your character's maximum movement speed (determined by race). This also includes Swimming, Burrowing, Climbing and Flying.

If you are in a vehicle, you will use your movement action to direct it, but will use the vehicles speed to determine how far it can move.

Various things can alter your speed. Heavy armour, difficult terrain and stealth can all slow you down, although there are feats and talents to reduce penalties.

Stealth: character moves at ½ speed. Cannot use run without feats

Climbing: character moves at ½ speed. Cannot use run.

Difficult Terrain: character moves at 1/2 speed. Cannot use run without feats

Over Encumbered: Cannot move

Draw or Sheath a Weapon: You may draw or sheath a weapon as part of a move action. Sheathing a weapon will provoke an Attack of Opportunity if adjacent to an enemy.

Interacting with an Item: You can pick up an item, move an object or open a door as a move action. This will prove an Attack of Opportunity from Adjacent enemies.

Retrieve a Stored Item: You may retrieve an item that is stored in a pack or other closed container.

This will provoke an Attack of Opportunity.

Picking up a Weapon in Combat: Retrieving a dropped weapon or item from the ground requires a Movement Action the Item or weapon must be on the square you are standing in. Dropping a weapon or item is considered a Free Action. This will provoke an Attack of Opportunity.

Standing Up: To move from the Prone position to standing requires a Movement action and will provoke an Attack of Opportunity. If you are trained in Acrobatics, a DC15 check will allow you to move from prone to standing as a Swift Action. Certain feats offer alternative methods to stand up.

Moving Safely in While Threatened

Shift: You may move 1 square as a move action to an open, adjacent (non-diagonal) square without provoking an Attack of Opportunity.

Tumble: You may attempt an Acrobatics check to Tumble through threatened or enemy occupied squares without provoking Attacks of Opportunity.

Withdraw: You may safely withdraw from combat. The first square of movement must move you to an unthreatened square, you may then move the rest of your movement, moving no more than half your base speed.

If you cannot move to an unthreatened square within the first square of movement, you may not withdraw.

Swift Action

This is your lowest ranked action, but it has many uses. Many abilities, feats, talents and spells use a swift action to activate. You can sacrifice your Standard and Movement actions to gain an additional Swift action for each one. Most importantly, using three Swift actions will allow you to move your character one step up the condition track.

Swift Actions have one special feature that no other actions have. A character or creature may save unused swift actions to use on their next round to perform a Recovery Action.

Examples of Swift Actions:

Activate an Item: You may activate an item such as flipping a switch or lever.

Aim: This requires two consecutive swift actions to ignore your targets cover bonus to Reflex defence on your next attack. This does not work against targets with Total Concealment, and you must have line of sight to the target. You will lose the benefits from Aiming if you take any other actions between Aiming and Attacking.

Catch a Second Wind: You may use a Swift Action to use your Second Wind ability. This ability will allow you to recover either your Vitality Score or 1/4 of your total health, whichever is higher. Feats can improve this ability.

Second Wind is only available to characters with Heroic levels.

Fall Prone: Move from standing to Prone. If you are trained in Acrobatics, this is a free action.

Recovery: Three swift actions can be used to move up the condition track by +1 step unless the condition is persistent. These actions may be used across 2 separate turns, as long as no other actions (including reactions) are used between them.

Special Actions

These actions exist outside the normal actions available in combat.

Full-Round Action

This action uses all three of your available actions (standard, movement and swift) for a single powerful ability or spell. This action cannot be reduced to increase the number of other actions.

Examples of Full Round Actions:

Coup de Grace: This may be used against a helpless creature to instantly kill it. You must be adjacent to the creature and can be performed with a Melee or Ranged weapon. This cannot be performed against an object, construct or vehicle.

Run: You may move up to 4 times your speed in a straight line. Doing so will cause you to lose your Agility bonus to Reflex defence while moving. You may run a number of rounds equal to your Vitality score without trouble, after that you will need to succeed a DC10- Vitality check and continue to make a DC10 +1 for each additional round you continue to run (**Example: Your vitality score is 10 and you have been running for 12 rounds. Your next Vitality check will be DC10+2**). Should you fail the vitality check, you will move one persistent step down the condition track that can only be removed by resting a number of rounds equal to the number you were running. You may only move your normal speed while resting.

Free Action

These actions include dropping weapons or items, falling prone, or shouting quick sentences/warnings to allies. Your GM will have full discretion to determine if your action can be a free action or if it would require a Standard, Movement or Swift action.

Free actions cannot be used while flat-footed.

Hero Points: At any time, even if not your turn, you may use a free action to spend a hero point, to either reroll a d20 result, add 1d6 to a d20 result, add 1d6 to a single defence of your choice until the start of your next turn, or even prevent yourself from dying and immediately stabilizing. Bonus dice added by hero points may explode to add additional bonus. You may not spend more than 1 hero point in the same round.

Reaction

A Reaction is an action taken immediately, even if it is not on your turn. A reaction may only be used once per each triggering action.

Examples of Reactions:

Block*: Roll an attack counter roll using your shield to negate damage. Must meet or exceed incoming attack. -5 penalty for each block after the first one until the start of your next turn.

Attack of Opportunity: If an enemy moves through a square you threaten with a Melee weapon, you can make an immediate attack against them. Only one Attack of Opportunity may be performed per round, but Feats allow for more attacks.

May not be made by ranged weapons, magick or unarmed attacks (without certain feats)

**Requires shield*

Combat Statistics

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics.

Attack Roll

To perform an attack, you must either be adjacent to or within reach of an enemy for Melee attacks, or within a Ranged weapons maximum range. To make an Attack Roll, you must roll one twenty-sided die (1d20), then add the appropriate weapon skill modifier. If the total is greater than the target's Reflex defence then the attack hits, and you will then move on to rolling for the Damage.

An attack roll is a Standard Action.

Ranges:

Point Blank Range: No Penalty

Short Range: -2 penalty to attack roll

Medium Range: -5 Penalty to attack roll

Long Range: -10 Penalty to attack roll

Melee Combo: Whenever you roll a natural 20 on a melee attack roll, you may make an additional attack for free. This free attack must be made with the same weapon, against the same target, applying all the same bonuses and penalties applied to the initial attack.

Some weapons and abilities may increase your combo range or forgo combos entirely.

Critical Hit: Whenever you roll a natural 20 on a ranged attack roll, you roll twice the weapons damage dice. This does not include bonus damage dice granted by talents and feats.

Automatic Misses: If you roll a natural "1" on your d20 on any attack roll, it counts as an Automatic Miss. This is regardless of the total result with added bonuses and is the bane of many adventurers.

Damage: If you are successfully hit by an attack, you will take damage. Damage is determined by the individual weapon, item, effect or spell, plus any additional modifier.

To calculate the damage a Melee or Thrown Melee weapon will deal, use the following:

Weapon damage + 1/2 character level (rounded down) + Strength modifier + Feats and other bonuses

To calculate damage from ranged weapons, use the following:

Weapon damage + 1/2 character level (rounded down) + any Feats and other bonuses

Weapon Damage: This is the total from rolling your damages dice. Weapons usually deal 2-3 die of damage (**IE: 2d4, 2d8, 2d12, ect.**). Regardless of any DR, successful attacks will always deal a minimum of 1 point of damage.

One-Half Character Level: The higher your level, the more damaging your hits will be. At level 1, this will be zero, at level 2 and 3 it will be 1 and so on.

Strength Modifier: Strength matters for melee weapons. With a 1 handed weapon you can add your full strength modifier to damage.

When wielding a 2-handed weapon, you add double your strength modifier to your total damage.

Note: One handed weapons and light weapons do not gain the double strength modifier bonus when wielded with two hands, unless otherwise stated by the weapons descriptor.

Explosive Dice: Whenever the maximum number on any damage die is rolled, roll an additional die of damage. Explosive dice may also explode, leading to massive damage!

Defences

All characters and creatures have three defining defences; Reflex Defence, Fortitude Defence and Will Defence that protect them from harm. All defences start with a base of 10 and add to or subtract from based on additional modifiers.

Reflex Defence

This represents a character or creatures' physical ability to avoid being hit by attacks.

To calculate Reflex Defence, use the following:

Base 10 + Character Level + Agility Modifier + Class Bonus + Feats + Armour and Additional Bonuses

Character Level: The total number of levels you have.

Agility Modifier: This is determined by your Agility Score.

If a character or creature suffers from an effect that denies them their Agility bonus (IE: being pinned or caught flat-footed), they lose the Agility modifier bonus to Reflex defence until the effect ends.

If a character or creature is Unconscious, then their Agility score is treated as a zero with a -5 to their Agility Modifier.

Size Modifier: Size also affects a character or creature's ability to be hit. The size modifiers are: *Colossal, -10; Gargantuan, -5; Huge, -2; Large, -1; Medium, +0; Small, +1; Tiny, +2; Diminutive, +5; Fine, +10.*

Fortitude Defence

This represents your ability to ward off diseases, poison and is used to calculate how much damage it takes to move a character down the condition track. Non-Living creatures that do not have a Vitality score, such as Constructs, may use their Strength modifier instead.

To calculate Fortitude Defence, use the following:

Base 10 + Character Level + Vitality Modifier + Class Bonus + Feats + Additional Bonuses

Character Level: The total number of levels you have.

Vitality Modifier: This is determined by your Vitality Score.

Will Defence

This represents a character's ability to resist mental effects and compulsions.

Base 10 + Character Level + Mind Modifier + Class Bonus + Feats + Additional Bonuses

Character Level: The total number of levels you have

Mind Modifier: This is determined by your Mind Score.

If a character or creature is unconscious, then their Mind Score is treated as a Zero with a -5 modifier.

Hit Points (HP)

Hit points represent a character or creature's total health. As a character or creature takes damage, it subtracts that from its total HP until it reaches zero, at which point it is unconscious or if the damage that reduced it below zero was greater than its Damage Threshold, then it is dead. Healing potions, Spells, Natural Healing, Abilities and Rest will allow it to add back health to its HP, but it may never go higher than its total Hit Points.

Characters that are killed, if they have a Hero Point, may use it to merely go unconscious instead of dying.

Second Wind

This is a special ability available to all heroic characters once per day (or more with feats). During combat if their health is reduced to 50% or less, they may use a swift action on their round of combat to regain a number of hit points equal to their Vitality Score or 1/4 of their total health rounded down, whichever is higher.

Damage Threshold

Some attacks may deal grievous amounts of damage that can injure the target and cause their fighting ability to be reduced. When a creature or character suffers an amount of damage, that surpasses their damage threshold, in a single hit, they will move one step down the condition track (-1 step). Regardless of the amount of damage taken, a character only moves -1 step on the track, unless other abilities or effects move them additional steps.

To calculate Damage Threshold, use the following:

Fortitude defence + Feats + Misc Bonus and Modifiers

Item Bonus: Some items and accessories provide a bonus to Damage Threshold.

Size Modifier: The size of a creature can affect Damage Threshold, with larger creatures being able to take more damage before having their fighting ability reduced.

The size bonus is +5 for Large, +10 for Huge, +20 for gargantuan, and +30 for Colossal. Using Magical means to change a character or creature's size will also increase their Damage Threshold

Characters and creatures smaller than Medium gain no bonus to Damage Threshold from their size.

Objects and Constructs: If a single attack damage surpasses the Damage Threshold of an Object or Construct and reduces its Hit Points to or below zero, it is considered destroyed.

Falling Unconscious

When a creature reaches Zero Hit Points or is moved to the bottom of the condition track, they fall unconscious immediately, fall prone on the ground and are considered helpless. Unconscious characters and creatures are unable to take any actions. After 10 rounds of combat or one minutes time in game, the character or creature can make a DC 10 Vitality Check ($d20 + Vitality Modifier$) to attempt to regain consciousness.

Upon success, you move +1 step up the condition track, as well as heal an amount of HP equal to your character level. You may now act normally on your next turn, though you begin prone.

Upon failing the Vitality Check, your condition becomes persistent, making you unable to recover HP naturally and unable to take recovery actions. This persists until you receive healing from an outside source, at which point you move +1 step on the condition track. Should you fail the initial Vitality Check, or any consecutive checks, by 5 or more, or roll a natural 1 on any of the checks, you die.

Constructs: A construct is disabled when moved to the bottom of the condition track and will fall prone immediately. If it is repaired, it will move one step up the condition track in addition to regaining any Hit Points.

Death

When a player character dies, they may use a Hero point (if they have any) to instead fall unconscious. If the player character does not have a Hero point, then their character is Dead.

Wounds and Dismemberment

When a character spends a hero point to avoid death, in addition to falling unconscious they roll on the wound and dismemberment chart below, using the d%. Rolling the % shown, or less, will impose the appropriate penalties onto the character, though you may only suffer one effect from each roll on the chart.

Wound & Dismemberment		
Roll	Result	Effect
90%	Wound	-1 persistent condition until removed via medicine check.
10%	Severed Leg	-5 on Agi checks, and both speed and max bulk reduced by 1/2.
5%	Severed Arm	-5 on Str and Agi Checks, can't use 2-handed weapons or dual wield, and increase the reload action by 1 step.

Natural Healing

With eight hours of uninterrupted rest, a character or creature may regain a number of Hit Points equal to their Level plus Vitality Modifier times two ($(Level + Vitality Modifier) \times 2$)

Natural Healing only occurs if the character or creature has no persistent conditions such as disease or poison and may only occur once every 24-hour period in game.

Conditions

During combat a character or creature may be affected by abilities, skills, spells or attacks that can apply negative penalties to them. Poisons and diseases can cause direct damage to health, while abilities like Pinning Shot can prevent movement. Additionally, characters and creatures can be moved down the condition track, reducing their ability to fight effectively.

The Condition Track

Aside from direct damage, there are a number of spells that are capable of moving a character down the condition track one or more steps.

When a creature or character moves down the condition track, they will take a penalty to their Attack rolls, Skill Check rolls and defences until they are moved back up the condition track to Normal.

Condition Track steps and their penalties

Normal: No penalties

1st step: -1 penalty

2nd step: -2 penalty

3rd step: -5 penalty

4th step: -10 penalty and movement speed reduced by 1/2

5th step: Unconscious

Objects, Vehicles and Constructs all have their own Condition Tracks. Similar to characters and creatures, if the Object, Vehicle or Construct take damage from a single hit that surpasses their Damage Threshold or durability, then it will move down the condition track. The big difference is that when an Object, Vehicle or Construct are moved to the 5th step, rather than falling Unconscious, they are considered disabled in the case of constructs or vehicles but are destroyed otherwise.

Condition penalties for inanimate objects apply to the skill checks associated with said item or object. For example, characters using a damaged vehicle would suffer penalties to pilot checks, or a thief using damaged thieves' tools would suffer a penalty to disable checks.

Armour condition penalties apply to the armours DR (minimum 0), while weapon penalties apply to the weapons damage, though a weapon may never deal less than 1 point of damage.

Additionally, characters riding in a Vehicle will treat the Vehicle's condition track as their own until it is disabled or they exit the vehicle.

Removing Condition Track Penalties

If a character or creature is moved down the condition track, it may improve its condition penalty by taking a recovery action to move one step up the condition track or receive 8 hours of uninterrupted rest. A Recovery Action is three consecutive swift actions. This will require converting a characters standard action and move action into swift actions (giving a total of three swift actions). This may be done across 2 turns, as long as no other action (including reactions) is taken at any point between the 3 consecutive swift actions.

It is important to note that a Recovery Action will not work if the Condition Track penalty is considered Persistent.

Persistent Conditions

Certain spells, Items and Abilities may result in a character or creature moving Persistent Steps down the Condition Track (**Example: some Black Magick spells, Poisons and Disease**). A Persistent Condition penalty also prevents Natural Healing from Rest, with the exception for the Injury Persistent Condition.

Neither A Recovery Action nor 8 hours of rest can be used to move up the Condition These circumstances. In the case of a Persistent Condition a character or creature must satisfy the conditions listed requirement, such as taking an Antidote, receiving medical treatment, Magickal Healing or ending the effect that caused the Persistent Condition. Once the Persistent Condition is removed, the character or creature may move up the Condition Track normally with Recovery Actions, Magick or 8 hours of uninterrupted Rest.

Multiple Persistent Conditions

Persistent Conditions can stack from multiple sources (Example: a character is poisoned by a Rogue and then an initiate successfully casts the maim spell on the Character). In these cases, the requirements for both Persistent Conditions would need to be satisfied before the character or creatures can move up the condition track normally.

List of Persistent Conditions

Disease: Generally contracted by encountering infected or sick creatures. Can be treated with a Medicine Check using a Medical Kit, Curative Potion or Magickal Healing.

Wounded: If a character or creature fails a Vitality check after falling unconscious, they will become wounded. This can be removed by 8 hours of uninterrupted rest after regaining consciousness, with a successful Surgery using the Medicine skill or with Magickal Healing.

Poison: Contracted through encountering poisonous creatures or from weapons that have had harmful toxins applied to them. Can be treated with Curative Potions or Magickal Healing.

Initiative

This determines the order of combat.

Initiative

Before combat can begin, all players and the GM will roll for Initiative. The players will roll their classes initiative die. The order will go in ascending order, from Lowest to highest, with the lowest number going first and the highest going last.

For the GM, they will roll initiative for the characters or creatures they are controlling. They may roll each character or creature individually or as a group using the creature with the largest initiative die for their roll. The group roll method is recommended but is at GM discretion.

If two characters or creatures have the same initiative result, then the one with the higher Agility Score will act first.

The GM will track the Initiative order of all players and their own creatures.

Joining a Combat

When character or creatures enter a combat encounter that has already begun, they will roll their Initiative check and enter combat on their initiative in the next round of combat. In the case of two characters or creatures having the same initiative check, use the method listed in Initiative Checks to determine the order.

Flat-Footed

This is a temporary effect that is applied to characters and creatures that prevents them from applying their Agility Bonus to their Reflex defence. This can be caused by any abilities, skills, spells or attacks that deny the target their Agility; if they are attacked before taking any actions in the first round of combat, cannot detect the attacker, or the target is the victim of a surprise round.

(Example: A player's Rogue goes first in Initiative and attacks a creature. The creature is considered flat-footed because they have not taken any actions)

Flat-footed creatures may not use reactions.

Special Combat Rules: *This section explains various special rules that arise during combat.*

Surprise Round

A surprise round occurs when combat is initiated between two groups, when one group is unaware of the others presence. Both groups will roll their Initiative, but only the attacking group will get to take a full round of actions on their turn. Characters in the surprised group, whose initiative allows them to act before their attackers, may take only a single standard, movement, or swift action on their turn. Otherwise, surprised characters may take no actions on their turn and are flat-footed.

After the first round of combat is over, the surprise round is concluded and combat continues as normal, using the current initiative.

Determining Awareness

Before a surprise round, the GM *may* allow the defenders to roll their Perception Checks. Those who succeed against the attackers Stealth Check will not be considered Flat-Footed against only those attackers stealth checks that they succeeded against, while those who fail will be considered flat-footed. **(Example: Two Rogues attempt to ambush a Paladin. The Paladins perception check surpasses the stealth check of one of the Rogues, but not the other. The Surprise round begins with the two Rogues attacking, but the Paladin is only considered flat-footed against the one he did not detect.)**

Any defending party members whose Passive Perception is greater than the stealth check of any attacking character or creature is not considered flat-footed against that attacker.

Area Attacks

Certain spells and effects target all creatures within a given area instead of targeting a single character.

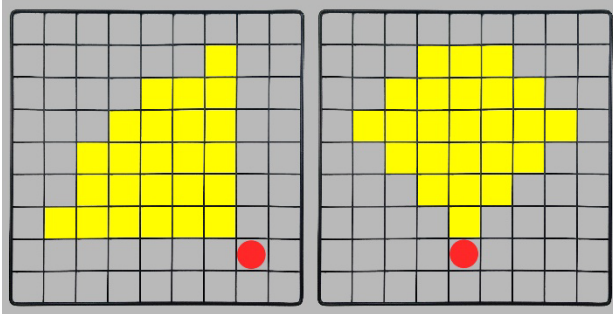
When you make an area attack, you make a single attack roll and compare the result to the mentioned defence (determined by the chosen

spell or ability) of every target in the area. Creatures you hit take full damage and possible effect(s) while creatures that either are missed by the attack, take half damage (or no damage) and do not take on the additional effects (unless otherwise stated).

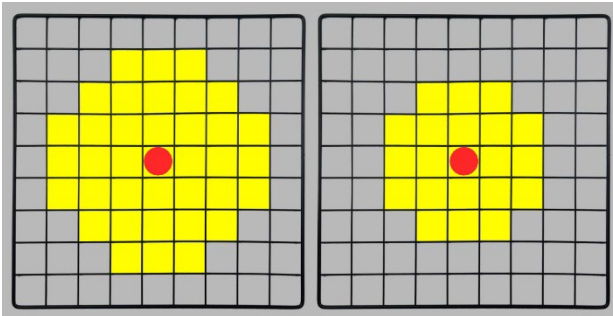
While moving diagonal counts as 2 squares, this is not the same for area of effects, which use 1.5 squares for diagonal ranges.

Evasion: A character with the Evasion talent takes half damage from a successful area attack against them, and no damage or effects from an area effect that fails to meet their Reflex defence.

Bellow are examples of an area of effect.



6 square cone.



3 square area (left) and 2 square area (right).

Bulk

The maximum amount of bulk a creature may carry without issue, is equal to 5+ their strength score. When a character carries too much bulk, they become encumbered. A character may never carry more bulk than 10 + their strength score, or they become over encumbered, and cannot move.

Concealment

Concealment encompasses every circumstance where nothing physically blocks a shot or strike on a target but where something interferes with an attacker's accuracy against another creature. An attack that might usually hit could instead miss because the target has concealment. A target might gain concealment from smoke, fog, low lighting in the area, tall grass, foliage, or other effects that make it difficult to pinpoint a target's location.

To determine whether your target has concealment from your ranged attack, choose a corner of the square you occupy. If any line from this corner to any corner of the target's square passes through a square border that would cause the target to be hidden from your character's sight, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if their space is entirely within an effect that grants concealment (such as a cloud of smoke or magick effect that impairs your vision of the target. i.e., blur or darkness). When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

If you attack a target with concealment, you take a -2 penalty on your Attack roll. Multiple sources of concealment (such as an opponent in tall grass at night, with no light source around them) do not apply additional penalties to your attack.

If you attempt to notice a concealed target, you take a -5 penalty on your Perception check.

A creature may use concealment upon them to make a Stealth check.

Without concealment, a character usually requires cover to make a Stealth check.

Total Concealment

If you have line of effect on a target but you don't have line of sight onto them (due to the target being in total darkness, you being blinded, or another situation where you cannot see your target whatsoever), he is considered to have Total Concealment from you. You can't attack an opponent that has Total Concealment, though you may attack into a square that you think they'd occupy (usually determined by a successful Perception check or GM discretion.) If you attack a target with Total Concealment, you take a -5 penalty on your Attack Roll. You can't make attacks of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

If you attempt to notice a target with total concealment, you take a -10 penalty on your Perception check.

A creature that is invisible is considered to have total concealment, even when being targeted by an attack. (The penalties from Total Concealment to succeed on a Perception check to notice an invisible creature does not stack with the Stealth check bonus given to creatures by invisibility.)

Ignoring Concealment

Concealment isn't always completely effective. For example, a character with low-light vision ignores concealment from darkness (but not total concealment). Likewise, a character with darkvision ignores all concealment from darkness (even total concealment).

Although invisibility provides total concealment, sighted opponents may still make perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on stealth checks if moving, or a +40 bonus on stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Cover

Creatures and terrain features can provide cover against attackers. A creature with cover gains a +5 bonus to its Reflex defence, no matter how many creatures and terrain features are between it and the attacker. Terrain features that provide cover include, but are not limited to trees, walls, vehicles, crates, and boulders.

To determine whether an enemy has cover, choose a corner of the attacker's square. If any line from this corner to any corner of the target's square passes through a barrier or any square occupied by a creature that is one or more size categories larger than that target, the target has cover. The target does not have cover if the line runs along or touches the edge of a wall or other square that would otherwise provide cover.

An adjacent enemy never has cover.

Ignoring Cover: If the origin of an effect or spell that deals damage is on the other side of the cover giving a cover bonus to an opponent, targets do not gain the cover bonus to Reflex defence. For example, the characters are given the cover bonus against an attacking archer from the facing side of a low wall but not from a fireball spell that's centre is on their side of the low wall that catches them in its area of effect.

Attackers ignore low objects in their own fighting space and in adjacent squares as they don't provide cover to enemies; essentially, the attacker attacks over them.

Big Creatures and Cover: Any creature with a fighting space larger than 1 square determines cover against melee attacks differently than smaller creatures. Such a creature may choose any square that it occupies to determine whether an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you may pick any of the squares it occupies to determine whether it has cover against you.

Cover and Attacks of Opportunity: you can't make an attack of opportunity against an opponent with cover relative to you.

Cover and Stealth Checks: You may use cover to make Stealth checks. Without cover, you typically need concealment to make a Stealth check.

Low Obstacles and Cover: Low obstacles only provide cover to creatures in the squares adjacent to them.

Improved Cover

In certain situations, cover may provide a greater bonus to Reflex defence.

For instance, a character peeking around a corner or through a narrow crevice has even better cover than a character standing behind a low wall or an olde fallen tree. In such situations, double the normal cover bonus to Reflex defence (+10 instead of +5). A character with improved cover takes no damage from area attacks that fail to hit it. Additionally, improved cover provides a +5 bonus to Stealth checks.

The GM may impose other penalties or restrictions to attacks depending on the details of the cover. For example, to strike through a portcullis, you need to use a long piercing weapon, such as a spear. A greataxe would not be an effective weapon given the circumstances.

Total Cover

If you don't have a line of effect to your target (for example, if they are completely behind a high wall), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Damage Modifiers

Damage Reduction (DR) A creature or object with damage reduction (DR) ignores an amount of damage from every attack. The amount of damage it ignores is always indicated; for example, an object with DR 10 ignores the first 10 points of damage from each attack.

Even though Damage Reduction could negate all damage dealt from an attack, if a character is successfully hit by an attack or spell that deals damage, they still take 1 point of damage minimum.

Immunity A creature with immunities suffers no damage or effects from sources to which they are immune.

Resistance A creature with resistances suffers only half damage from sources which they are resistant. Additionally, they suffer no secondary effects of spells or abilities that deal damage to which they are resistant. Secondary effects being any effects that are triggered by a specific damage type.

Weakness A creature with weakness suffers 1.5 times the damage from sources which they are weak to.

Multiple sources of resistance do not stack, and should a creature gain both weakness and resistance, apply weakness first, then apply resistance.

Speed

This determines how far a character or creature may move in one Movement Action. This is determined by Race but can be affected by Armour. Speed is measured in Squares, with each Square being 5 feet (IE: 6 squares is 30 feet)

Some characters or creatures may have additional movement options such as Fly, Swim, Climb or Burrow, and these will have their own Speed. Characters and creatures that Fly, can only do so if they are not overburdened with weight.

Any Spells or effects that reduce Speed will affect all forms of movement unless otherwise noted.

Diagonal Movement

Moving diagonally costs double. When moving or counting along a diagonal path, each diagonal step counts as 2 squares, as shown in the diagram below. If a character moves diagonally through Low Objects or Difficult Terrain, the cost of movement doubles twice (That is, each square counts as 4 squares).

Difficult Terrain

Thick marshland, broken ground, rocky mountain sides, and similar obstacles are collectively referred to as difficult terrain. Moving through squares containing difficult terrain costs twice as much as normal. Creatures of Large size and bigger must pay the extra cost for moving across difficult terrain if any part of their fighting space moves into this type of square.

Moving on top of low objects also costs double just as if they were moving into difficult terrain (such as stepping onto a ship deck's railing or atop a fallen tree. Stairs are not considered low objects.

Difficult terrain does not block line of sight or provide cover.

Encumbrance and Speed

When a creature is encumbered, their speed is reduced to three-quarters normal (4 squares if your base speed is 6 squares, or 3 if your base speed is 4 squares). While encumbered, you can only run at triple your speed (instead of quadrupling your speed).

A character with a fly speed cannot fly while encumbered. Additionally, creatures with hover, lose hover while encumbered.

A character that would become encumbered, while already encumbered, instead becomes over encumbered.

Fighting Space

The squares that a creature occupies on a battle grid are collectively referred to as its fighting space. Small and Medium creatures (including most characters) have a fighting space of 1 square. Large creatures have a fighting space of a 4 square box. Huge creatures have a fighting space of a 9 square box. Gargantuan and Colossal creatures have much larger fighting spaces.

Flanking

If you are making a melee attack against an opponent and you have an ally on the other side of the opponent so that the opponent is directly between the two of you, you are flanking that opponent. You gain a +2 flanking bonus on your melee attack roll.

You do not gain a flanking bonus when making a ranged attack, nor are you treated as a flanking ally when wielding a ranged weapon.

Helpless Opponents

A helpless opponent—on who is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You may sometimes approach a target that is unaware of your presence, get adjacent to it, and treat it as helpless. If the target is in combat or some other tense situation, and therefore in a state of awareness and readiness, or if the target can use its agility bonus to improve its Reflex defence, then that target can't be considered unaware. Further, any reasonable precautions taken by a target—including stationing bodyguards, placing its back to a wall, or being to make Perception checks—also precludes catching that target unaware and helpless.

Attacking a Helpless Opponent: A melee attack against a helpless opponent gains a +5 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus.

In addition, a helpless opponent can't add its agility bonus (if any) to its Reflex defence. In fact, its agility score is treated as if it were 0, meaning its agility modifier to Reflex defence is -5.

Hero Points

Heroic characters (that being, any characters with 1 or more levels in either a base class or advanced class) gain a number of hero points each day, based on their character level, as follows:

level 1-5, 1 hero point per day.

level 6-10, 2 hero points per day.

level 11-15, 3 hero points per day.

level 16-20, 4 hero points per day.

Hero Points may be spent as a free action to reroll a d20 result, add 1d6 to a d20 result, or add 1d6 to a defence until the start of your next turn. These d6's may explode.

High Ground

Whenever a creature is 2 or more squares above a target in elevation, they gain a +2 bonus to ranged attack rolls made against that target.

Line of Sight

A character may target an enemy that he can see, which is to say, any enemy within his line of sight. Draw an imaginary line from any point in

the attacker's fighting space to any point in the target's fighting space. If the player who controls the attacking character can draw that line without touching a square that provides total cover (a wall, closed door, or similar barrier) or total concealment (Thick smoke, total darkness, or anything else that prevents visibility), that character has line of sight to the target.

A line that nicks a corner or runs along a wall does not provide line of sight. Other characters and creatures, low objects, difficult terrain, and pits do not block line of sight.

Line of Effect: Line of effect works just like line of sight, but it ignores squares that provide total concealment. For example, a character who is blind or in total darkness doesn't have line of sight to any target, but that character has line of effect to any target that doesn't have total cover.

Moving Through Occupied Squares

Sometimes you may pass through an occupied square.

You may move as normal through a square occupied by any character or creature that does not consider you an enemy.

You can move as normal through a square occupied by an enemy that does not present an obstacle to your movement, such as one who is dead, unconscious, or disabled.

Any character may move through a space as normal that is occupied by an enemy of three or more size categories larger or smaller than the moving character.

A character trained in Acrobatics may attempt to tumble through an enemy's fighting space (See Acrobatics skill).

Prone Targets

Several attacks, talents, feats, and spells can cause a character to be knocked prone. A prone character takes a -5 penalty on melee attack rolls. Melee attacks made against a prone character gain a +5 bonus, while ranged attacks made against a prone character take a -5 penalty. Being prone may also give a character total cover instead of normal cover (for example, being prone behind a low wall), subject to the GM's discretion.

Reach

A creature's reach determines the distance it can reach when making a melee attack. A creature threatens all squares within its reach. Small and Medium characters have a reach of 1 square, which means they may make melee attacks only against targets in adjacent squares. Larger creatures tend to have a greater than normal reach and, consequently, a wider threatened area. For example, a creature with reach 2 may attack creatures up to 2 squares away, while reach 3 would allow a creature to attack up to 3 squares away, and so on.

A creature with greater-than-normal reach (more than 1 square) may still attack opponents directly next to it, but they do so with a -5 penalty to their attack unless they are attacking with natural weapons. A creature with greater than normal reach usually gets an attack of opportunity against an opponent when the opponent approaches it, because the opponent must enter and move within its threatened area before making a melee attack.

A fine, diminutive, or tiny creature must be in your space to attack you; moving into your square provokes an attack of opportunity. You may attack into your own space if you need to with a melee attack (but not a ranged attack), so you can attack very small opponents normally.

Reach Weapons & Mounts

When riding a mount that is 1 size category larger than you, you may attack enemies adjacent to your mount normally. While riding a mount that is 2 size categories larger than you, you will require a weapon with reach 2 to attack enemies adjacent to your mount. While riding a mount that is 3 or

more size categories larger than you, you cannot reach enemies adjacent to your mount with melee attacks.

Likewise, enemies will require the appropriate reach to attack you, while you are mounted on creatures of larger sizes. Though, while your mount is in a threatened area, you are still treated as threatened.

Shooting or Throwing into a Melee

If you shoot a ranged weapon or throw a weapon at an opponent that is adjacent to one or more of your allies, you take a -5 penalty on your attack roll. This penalty accounts for the fact that you're trying not to hit your allies.

If you have the Precise Shot feat, you do not take the penalty.

Special Initiative Actions

Usually, a character acts as soon as they can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

Hold Action

By choosing to hold action, you take no action when your turn in the initiative order arrives. Instead, you act normally at whatever later initiative point you decide to act. When you delay, you voluntarily reduce your own initiative count for the rest of the encounter. When your reduced initiative count comes up later in the same round, you act normally. You may specify this new initiative result or just wait until sometime later in the round and act at that time, thus fixing your new initiative result at the point for the remainder of the encounter (unless you choose to delay further).

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what's going to happen.

If multiple characters delay their actions, the one with the highest initiative check modifier has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative check modifier gets to go first.

Readied Action

Readying an action allows you to prepare an action to take at a later point, after your turn is over but before your next turn has begun. You may ready a single standard action or move action.

To do so, specify the standard action or move you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action in response to those circumstances (assuming they occur).

The count on which you took your readied action becomes your new initiative result. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you may ready the same action again). If you take your readied action in the next round, before your regular action, your initiative rises to that new point in the order of battle, and you do not get your regular action that round.

Squeezing

Creatures of Large size and bigger can squeeze through small openings and down narrow hallways that are at least half as wide as their fighting space, provided they end their movement in an area that they can normally occupy. Only creatures may squeeze, objects cannot.

Creatures of Large size or bigger cannot squeeze past enemies.

-Allies and Adversaries-

The denizens of Val'daera are numerous and diverse. Some may seek your aid, some may seek to aid, and some will attempt to hinder your progress.

Nonheroic Characters

Nonheroic characters make up the world. They are the merchants, labourers, and everyday citizens that breathe life into the world. Nonheroic characters do not gain talents, do not add their nonheroic levels to their defences, and do not gain hero points. In addition, they only gain one ability score increase every fourth level (rather than the normal of two). However, they gain feats normally through character level advancement.

Hit Points

At each level, non-heroic characters gain a number of hit points equal to 3+Vit.

Mana Points

Nonheroic characters do not receive mana points.

Initiative

Nonheroic characters have an initiative of 1d10.

Starting Feats

A nonheroic character gains three starting feats at 1st level, chosen from the following list: Armour Proficiency (light), Armour Proficiency (heavy), Shield Proficiency, Skill Focus, Skill Training, Weapon Proficiency (axes), Weapon Proficiency (bludgeons), Weapon Proficiency (bows), Weapon Proficiency (crossbows), Weapon Proficiency (knives), Weapon Proficiency (polearms), Weapon Proficiency (swords)

Class Skills

(Trained in in 4+Int modifier) 1-Handed, 2-Handed, Acrobatics, Alchemy, Athletics, Deception, Disable, Knowledge (taken individually), Light Weapon, Medicine, Perception, Perform (taken individually), Persuasion, Pilot, Ranged, Ride, Smithing, Stealth, Survival, Unarmed



NPC Codex

The "Last Arc: Tactics Analogue" core rule book, will feature an extensive catalogue of NPCs and NPC factions to use in your future games. However, as many of them are too powerful for the purposes of this demo, or utilize levels in advanced classes or other talent trees we have omitted from this playable demo, we could not include all of them. We have included the following sample NPCs for the use of this play test demo.

Acolyte

CR 6

NE Medium Human Initiate 6

Mp 45

Init d12; Passive Perception 21

Languages Common, Infernal

Defences Ref 18 (flat-footed 16), Fort 17, Will 20

Hp 44; DR 6; Threshold 17

Speed 6 Squares

Melee Poisoner's Stiletto +10 (2d4+3)

Ranged Bone Wand +17 (3d6+5)

Spells Known (Spellcraft +17/+19*) Confusion, Darkness, Dispel, Infest, Maim, Mire

Abilities Str 8, Agi 14, Vit 10, Int 13, Mnd 14, Chr 12

Talents Enfeeble, Dark Renewal, Summon Darkness

Feats Arcane Study (2), Armour Proficiency (mystic), Channel, Combat Casting, Extra Mana, Shield Proficiency, Skill Focus (persuasion, spellcraft), Toughness, Weapon Proficiency (knives, staves)

Skills Alchemy +9, Knowledge (Religion) +9, Light Weapon +10, Perception +10, Persuasion +14, Spellcraft +17/+19*

Loot Sorcerer's Kaftan (5%), Bone Wand (20%), Poisoner's Stiletto (50%), Hi-Ether (95%), and 600gp

Steal Hi-Ether (20%), Medical Kit (50%)

**when casting black magick spells*

Animist

CR 4

N Medium Half-Elf Nonheroic 3/Initiate 3

Mp 21

Init d12; Senses low-light vision; Passive Perception 21

Languages Common, Elven, Sylvan, Terran

Defences Ref 17 (flat-footed 15), Fort 15, Will 18

Hp 27; DR 4; Threshold 15

Speed 6 squares

Melee Unarmed +15 (1d4)

Ranged Terra Rod +17 (3d8+1)

Spells Known (Spellcraft +17/19*) Cleanse, Entangle, Wind Slash

Abilities Str 8, Agi 14, Vit 13, Int 14, Mnd 16, Chr 10

Special Qualities Elf Heritage (+2 Ref), Skilled

Talents Galeforce, Tanglevine

Feats Arcane Study, Armour Proficiency (mystic), Channel, Combat Casting, Extra Mana, Skill Focus (spellcraft, unarmed), Skill Training (Spellcraft) Weapon Proficiency (staves)

Skills Alchemy +10, Knowledge (geography) +10, Knowledge (nature) +10, Medicine +11, Perception +11, Spellcraft +17/19*, Survival +11, Unarmed +10

Loot Druids Fleece (5%), Terra Rod (20%), Panacea (50%), Elfwort (95%), and 450gp

Steal Alchemy Kit, (20%), Medical Kit (50%), Elfwort (95%)

**when casting green magick spells*

Apprentice

CR 4

N Medium Human Nonheroic 3/Mage 3

Mp 21

Init d10; Senses Passive Perception 21

Languages Common, Dwarven, Elven Gnomish

Defences Ref 14 (flat-footed 13), Fort 13, Will 17

Hp 27; DR 2; Threshold 13

Speed 6

Melee Field Khukuri +9 (2d4+2)

Ranged Fire Wand +16 (3d6+2)

Spells Known (spellcraft +16) Dispel, Ember, Icicle, Shock

Abilities Str 10, Agi 13, Vit 12, Int 16, Mnd 16, Chr 8

Talents Mana Font, Penetrating spell

Feats Arcane Study, Armour Proficiency (mystic), Channel, Combat Casting, Extra Mana, Improved Initiative, Skill Focus (Spellcraft), Skill Training (Spellcraft), Weapon Proficiency (knives, staves)

Skills Alchemy +11, Knowledge (Arcana) +11, Knowledge (History) +11, Knowledge (Nature) +11, Knowledge (Religion) +11, Light Weapon +9, Perception +11, Ride +9, Spellcraft +16

Loot Wizard's Robes (5%), Fire Wand (20%), Field Khukuri (50%), Ether (95%), and 450gp

Steal Ether (50%), 80gp (95%)

Cultist

CR 2

LE Medium Human Nonheroic 2/Initiate 2

Mp 12

Init d12; Senses Passive Perception 19

Languages Common, Infernal

Defences Ref 12 (flat-footed 11), Fort 13, Will 15

Hp 18; DR 2; Threshold 13

Speed 6 squares

Melee Dagger +7 (2d4+1)

Special Actions Summon Darkness

Spells Known (Spellcraft +14) Aphasia, Darkness, Dispel

Abilities Str 10, Agi 12, Vit 13, Int 14, Mnd 15, Chr 10

Talents Summon Darkness

Feats Arcane Study, Armour Proficiency (mystic), Extra Mana, Skill Focus (spellcraft), Skill Training (spellcraft), Weapon Finesse, Weapon Proficiency (knives, staves)

Skills Deception +7, Knowledge (Local) +9, (Religion) +9, Light Weapon +7, Perception +9, Persuasion +7, Spellcraft +14, Stealth +8

Loot Wizard's Robes (5%), Ether (50%), Dagger (95%), and 250gp

Steal Dark Leaf Oil (20%), Ether (50%)

Enforcer

CR 1

N Medium Lizardmen Nonheroic 3

Init d10; Senses Passive Perception 10

Languages Common, Lizardmen

Defences Ref 13 (flat-footed 13), Fort 14, Will 9

Hp 12; DR 3; Threshold 15

Dfs Abilities Block +12

Speed 6 squares

Melee Bronze Mace +12 (2d6+1)

Abilities Str 13, Agi 11, Vit 12, Int 10, Mnd 9, Chr 8

Special Qualities Amphibious, Regeneration, Thick Hide

Feats Armour Proficiency (light), Shield Proficiency, Skill Focus (1-Handed), Weapon Proficiency (Bludgeons, Knives)

Skills 1-Handed +12, Athletics +7, Knowledge (local) +6, Persuasion +5

Loot Leather Breastplate (5%), Bronze Pelta (20%), Bronze Mace (50%), Health Potion (95%), and 150gp

Steal Health Potion (50%), 20gp (95%)

Guard

CR 2

LN Medium Human Nonheroic 6

Init d10; Senses Passive Perception 23

Languages Common

Defences Ref 13 (flat-footed 13), Fort 11, Will 10

Hp 24; DR 6; Threshold 11

Speed 6 squares

Melee Spear +10 (2d8+4)

Melee Steel Broadsword +10 (2d6+2)

Abilities Str 14, Agi 11, Vit 13, Int 9, Mnd 10, Chr 8

Feats Armour Proficiency (light, heavy), Pole Fighter, Skill Focus (perception), Skill Training (perception), Weapon Proficiency (polearms, swords)

Skills 1-Handed +10, 2-Handed +10, Athletics +10, Perception +13

Loot Brigandine (20%), Spear (50%), Steel Broadsword (95%), and 300gp

Steal 50gp (50%), Health Potion (95%)

Guard Captain

CR 5

LN Medium Human Nonheroic 6/Warrior 3

Mp 10

Init d10; Passive Perception 24

Languages Common, Dwarven

Defences Ref 20 (flat-footed 16), Fort 17, Will 15

Hp 54; DR 8; Threshold 22

Dfs Abilities Block +16

Speed 6 Squares

Melee Longsword +16 (2d8 +3)

Abilities Str 15, Agi 15, Vit 12, Int 13, Mnd 10, Chr 10

Talents Armour Training, Shield Expert

Feats Armour Proficiency (light, heavy), Improved Damage Threshold, Improved Defences, Shield Proficiency, Skill Focus (1-Handed, Perception, Persuasion), Skill Training (persuasion), Weapon Proficiency (polearms, swords)

Skills 1-Handed +16, Athletics +9, Knowledge (Local) +10, Knowledge (Nobility) +10, Perception +14, Persuasion +14

Loot Chainmail (5%), Heater Shield (20%), Longsword (50%), Hi-Potion (90%), 600gp

Steal 350gp (20%), Hi-Potion (50%)

Knight

CR 7

LN Medium Human Warrior 7

Mp 25

Init d10; Passive Perception 15

Languages Common

Defences Ref 24 (flat-footed 23), Fort 22, Will 20

Hp 80; DR 7; Threshold 28

Dfs Abilities Block +16

Speed 4 Squares

Melee Knight's Lance +17 (2d8+7) or,

Melee Knight's Lance + 21 (3d8+10) with mounted charge, or

Melee Longsword +16 (2d8 +6)

Atk Options Weapon Specialization

Abilities Str 16, Agi 12, Vit 14, Int 10, Mnd 12, Chr 14

Talents Expert Rider, Mighty Charge, Mounted Charge, Weapon Specialization (polearms)

Feats Armour Proficiency (light, heavy), Improved Damage Threshold, Improved Defences, Mounted Combat, Powerful Charge, Shield Proficiency, Skill Focus (1-handed, 2-Handed, Ride), Trample, Weapon Proficiency (axes, bludgeons, knives, polearms, swords)

Skills 1-Handed +16, 2-Handed +16, Athletics +11, Knowledge (Nobility) +8, Knowledge (Tactics) +8, Persuasion +10, Ride +14

Loot Full Plate (5%), Heater Shield (20%), Knight's Lance (50%), Steel Broadsword (95%) +700gp

Steal 400gp (50%), Hi-Potion (95%)

Merchant

CR 1

N Medium Dwarf Nonheroic 2/Bard 1

Mp 7

Init d10; Senses Darkvision; Passive Perception 22

Languages Common, Dwarven, Elven, Gnomish, Sylvan, Catfolk, Lizardmen

Defences Ref 14 (flat-footed 14), Fort 12, Will 14

Hp 11; DR 2; Threshold 13

Speed 4 squares

Melee Bronze Knife +5 (2d4-2)

Abilities Str 8, Agi 9, Vit 10, Int 15, Mnd 12, Chr 12

Special Qualities Craftsman, Hardy, Slow and Steady

Talents Skilled Negotiator

Feats Skill Training (Deception) Skill Focus (perception, persuasion), Linguist, Weapon Proficiency (Knives)

Skills Deception +7, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Local) +8, Light Weapon +5, Perception +12, Persuasion +12

Loot Quilted Doublet (50%), Bronze Knife (95%), and 200gp

Steal 100gp (50%), Antidote (95%)

Minstrel

CR 4

CN Small Halfling Bard 4

MP 8

Init d4; Senses Passive Perception 17

Languages Common, Even, Sylvan

Defences Ref 19 (flat-footed 17), Fort 14, Will 14

Hp 40; DR 2; Threshold 15

Speed 4 squares

Melee Field Khukuri +14 (2d4+4)

Performances Known (Perform Instrument +16) Knight's Paeon, Chanter's Etude

Abilities Str 12, Agi 14, Vit 10, Int 13, Mnd 8, Chr 18

Special Qualities Halfling Luck, Socialite, Sure Footed

Talents Marcato, Medley

Feats Armour Proficiency (light), Bardic Study, Improved Defences, Improved Initiative, Skill Focus (light weapon, perform instrument), Weapon Proficiency (bows, knives, swords)

Skills Acrobatics +9, Deception +11, Knowledge (history) +8, Light Weapon +14 Perception +6, Perform (instrument) +16, Persuasion +11

Loot Piper's Cornette (5%), Field Khukuri (20%), Chromed Leather (50%), Antidote (95%), and 400gp

Steal Hi-Potion (50%), Golden Sap (95%)

Savage Goblin

CR 1

CE Small Goblin Nonheroic 4

Init d10; Senses Darkvision; Passive Perception 16

Languages Goblin, Orcish*

Defences Ref 14 (flat-footed 12), Fort 11, Will 9

Hp 16; DR 2; Threshold 12

Speed 6 squares

Melee Goblin Club +7 (2d6-1)

Ranged Goblin Bow +9 (2d6)

Abilities Str 11, Agi 15, Vit 12, Int 10, Mnd 9, Chr 6

Special Qualities Sneaky, Inspired Loyalty, Fast Movement

Feats Armour Proficiency (light), Precise Shot, Skill Focus (stealth), Weapon Proficiency (bludgeons, bows)

Skills 1-Handed +7, Perception +6, Ranged +9, Stealth +14

Loot Chromed Leather (5%), Goblin Bow (20%), Goblin Club (50%), 2d4 Wooden Arrows (95%), and 200gp

Steel Hi-Potion (5%), Moonwort (20%), Antidote (95%)

*replaces common for lore purposes

Savage Orc

CR 2

CE Medium Orc Nonheroic 6

Init d10; Senses Low-Light Vision; Passive Perception 12

Languages Goblin*, Orcish

Defences Ref 14 (flat-footed 12), Fort 12, Will 9

Hp 30; DR 3; Threshold 12

Dfs Abilities Block +11

Speed 6 squares (4 in armour)

Melee Falchion +12 (2d8+4), or

Melee Orcish Madu +13 (2d4+3), or

Melee Falchion +7 (2d8+4) and Orcish Madu +8 (2d4+3) with two-weapon fighting

Abilities Str 17, Agi 13, Vit 15, Int 7, Mnd 8, Chr 6

Special Qualities Ham-Fisted, Heavysset, Resilient

Feats Armour Proficiency (light, heavy), Shield Bash, Two-Weapon Fighting, Weapon Proficiency (Axes, Swords)

Skills 1-Handed +11/16†, Athletics +11

Loot Falchion (5%), Orcish Madu (20%), Hide Armour (50%), Health Potion (95%)

Steal Javelin (20%), Health Potion (50%), Golden Sap (95%)

*Replaces common for lore purposes

†When grappling

Sentry

LN Medium Human nonheroic 4/ranger 2

Mp 10

Init d10; Senses Passive Perception 24

Languages Common

Defences Ref 17 (flat-footed 15), Fort 14, Will 13

Hp 24; DR 6; Threshold 14

Speed 6 squares

Melee Steel Broadsword +13 (2d6+1)

Range Crossbow +15 (2d6+2)

Abilities Str 11, Agi 14, Vit 10, Int 10, Mnd 13, Chr 8

Talents Wide Scan

Feats Armour Proficiency (light, heavy), Precise Shot, Skill Focus (1-handed, ranged, perception), Weapon Proficiency (bows, swords)

Skills 1-Handed +13, Athletics +8, Perception +14, Ranged +15, Stealth +10

Loot Crossbow (5%), Brigandine (20%), Steel Broadsword (50%), 2d4 Crossbow Bolts (95%), and 400gp

Steal 50gp (50%), Elfwort (95%)

CR 3

Melee 2 claws +16 (1d4+9)

Atk Options Pounce

Abilities Str 19, Agi 13, Vit 16, Int 6, Mnd 16, Chr 8

Special Qualities Call of the Moon, Curse of Lycanthropy, Pack Mentality, Predatory Senses

Talents Forester, Quarry, Shadowclaw

Feats Armour Proficiency (light) Dodge, Improved Initiative, Mobility, Precise Shot, Skill Focus (acrobatics, survival, unarmed), Weapon Proficiency (axes, bows, crossbows, knives, swords)

Skills Acrobatics +13, Athletics +11, Perception +10, Survival +15, Unarmed +16

Loot Cursed Bone (5%), Earth Crystal (20%), Beast Mane (50%), and 500gp

Steal Moondust (5%)

Vampyre

CE Medium Human Vampyre rogue 4/initiate 3

Mp 35

Init d8; Senses darkvision; Passive Perception 20

Languages Common, Infernal

Defences Ref 24 (flat-footed 20), Fort 22, Will 21

Hp 79; DR 8; Threshold 22

Dfs Abilities Dodge

Immunities Colde, Undead Immunities

Weaknesses Fire, Holy

Speed 6 squares

Melee Mithril Blade +18 (3d6+8) with rapid strike

Atk Options Drain Blood (grapple +16)

Spells Known (Spellcraft +15) Maim, Torpor

Abilities Str 16, Agi 18, Vit 17, Int 12, Mnd 14, Chr 18

Special Qualities Create Spawn, Drain Blood, Vampyric Immunities, Vampyric Seduction, Vampyric Weaknesses

Talents Dark Renewal, Enfeeble, Evasion, Vampyric Seduction

Feats Arcane Study, Armour Proficiency (light), Combat Reflexes, Improved Initiative (2), Skill Focus (light weapon, persuasion, spellcraft, unarmed), Toughness, Weapon Finesse, Weapon Proficiency (bludgeons, knives, swords)

Skills Acrobatics +12, Deception +12, Knowledge (local) +9, Knowledge (nobility) +9, Light Weapon +17, Perception +10, Persuasion +17, Spellcraft +15, Stealth +12, Unarmed +16

Loot Black Garb (20%), Mithril Dagger (50%), Vampyre Fang (95%), and 700gp

Steal 300gp (50%), Moonwort (95%)

CR 7

Werewolf (werewolf form)

CN Medium Human Lycan ranger 5

Mp 29

Init d6; Senses Low Light Vision, Scent; Passive Perception 20

Languages Common (can't speak)

Defences Ref 17 (flat-footed 16), Fort 20, Will 18

Hp 60; DR 5; Threshold 20

Dfs Abilities Dodge

Speed 6 squares

Melee bite +16 (1d6+9), or

CR 5



-Afflictions-

There are dark and terrible afflictions in the world of Val'daera. They warp the mind body, and even the very soul of those unfortunate enough to contract one of these terrible curses. While some unwittingly contract them through conflict with another afflicted, other more twisted individuals see them as dark gifts, and seek them out willingly.

These afflictions include:

Lichdom: If you can even call it an "affliction", lichdom is not a contagious force that spreads to others, but rather, a dark power that some mortals seek to obtain for themselves.

Lycanthropy: The feral spirit of the wolf grips the mind of the infected, and twists their body into savage, bloodthirsty beasts.

Vampirism: The blood kiss, responsible for creating the dreaded vampyres that plague the night, and feed on the living.

When a creature gains an affliction, they gain its base ability adjustments and features. Afflictions also grant access to unique talent trees otherwise inaccessible to characters. You may choose to take these talents in place of other class talents as you level, unlocking new powers and abilities related to the affliction of which you have. Afflictions grant even greater power to those who succumb to them entirely. Once afflicted, you are immune to all other afflictions.

Lichdom

Lichdom is attained by only the most vile and malevolent necromancers, transforming their very body into a vessel of death and decay, all for the promise of true immortality. Liches are among the most feared and powerful undead known to the world, feared even by the dreaded vampyre, for even they are not beyond the lich's domination.

The Ritual

To become a lich, one must master the necromantic powers necessary to transfer their life essence, their soul, into a phylactery. This is no simple task, requiring you to prepare a magick ritual circle, as well as three special items, either made with crafting or found on dangerous quests. First, a personally crafted phylactery in which to transfer your soul (an amulet, ring, mask, or other artifact). Second, a death mantle to avoid the true death during your soul's transfer. And lastly, a necromancer's athame, as your death is required to free the spirit from its mortal bonds. The soul binding blade will hold your soul until the transferring ritual is completed. However, even when these requirements are met, there is no guarantee of survival. Roll your spellcraft check to determine the chances of success.

DC 25- 25%

DC 30- 50%

DC 35- 75%

DC 40- 99%

If your spellcraft did not meet the minimum DC, you immediately fail the ritual and die. Otherwise, roll your percentage dice. Should your roll exceed the percentage value determined by your spellcraft check, you fail the ritual and die. If you successfully complete the ritual, you become a lich and gain the following traits.

Ability Scores: Liches gain a +2 to their Int, Mnd, Chr. These adjustments increase the normal racial ability score caps.

Rejuvenation: If a lich is destroyed, it's phylactery begins to restore its body nearby, taking 1d10 days for the lich to rise once more (though without any gear that was lost with its previous body). Should the rejuvenating body be destroyed during the process, the phylactery merely begins the process anew. However, if a lich's phylactery is destroyed, the lich immediately dies.

Immunities: Liches gain all of the undead immunities as well as, immunity to colde. Additionally, Liches gain natural DR, treating their character level as their beast level, for this purpose. Liches count as undead for the sake of effects.

Weaknesses: Liches are weak to holy damage. Additionally, liches count as undead for the sake of spells and effects.

Lich Manifestations

Liches develop many different traits during their long existences, increasing their command over the dead, or slowly decaying into a hideous creature themselves. The following manifestations can be selected in place of class talents as a lich attains new levels.

Deathless Countenance: In undeath, your skin slowly decays, giving you the appearance of a long-dead corpse, making you tougher and more resilient. You gain resistance to all physical damage.

Death Sentence: Liche's will alone, can sap the very life from a mortal creature. You may make a spellcraft check against the will defence of a living creature, within 6 squares and with line of sight. If successful, the target becomes doomed. You may not use this ability again for 1d4+1 rounds. Targets that are higher higher level than you gain a +5 bonus to their will defence against this ability.



Vengeful Spirit: When your body is destroyed, your spirit need not immediately return to your phylactery for restoration, allowing you to manifest as an incorporeal creature, with half your maximum HP, for a number of rounds equal to your Chr modifier. During this time, you may take actions as you normally would.

Archlich

Archliches are among the oldest, most powerful lich lords, often adorning their skeletal frame with expensive metals, jewels, or other intricate designs found or taken during their long years of "life". Any lich that manifests all of the lich powers becomes an archlich. Archliches gain a fly speed equal to their base speed and in spirit form may attempt to possess a creature's body through force of will. As a standard action, the archlich spirit may attempt a spellcraft check, against an adjacent living target's Will defence. If successful, the target takes 8d6 points of damage. Otherwise, the target only takes half damage. If the target is knocked unconscious by this attack the archlich assumes full control over the creature, using the target creature's physical scores, but retaining its own mental scores. Additionally, the archlich has access to any and all talents, spells, and abilities the target creature possesses, as well as its own. Anytime the archlich attempts to use the creature's abilities, it suffers a -5 penalty to its roll, in addition to any other conditional penalties accrued. Should the target creature ever be knocked unconscious or killed, the archlich is expelled from the body and begins its rejuvenation process anew. Otherwise, this effect persists until the archlich willingly frees the target.

Lycanthropy

Lycanthropy is a terrible curse that ravages the bodies of its victims with a savage and feral instinct, forcing them to take on the form of a werewolf every full moon, losing all control of themselves. Many who suffer this curse lose themselves completely to the hunt, though a destined few, find the strength to tame the beast within. Lycans (or werewolves) gain the following traits.

Ability Scores: Werewolves gain a +2 bonus to their Strength, Vitality, and Mind scores. These adjustments increase the normal racial ability score caps.

Call of the Moon: All werewolves heed the full moons call, whether willing or not. Each month, the moon is full for 3 nights. On these nights, those suffering from lycanthropy suffering a 75% chance (75 or less on d%) of transforming and losing control. This forces the character to shift into their werewolf form, dropping any held items, and ripping from their clothes and armour (but not destroying them). You lose full control of your character until the following morning. While in werewolf form, creatures gain natural DR (treating their character level as their beast level for this purpose), as well as gain a bite attack (1d6), two claw attacks (1d4), and the pounce ability (able to use all natural attacks at the end of a charge) but cannot make Int based skill or ability checks.

Accursed Bite: Werewolf bites are infectious, spreading their curse to the unwitting victims that narrowly survive their encounters. If a werewolf's bite attack beats both the targets fortitude defence and reflex defence, the target creature has a 25% chance (25 or less on d%) of contracting lycanthropy. This % chance increases by 25% for each werewolf aspect the lycan has. If the creature is not affected by a spell, ability, or item that removes curses before the next full moon, they transform into a werewolf and the curse becomes permanent.

Pack Mentality: Wolves, dire wolves, and even other werewolves (in werewolf form) will not become hostile toward you unless provoked. Additionally, you gain a +5 to persuasion checks made to improve the attitudes of such creatures.

Predatory Senses: Werewolves gain lowlight Vision and the scent ability in both their natural and werewolf forms. If they already had lowlight Vision, they then gain dark vision.

Werewolf Aspects

Many who suffer from lycanthropy must find ways to live with their affliction, even control it. As a werewolf masters their powers, they may

even rise within a pack. The following aspects may be selected in place of a class talent when werewolves attain a new level.

Consume Flesh: Werewolves live for the hunt, hungering for the flesh of their prey. Whenever you reduce a creature to 0 hit points or deal damage that surpasses a target's threshold with your werewolf forms natural attacks, you take a large chunk of that creature's flesh, gaining a number of hit points equal to the creature's vitality score.

Controlled Shift: You have discovered how to control your transformations, giving you the ability to change at will. You may shift into your werewolf form as a standard action. You may still lose control on a full moon but reduce the percentage chance to 50% (50 or less on d%). If you lose control, you follow the rules of Call of the Moon as normal.

Rend and Tear: A werewolf's savagery can overcome the thickest of hides, and the most defensible armour. While in werewolf form, you may add your full level to damage, damage dealt with your natural attacks, rather than half.

Pack Alpha

A werewolf that has gained all of the werewolf aspects becomes the pack alpha and are now able to call upon the aid of the werewolves from their pack. Once per day, as a standard action, you can let out a loud howl, calling 1d3+1 werewolves.

(Medium Werewolf, Athletics/Perception +15, Defences 25, HP 50, DR 10, Threshold 30, bite +20 1d6+10, or 2 claws +20 1d4+10)

These werewolves fight for you, remaining for the rest of the day or until you shift out of werewolf form. Additionally, your natural attacks deal +1 die of damage for each allied werewolf adjacent to the target.

If another pack alpha already exists in the region, you must first best them in a contest of hand-to-hand combat while both are in werewolf form before you can use this ability. If another wishes to become pack alpha while you hold the title, you must answer their challenge and beat them to retain it.

Vampirism

Vampirism is an affliction of the body and the soul, damning whoever contracts it to an eternity of death and darkness, feeding off the blood of the living. While most see this as a terrible curse, there are a twisted few who see it as a gift, a promise of immortality and great power. When one becomes a vampire, they gain access to many new abilities, however, these newfound powers come at a great price. Vampyres gain the following traits.

Ability Scores: Vampyres gain a +2 to all of their ability scores. These ability score adjustments increase the normal racial ability score cap. Additionally, vampyres gain dark vision.

Create Spawn: A vampire that moves a living humanoid to the bottom of the condition track with their drain blood ability, may choose to immediately give their own blood to the victim. In this event, the creature does not die, but contracts the curse of vampyrism and will undergo a 3 day transformation, experiencing strange and unsettling dreams, while a boundless hunger grows within them. If they are not affected by a spell, ability, or item that removes curses within this time, they become a vampire in service to the vampire that created them. The creature must obey their new master without question, until such a time that their master either releases them willingly or is destroyed. A vampire can only have 1 spawn under their control at a time, and must release any spawn under their control, before making another one.

Vampyres with the **summon darkness** talent, may summon their spawn to them immediately, using the normal rules and restrictions of the ability. Spawns follow the normal companion rules and must be dismissed, vanishing into the shadows, before you can call upon another companion or summon.

Drain Blood: A vampire gains fangs in which it can drain blood from a helpless or grappled creature. Vampyres may use grapples. Whenever a vampire grapples a living creature, it may immediately move the creature a persistent step down the condition track and gain an amount of HP, equal to the creatures Vit score, for each round the grapple is maintained.

Creatures moved to the bottom of the condition track this way, automatically die.

Vampiric Immunities: vampyres gain all the immunities of an undead creature, as well as an immunity to cold. Additionally, vampyres heal at twice the normal rate, and regenerate wounds and lost limbs in 1d10+1 days. Additionally, Vampyres gain natural DR, treating their character level as their beast level, for this purpose.

Vampiric Weaknesses: Vampires are weak to both holy and fire damage. Additionally, while in direct sunlight, vampyres may not gain HP or MP by any means. If a vampire is reduced to 0 hp by any means other than holy damage, it falls unconscious, even if the damage beat its threshold. If a vampire is reduced to 0 hit points by holy damage, or any other weapon that treats undead as weak to its damage, it is immediately destroyed. Additionally, vampyres count as undead for the sake of spells and effects.

Vampiric Gifts

In addition to the traits and abilities listed above, many vampyres develop other unique powers. The longer a vampire persists, the more powers it can develop, though, not all vampyres necessarily inherit the same dark gifts. The following vampiric gifts may be selected in place of class talents when a vampire attains a new level.

Supernatural Horror: Though all vampyres gain strength and speed upon their creation, some develop even more so, to become truly fearsome fighters. You may reroll any attacks made against living humanoids, keeping the higher result.

Undying Revenant: The rejuvenating powers of vampire make them nigh unkillable for any but the greatest slayers, but some gain a healing factor that are beyond legend. You gain fast healing 5, though this will not heal damage dealt by silver or holy water/symbols/weapons (Damage dealt this way must be healed naturally or from draining blood)

Vampiric Seduction: vampyres are often known for their grace and charm, but some have truly mastered the art of manipulation. As a standard action, you may make a persuasion check against the will defence of a living humanoid. If successful, you may choose what that creature does with their next turn, though the creature will itself decide how to best achieve the goal, within logical reason.

Vampyre Lord

A vampire that manifests all the dark vampiric gifts may take on the monstrous form of the vampyre lord. As a full round action, you may transform into a vampyre lord, growing enormous muscles, large wings, and a terrifying visage. While in this form you gain a fly speed equal to your base speed, as well as a bite (1d6+Str) and two claw attacks (1d4+Str). Additionally, while in Vampyre Lord form, you may add your entire level to damage dealt with your natural attacks, rather than half.

Lastly, you may make a persuasion check to intimidate any non-allies within line of sight, as a part of your transformation. If successful, the affected creatures become frozen in fear for one turn and are flat-footed unable to act.



-Bestiary-

The numerous monsters and threats of Val'daera come in a large variety of shapes, sizes, and temperaments.

Beasts

Majority of animals and creatures in the world will fall under the category of beasts. Beasts are the most common type of creature's players will encounter in the wild. Beasts start with an intelligence score of 1 or 2, but otherwise generate their ability scores as normal (Dropping one number for the lower Int stat). Cunning beasts tend to have a higher Mnd score.



Beasts only gain 1 ability score point every fourth level (rather than 2). However, they gain feats normally as they advance in level.

Beasts do not gain talents or starting feats, nor do they gain hero points.

Hit Point's

At each level, beasts gain a number of hit points equal to 5+Vit.

Class Skills

(Trained in 6+Int modifier) Acrobatics, Athletics, Deception*, Disable*, Knowledge* (taken individually) Perception, Persuasion*, Stealth, Survival, Unarmed†

**requires Int of 5 or higher.*

†beasts are always treated as trained in unarmed.

Initiative

Beasts have an initiative of 1d8.

Natural Armour

Beasts gain a natural armour bonus, granting them an amount of DR dependant on their level. Beasts gain DR 5 at 4th level. This DR increases to DR 10 at 8th level, and again to DR 15 at 12th level.

This DR does not Stack with DR granted by armour.

Natural Attacks

Beasts may use their horns, claws, fangs, etc. as their weapons. The damage dice for natural attacks is based both on the natural weapon and the beast's size. A beast with multiple natural attacks must choose which attacks they are using. Use the following chart to determine a beast's damage.

Natural Attacks

Attack	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	Type
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	Piercing
Claw	1	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	Slashing
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	Piercing
Slam	1	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	Blunt
Sting	1	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	Piercing

Special Attacks

Some special attacks and abilities that beasts may use, such as breath weapons and other supernatural abilities, will apply the beast's Vit modifier to unarmed attack rolls, rather than Str or Agi.

Size Modifiers

A beast's size affects its Str, Vit, and Agi scores. All Beasts apply a size modifier to their reflex defences and stealth checks, while beasts of a large category or bigger apply a size modifier to their damage threshold as well.

Size Modifiers

Beast Size	Ability Modifiers	Ref Modifier	Threshold Modifier	Stealth Modifier	Max Bulk Modifier
Fine	-8 Str, +8 Agi	+10	+0	+20	x0.01
Diminutive	-6 Str, +6 Agi	+5	+0	+15	x0.25
Tiny	-4 Str, +4 Agi	+2	+0	+10	x0.5
Small	-2 Str, +2 Agi	+1	+0	+5	x0.75
Medium	N/A	+0	+0	+0	x1
Large	+8 Str, +8 Vit, -2 Agi	-1	+5	-5	x2
Huge	+16 Str, +16 Vit, -4 Agi	-2	+10	-10	x5
Gargantuan	+24 Str, +24 Vit, -4 Agi	-5	+20	-15	x10
Colossal	+32 Str, +32 Vit, -4 Agi	-10	+50	-20	x20



Adder, Black

CR 2

N Small Beast 3

Init d6; **Senses** low-light vision, scent; **Passive Perception** 17

Defences Ref 15 (flat-footed 14), Fort 15, Wil 14

Hp 21; **Threshold** 15

Immunity Paralysis, Poison

Speed 4 squares, climb 4 squares, swim 4 squares

Melee bite +7 (1d4)

Space 1 square; **Reach** 1 square

Atk Options Poison

Abilities Str 8, Agi 13, Vit 14, Int 2, Mnd 13, Chr 2

Special Qualities Camouflage, Poison

Feats Agile Manoeuvrers, Improved Initiative

Skills Perception +7, Stealth +12, Survival +7, Unarmed +7

Camouflage- Black Adder's can more naturally blend into their surroundings. Black Adder's treat stealth as a trained skill and ignore any size penalties to stealth checks.

Poison- When a black adder successfully bites a living target, there is a 25% chance (25 or less on d%) that the target becomes poisoned by black adder venom.

Loot Beast Scales (20%), Poison Fang (50%), Beast Scales (95%)

Steal Stardust (5%), Amonia Salt (20%), Antidote (50%)



Anaconda

CR 4

N Large Beast 5

Init d8; **Senses** scent; **Passive Perception** 18

Defences Ref 18 (flat-footed 15), Fort 23, Will 16

Hp 45; **DR** 5; **Threshold** 34

Immunity Paralysis

Speed 4 squares, climb 4 squares, swim 4 squares

Melee bite +19 (1d8+9)

Space 2x2 squares; **Reach** 2 square

Atk Options Constrict (2d8+9)

Abilities Str 25, Agi 15, Vit 16, Int 2, Mnd 12, Chr 2

Special Qualities Camouflage, Constrict

Feats Improved Damage Threshold, Skill Focus (unarmed), Toughness

Skills Perception +8, Stealth +10, Survival +8, Unarmed +19

Camouflage- Anacondas can more naturally blend into their surroundings. Anacondas treat stealth as a trained skill and ignore any size penalties to stealth checks.

Constrict- A constrictor snake that successfully grapples an opponent may use pin and crush as if it had the corresponding feats. However, when a Constrictor snake uses crush, it instead deals 2d8+9 damage.

Loot Putrid Flesh (5%), Moonwort (20%), Beast Fang (50%), Beast Scale (95%)

Steal Leather Breastplate (5%), 400gp (20%), Earth Crystal (50%)



Basilisk

CR 7

CE Huge Beast 7

Init d6; **Senses** darkvision, low-light vision; **Passive Perception** 20

Defences Ref 18 (flat-footed 16), Fort 24, Will 19

Hp 84; **DR** 5; **Threshold** 34

Immunity Paralysis, Petrification, Poison

Speed 4 squares, climb 4 squares, swim 4 squares

Melee bite +25 (2d6+15/poison)

Space 3x3 squares; **Reach** 3 squares

Atk Options Death Gaze

Abilities Str 35, Agi 14, Vit 22, Int 2, Mnd 13, Chr 2

Special Qualities Camouflage, Death Gaze, Poison

Feats Improved Defences, Improved Initiative, Skill Focus (unarmed), Toughness

Skills Perception +9, Stealth +12, Survival +9, Unarmed +25

Camouflage- Basilisks are better at naturally blending into their surroundings. Basilisks treat stealth as a trained skill and ignore any size penalties to their stealth checks.

Death Gaze- As a standard action, a basilisk may fix its gaze upon another living creature within 6 squares with line of sight and attempt a ranged attack (d20+14) against the target's fortitude defence. If successful, the target creature becomes petrified, otherwise the creature instead becomes paralysed. If the attack failed by 5 or more, the creature suffers no status effect. This ability cannot be used again for 1d4+1 turns.

Poison- When a basilisk successfully bites a living target, there is a 50% chance (50 or less on d%) that the target becomes poisoned with basilisk venom.

Loot Evil Eye (5%), Poison Fang (20%), Moonwort (50%), Beast Scale (95%)

Steal Stardust (5%), Bone Club (20%), 80gp (50%), Antidote (95%)



Bat, Dire

CR 4

N Large Beast 5

Init d8; **Senses** blindsense; **Passive Perception** 18

Defences Ref 19 (flat-footed 14), Fort 18, Will 16

Hp 40; **DR** 5; **Threshold** 23

Speed 4 squares, fly 8 squares (hover)

Melee bite +17 (1d8+5)

Space 2x2 squares; **Reach** 2 square

Atk Options Supersonic Screech

Abilities Str 17, Agi 21, Vit 17, Int 2, Mnd 12, Chr 6

Special Qualities Blood Drain, Overwhelm, Supersonic Screech

Feats Agile Manoeuvres, Skill Focus (stealth, unarmed)

Skills Perception +8, Stealth +12, Unarmed +17

Blood Drain- Whenever a dire bat deals damage to a target with its Bite, it gains an amount of HP equal to half the damage dealt (minimum 1).

Overwhelm- Dire bats receive a +2 circumstance bonus on attack rolls for each adjacent bat or dire bat.

Supersonic Screech: As a standard action, dire bats let out an ear-piercing screech, making an attack roll (d20+15) against the fortitude defences of all enemies within a 6 square cone. If successful, the targets move -1 step on the condition track. This ability cannot be used again for 1d4+1 turns.

Loot Moondust (5%), Vampire Fang (20%), 100gp (50%), Beast Mane (95%)

Steal Stardust (5%), Rapier (20%), Health Potion (50%)



Bat, Vampire

CR 3

N Small Beast 4

Init d8; **Senses** blindsense, lowlight vision; **Passive Perception** 19

Defences Ref 19 (flat-footed 15), Fort 15, Will 16

Hp 24; DR 5; Threshold 11

Speed 1 square, fly 8 squares (hover)

Melee bite +11 (1d4+3)

Space 1 square; **Reach** 1 square

Atk Options Subsonic Screech

Abilities Str 12, Agi 19, Vit 13, Int 2, Mnd 14, Chr 6

Special Qualities Blood Drain, Subsonic Screech

Feats Agile Manoeuvres, Skill Focus (stealth)

Skills Perception +9, Stealth +17, Unarmed +11

Blood Drain- Whenever a vampyre bat deals damage to a target with its Bite, it gains an amount of HP equal to half the damage dealt (minimum 1).

Subsonic Screech: As a standard action, vampyre bats let out an ear-piercing screech, making an attack roll (d20+8) against the fortitude defences of all enemies within a 3 square cone. If successful, the targets move -1 step on the condition track. This ability cannot be used again for 1d4+1 turns.

Loot Vampyre Fang (5%), Snowdrop (20%), Elfwort (50%)

Steal Stardust (5%), Health Potion (95%)



Chimera

CR 8

CE Large Beast 9

Init d6; **Senses** darkvision, low-light vision, scent; Passive Perception 20

Defences Ref 20 (flat-footed 19), Fort 24, Will 26

Hp 90; **DR** 10; **Threshold** 34

Immunity Disease, Paralysis, Poison, Sleep

Resistance Dark

Weakness Holy

Speed 6 squares, fly 10 squares

Melee bite +21 (1d8+11), or

Melee 2 claws +21 (1d6+11)

Space 2x2 squares; **Reach** 2 squares

Atk Options breath weapon, tail slam +21 (1d6+11/poison)

Abilities Str 24, Agi 12, Vit 18, Int 5, Mnd 12, Chr 10

Special Qualities Chimera Brain, Fire Breath, Poison, Tail Slam

Feats Improved Damage Threshold, Improved Defences, Improved Initiative, Skill Focus (unarmed), Toughness

Skills Knowledge (geography), Perception +10, Survival +10, Unarmed +21

Chimera Brain: Chimeras have a stronger presence of mind, gaining a +5 bonus to their will defence.

Fire Breath- A chimera may make a ranged attack (d20+18) against the reflex defence of all creatures in a 4 square cone, dealing 6d6+8 Fire damage. Any creature whose reflex defence was not met or surpassed by the attack, takes only half damage. A chimera may use this attack every 1d4+1 rounds.

Poison- When a chimera successfully deals damage to a living creature with its bite attack or tail slam, there is a 75% chance (75 or less on d%) that the target becomes poisoned with hag's grasp.

Tail Slam- Whenever the chimera is flanked, and uses its bite attack against a target, it may make a free sting attack (d20+21) against any creature in range, that is providing its target with a flanking bonus. This attack deals 1d6+11 piercing damage.

Loot Stardust (5%), Antidote (20%), Hi-Potion (50%)

Steal Remedy (5%), Stardust (20%), 60gp (95%)



Bear

CR 4

N Large Beast 5

Init d8; **Senses** lowlight vision, scent; Passive Perception 18

Defences Ref 15 (flat-footed 14), Fort 19, Will 16

Hp 50; **DR** 5; **Threshold** 29

Speed 8 squares

Melee bite +17 (1d8+7), or

Melee 2 claws +17 (1d6+7)

Space 2x2 squares; **Reach** 2 squares

Atk Options Maternal Rage

Abilities Str 21, Agi 13, Vit 19, Int 2, Mnd 12, Chr 6

Special Qualities Maternal Rage

Feats Improved Damage Threshold, Skill Focus (unarmed), Toughness

Skills Perception +8, Survival +8, Unarmed +17

Maternal Rage- Should a mother's bear cubs become threatened, the bear enters a rage, granting her a +2 to attack and damage rolls, a +2 to fortitude and will defence, but a -2 to reflex defence. This rage lasts a number of rounds equal to 5 + Vit modifier. After the rage ends the bear moves one persistent step down the track that cannot be healed without rest.

Loot Moondust (5%), Beast Fang (50%), Beast Mane (95%)

Steal Panacea (5%)



Griffon

CR 4

LN Large Beast 5

Init d8; **Senses** darkvision, low-light vision, scent; **Passive Perception** 23

Languages Common (cannot speak)

Defences Ref 17 (flat-footed 15), Fort 19, Will 17

Hp 40; **DR** 5; **Threshold** 24

Immunity Disease

Speed 6 squares, fly 16 squares

Melee bite +15 (1d8+5), or

Melee 2 claws +15 (1d6+5)

Space 2x2 squares; **Reach** 2 squares

Atk Options Pounce, Running Attack

Abilities Str 16, Agi 15, Vit 16, Int 5, Mnd 13, Chr 8

Special Qualities Gust, Pounce, Soar

Feats Improved Defences, Skill Focus (Perception, Unarmed)

Skills Knowledge (geography) +7, Perception +13, Survival +8, Unarmed +15

Gust*- As a standard action, a griffon may make an attack roll (d20+15) against the fortitude defence of all targets within a 6 square cone. If successful, targets take 4d6+5 slashing damage and are moved 2 squares directly away from the griffon. Otherwise, targets take half damage and are not moved. Creatures that are 2 or more size categories larger than the griffon ignore the forced movement, even upon success. The griffon may not use this ability again on the following turn.

Pounce†- Griffon's may use all of their natural attacks at the end of a charge.

Soar- As swift action, griffons can grant themselves hover until the end of their next turn. When this effect ends, the griffon may not use this ability again for 1d4+1 rounds.

Loot Great Feather (20%), Storm Crystal (50%), Beast Mane (95%)

Steal Amonia Salt (50%), Health Potion (95%)

**May only be used when griffon has hover.*

†May only be used when griffon does not have hover.



Hippogryph

CR 2

N Large Beast 3

Init d8; **Senses** darkvision, low-light vision, scent; **Passive Perception** 22

Defences Ref 15 (flat-footed 11), Fort 16, Will 14

Hp 24; **Threshold** 21

Speed 10 squares

Melee bite +15 (1d8+5), or

Melee 2 claws +15 (1d6+5)

Space 2x2 squares; **Reach** 2 squares

Abilities Str 18, Agi 17, Vit 16, Int 2, Mnd 12, Chr 9

Feats Skill Focus (perception, unarmed)

Skills Perception +12, Survival +7, Unarmed +15

Loot Stardust (5%), Great Feather (50%)

Steal Stardust (5%), Snowdrop (20%)



Hippogryph, Pygmy

CR 1

N Medium Beast 2

Init d8; **Senses** darkvision, low-light vision, scent; **Passive Perception** 22

Defences Ref 16 (flat-footed 12), Fort 13, Will 13

Hp 12; **Threshold** 11

Speed 10 squares

Melee bite +6 (1d6+5), or

Melee 2 claws +6 (1d4+5)

Space 1 square; **Reach** 1 square

Abilities Str 10, Agi 19, Vit 12, Int 2, Mnd 12, Chr 9

Feats Skill Focus (Perception)

Skills Perception +12, Unarmed +6

Loot Stardust (5%), Great Feather (20%), Fire Crystal (50%)

Steal Stardust (5%), Great Feather (20%)



Horse

CR 1

N Large Beast 2

Init d8; **Senses** low-light vision, scent; **Passive Perception** 18

Defences Ref 16 (flat-footed 12), Fort 17, Will 15

Hp 22; **Threshold** 22

Speed 8 squares

Melee 2 slams +11 (1d6+5)

Space 2x2 squares; **Reach** 2 squares

Abilities Str 20, Agi 18, Vit 21, Int 2, Mnd 17, Chr 11

Feats Toughness

Skills Athletics + 11, Perception +8, Unarmed +11

Loot Health Potion (5%), Earth Crystal (20%), Beast Mane (50%)

Steal 30gp (5%), Earth Crystal (20%), Nothing (95%)



Manticore

CR 5

LE Large Beast 6

Init d6; **Senses** darkvision, low-light vision, scent; **Passive Perception** 19

Defences Ref 17 (flat-footed 15), Fort 20, Will 22

Hp 54; **DR** 5; **Threshold** 25

Immunity Blind, Poison

Speed 8 squares

Melee bite +18 (1d8+8/poison), or

Melee 2 claws +18 (1d6+8)

Space 2x2 squares; **Reach** 2 squares

Atk Options Tail Slam +18 (1d6+8/poison)

Abilities Str 20, Agi 15, Vit 18, Int 5, Mnd 12, Chr 9

Special Qualities Chimera Brain, Poison, Tail Slam

Feats Improved Initiative, Skill Focus (unarmed), Toughness

Skills Athletics +13, Perception +9, Survival +4, Unarmed +18

Poison- When a manticore successfully deals damage to a living creature with its bite attack or tail slam, there is a 50% chance (50 or less on d%) that the target becomes poisoned with manticore venom.

Chimera Brain: Manticores have a stronger presence of mind, gaining a +5 bonus to their will defence.

Tail Slam- Whenever the manticore is flanked, and uses its bite attack against a target, it may make a free sting attack (d20+18) against any creature in range, that is providing its target with a flanking bonus. This attack deals 1d6+7 piercing damage.

Loot Moondust (5%), Poison Fang (20%), Beast Horn (50%), Beast Mane (95%)

Steal Moondust (5%), Elfowrt (50%)

Pony

CR 1

N Medium Beast 2

Init d8; **Senses** low-light vision, scent; **Passive Perception** 18

Defences Ref 15 (flat-footed 12), Fort 16, Will 14

Hp 20; **Threshold** 14

Speed 8 squares

Melee 2 slams +9 (1d4+4)

Space 1 square; **Reach** 1 square

Abilities Str 17, Agi 17, Vit 18, Int 2, Mnd 15, Chr 8

Feats Toughness

Skills Athletics +9, Perception +8, Unarmed +9

Loot Beast Mane (50%)

Steal Nothing (95%)



Rat, Dire

CR 1

N Small Beast 2

Init d8; **Senses** low-light vision, scent; **Passive Perception** 17

Defences Ref 16 (flat-footed 13), Fort 13, Will 13

Hp 12; **Threshold** 13

Immunity Petrify

Speed 8 squares, climb 4 squares, swim 4 squares

Melee bite +9 (1d4+1)

Space 1 square; **Reach** 1 square

Abilities Str 10, Agi 17, Vit 13, Int 2, Mnd 13, Chr 4

Special Qualities overwhelm

Feats Agile Manoeuvres

Skills Perception +7, Stealth +9, Survival +7, Unarmed +9

Overwhelm- Dire rats receive a +2 morale bonus to attack rolls for each adjacent dire rat.

Loot Beast Fang (5%), Beast Mane (20%)

Steal Health Potion (5%)



Red Widow

N Medium Beast 3

Init d8; **Senses** darkvision, tremorsense; **Passive Perception** 16

Defences Ref 16 (flat-footed 13), Fort 14, Will 13

Hp 18; **Threshold** 11

Immunity Poison

Weakness Fire

Speed 6 squares, climb 6 squares

Melee bite +11 (1d6+1 plus poison)

Space 1 square; **Reach** 1 square

Atk Options Poison, Web

Abilities Str 11, Agi 17, Vit 12, Int 2, Mnd 10, Chr 2

Special Qualities Poison, Web

Feats Skill Focus (stealth, unarmed)

Skills Perception +6, Stealth +14, Unarmed +11

Poison- Whenever a giant spider successfully bites a living target, there is a 25% chance (25 or less on d%) that the target becomes poisoned with widow's kiss.

Web- As a standard action, a red widow can spew forth an adhesive webbing, targeting a single creature, no more than 20 squares from the red widow. Make an attack (d20+12) against the target's reflex defence. If successful, the target becomes immobilized. While immobilized this way, targets are considered flat footed and cannot move until they succeed a DC20 strength check or Acrobatics check. Should the webbing be hit by a fire attack, the affected creatures take the appropriate amount of fire damage and are no longer immobilized. Alternatively, the red widow can spend one hour to cover a 4x4 square area with webbing, automatically immobilizing anyone who stumbles into the web. Detecting the web requires a DC 20 perception check.

Loot Poison Fang (5%), Silk Thread (20%), Chitin (50%)

Steal Amonia Salt (20%), 1gp (50%)



Skink

CR 2

N Medium Beast 3

Init d8; **Senses** low-light vision, scent; **Passive Perception** 17

Defences Ref 15 (flat-footed 13), Fort 16, Will 14

Hp 24; **Threshold** 13

Immunity Poison

Weaknesses Cold

Speed 6 squares, swim 6 squares

Melee bite +14 (1d6+4/poison)

Space 1 square; **Reach** 1 square

Atk Options Venom Spit

Abilities Str 17, Agi 15, Vit 17, Int 2, Mnd 12, Chr 6

Special Qualities Poison, Venom Spit

Feats Skill Focus (stealth, unarmed)

Skills Perception +7, Stealth +13, Unarmed +14

Poison- If a skink hits a living creature with its bite, there is a 25% chance (25 or less on d%) that the target becomes poisoned with widow's kiss.

Venom Spit- As a standard action, a skink may make an attack roll (d20+14) against the reflex defence of a creature within 6 squares and line of sight. If successful, the target becomes poisoned with widow's kiss. The skink may not use this ability again for 1d4+1 rounds.

Loot Stardust (5%), Poison Fang (20%), Beast Scales (50%)

Steal Scale Armour (5%), Beast Scales (20%), Antidote (50%)



Wildcat

CR 5

N Large Beast 6

Init d6; **Senses** low-light vision, scent; **Passive Perception** 19

Defences Ref 18 (flat-footed 15), Fort 18, Will 17

Hp 42; **DR** 5; **Threshold** 23

Speed 8 squares

Melee bite +18 (1d8+7), or

Melee 2 claws +18 (1d6+7)

Space 2x2 squares; **Reach** 2 squares

Atk Options Ambush

Abilities Str 21, Agi 17, Vit 15, Int 2, Mnd 12, Chr 6

Special Qualities Ambush, Pounce

Feats Improved Initiative, Skill Focus (unarmed), Skill Training (stealth)

Skills Perception +8, Stealth +11, Survival +9, Unarmed +18

Ambush- Wildcat's deal an additional 2d6 damage to creatures that are flanked, flat-footed, or otherwise denied their Agi to reflex defence.

Pounce- Wildcat's may use all their natural attacks at the end of a charge.

Loot Storm Crystal (20%), Beast Fang (50%), Beast Mane (95%)

Steal Stardust (5%), Moonwort (50%)



Wolf

CR 1

N Medium Beast (hound) 2

Init d8; **Senses** low-light vision, scent; **Passive Perception** 17

Defences Ref 14 (flat-footed 12), Fort 14, Will 13

Hp 14; **Threshold** 12

Resistance Cold

Speed 10 squares

Melee bite +7 (1d6+2)

Space 1 square; **Reach** 1 square

Abilities Str 13, Agi 15, Vit 15, Int 2, Mnd 12, Chr 6

Special Qualities cunning beast, pack tactics

Feats Skill Training (stealth)

Skills Perception +7, Stealth +8, Survival +7, Unarmed +7

Cunning Beast- When a wolf is hit by a melee attack, it may choose to move 2 squares as a reaction. This does not provoke attacks of opportunity.

Pack Tactics- When a wolf is adjacent to an enemy creature, all the wolf's allies gain a +2 bonus on attack rolls against that creature.

Loot Antidote (5%), Health Potion (20%), Beast Mane (50%)

Steal Moondust (5%), Beast Mane (20%)



Wolf, Dire

CR 4

N Large Beast (hound) 5

Init d6; **Senses** low-light vision, scent; **Passive Perception** 18

Defences Ref 16 (flat-footed 14), Fort 18, Will 16

Hp 37; **DR** 5; **Threshold** 23

Resistance Cold

Speed 10 squares

Melee bite +16 (1d8+6)

Space 2x2 squares; **Reach** 2 squares

Abilities Str 19, Agi 15, Vit 17, Int 2, Mnd 12, Chr 10

Special Qualities alpha wolf, pack tactics

Feats Improved Initiative, Skill Focus (unarmed), Skill Training (stealth)

Skills Perception +8, Stealth +9, Survival +8, Unarmed +16

Alpha Wolf- On a successful attack, the alpha dire wolf deals +1 die of damage for every other wolf or dire wolf adjacent to the target. There may only be a single alpha wolf in a pack. Companions cannot be alphas.

Pack Tactics- When a dire wolf is adjacent to an enemy creature, all the dire wolves' allies gain a +2 bonus on attack rolls against that creature.

Loot Antidote (5%), Health Potion (20%), Beast Fang (50%), Beast Mane (95%)

Steal Moondust (5%), Beast Mane (20%)

Celestials

Celestials function as beasts, however, they gain 2 ability score increases from levelling, as normal. Additionally, celestial gain an amount of MP equal to 3+Mnd each level, always treat spellcraft as a class skill, and are treated as proficient in whatever armour they wear. Most celestials are too powerful for the purposes of this demo, but we have included a basic angel as an example.

Angel, Guardian

CR 9

LG Medium Celestial 9

Mp 54

Init d8; **Senses** darkvision, low-light vision; **Passive Perception** 22

Languages Celestial, Draconic, Infernal; **truespeech**

Defences Ref 25 (flat-footed 23), Fort 24, Will 23

Hp 73; **DR** 10; **Threshold** 24

Immunity Curse, Holy, Petrification, Sleep

Resistance Cold

Weakness Dark

Speed 8 squares, fly 12 squares (hover)

Melee Flametongue +19 (2d8+9)

Space 1 square **Reach** 1 square

Spells Known (Spellcraft +17) Cleanse, Faith, Smite, Ward

Abilities Str 16, Agi 17, Vit 18, Int 17, Mnd 17, Chr 19

Special Qualities Angelfire

Feats Arcane Study, Improved Defences, Skill Focus (1-Handed, Spellcraft), Weapon Proficiency (swords)

Skills 1-Handed +17, Acrobatics +12, Athletics +13, Knowledge (Arcana) +12, Knowledge (History) +12, Knowledge (Religion) +12, Perception +12, Persuasion +13, Spellcraft +17, Unarmed +12

Angelfire- Any fire damage dealt by the angel is treated as holy, against creatures that are immune, resistant, or weak to holy damage.

Loot Angell Feather (5%), Flametongue (20%), Mythril Shirt (50%), Holy Water (95%)

Steal Stardust (5%), Ambrosia (20%)

Constructs

Constructs function as beasts, save for the following adjustments. Constructs are immune to death effects, disease, poison, paralysis, sleep, and stuns. Many constructs are too powerful for the purposes of this demo, but we have included the bag of tricks, as an example creature. As non-living creatures, cannot gain HP from potions.

Bag o' Tricks

CR 4

CE Tiny Construct 4

Init d6; **Senses** darkvision; **Passive Perception** 19

Defences Ref 17 (flat-footed 16), Fort 15, Will 16

Hp 24; **DR** 5; **Threshold** 15

Immunity Blunt

Resistance Piercing

Weakness Slashing

Speed 2 squares

Melee bite +14 (1d3+4)

Space 1 square; **Reach** 1 square

Abilities Str 15, Agi 13, Vit 12, Int 6, Mnd 14, Chr 13

Special Qualities Imitate, Lockjaw

Feats Improved Initiative, Skill Focus (unarmed)

Skills Deception +8, Knowledge (Local) +5, Perception +9, Stealth +18, Unarmed +14

Imitate- As a mimic, the Bag o' Tricks may take 20 on stealth checks made when remaining completely still and can hide in plain sight.

Lockjaw- Whenever the Bag o' Tricks deals damage to a creature with its

bite, it may choose attach itself to the creature, always remaining adjacent to that creature, even if the creature moves when not the bag o' tricks turn. Additionally, while this ability is active, there is a 50% chance (50 or less on d%) that any attack, spell, or ability that targets the bag o' tricks, instead hits the affected creature. This effect only ends when the bag o' tricks either dies, or willingly releases the target.

Loot Health Potion (5%), Mythril (20%), Silk Thread (50%)
Steal Antidote (5%), 1gp (20%), Earth Crystal (95%)

Dragons

Dragons are treated as beasts but gain 2 ability score modifiers from levelling. Additionally, dragons gain an amount of MP equal to 3+Mnd each level and always treat spellcraft as a class skill.



Drake

N Medium Dragon 6

MP 18

Init d6; **Senses** darkvision, low-light vision, scent; **Passive Perception** 16
Languages Draconic

Defences Ref 19 (flat-footed 16), Fort 20, Will 16

Hp 48; **DR** 5; **Threshold** 30

Immunity Fire, Paralysis, Sleep

Weakness Cold

Speed 6 squares

Melee bite +18 (1d6+8), or

Melee 2 claws +18 (1d4+8)

Space 1 square; **Reach** 1 square

Atk Options Fire Breath

Abilities Str 20, Agi 16, Vit 18, Int 7, Mnd 10, Chr 9

Special Qualities Fire Breath

Feats Improved Damage Threshold, Improved Initiative, Skill Focus (unarmed)

Skills Athletics +13, Perception +8, Persuasion +6, Survival +8, Unarmed +18

Fire Breath- As a standard action, drakes can make a ranged attack roll (d20+17) against the reflex defence of all creatures within a 4 square cone, dealing 4d6+7 fire damage. Any creature whose defence was not met or surpassed by the attack, takes half damage. A Drake may use this attack once every 1d4+1 rounds.

Loot Hi-Potion (5%), Dragon Scales (20%), Fire Crystal (50%)

Steal Hi-Potion (20%), Fire Crystal (95%)

CR 6



Hydra

NE Huge Dragon 7

MP 21

Init d6; **Senses** darkvision, low-light vision, scent; **Passive Perception** 18

Defences Ref 16 (flat-footed 15), Fort 22, Will 25

Hp 63; **DR** 5; **Fast Healing** 5; **Threshold** 32

Resistance Cold, Electric

Weakness Fire

Speed 4 squares, swim 4 squares

Melee bite +16 (2d6+6), or

Melee 2 claws +16 (1d8+6)

Space 3x3; **Reach** 2 squares

Abilities Str 17, Agi 12, Vit 18, Int 2, Mnd 11, Chr 9

Special Qualities Dual Mind, Fast Healing, Regeneration, Tribite

Feats Combat Reflexes, Improved Defences, Improved Initiative, Skill Focus (unarmed)

Skills Athletics +9, Perception +8, Unarmed +16

Dual Mind- Hydras have multiple minds working at once, therefore, they add twice their beast level toward their will defence.

Fast Healing- Hydras regain 5 hp at the beginning of every turn until they are slain.

Regeneration- Hydras heal at twice the normal rate. Additionally, when a hydra loses a limb, they can grow it back in 1d10+1 days, at which point any penalties are removed.

Tribite- When the hydra uses a standard action to attack with its bite, it may target up to 3 targets, making a separate attack roll for each target.

Loot Snowdrop (5%), Dragon Scales (20%), Storm Crystal (50%)

Steal Levin Sword (5%), Dragon Scales (20%), Storm Crystal (95%)

CR 7



Wyvern

CN Large Dragon 9

MP 36

Init d6; **Senses** darkvision, low-light vision, scent; **Passive Perception** 20

Languages Draconic

Defences Ref 22 (flat-footed 19), Fort 26, Will 21

Hp 99; **DR** 10; **Threshold** 31

CR 9

Immunity Fire, Sleep, Paralysis
Weakness Cold

Speed 4 squares, fly 12 squares (hover)
Melee bite +21 (1d8+11)
Space 2x2 squares; **Reach** 2 squares
Atk Options Fire Breath, Pin, Tail Slam +26 (1d6+11)

Abilities Str 25, Agi 16, Vit 20, Int 8, Mnd 12, Chr 9
Special Qualities Fire Breath, Tail Slam
Feats Improved Initiative, Improved Defences, Skill Focus (Unarmed), Toughness, Pin
Skills Athletics +16, Knowledge (Geography) +8, Perception +9, Stealth +7, Survival +10, Unarmed +21

Fire Breath- As a standard action, Wyverns can make an attack roll (d20+19) against the reflex defence of all creatures within a 6 square cone, dealing 6d6+9 fire damage. Any creatures whose defence was not met or surpassed by the attack take half damage. A wyvern may use this attack once every 1d4+1 rounds.
Tail Slam- Whenever the wyvern is flanked, and uses its bite attack against a target, it may make a free slam attack (d20+26) against any creature in range, that is providing its target with a flanking bonus. This attack deals 1d6+11 blunt damage.

Loot Dragon Heart (5%), Dragon Bone (20%), Dragon Scales (50%)
Steal 300gp (5%), Fire Crystal (95%)

Elementals

Elementals are treated as beasts, but are immune to oil, drench, paralysis, petrification, poison, sleep, and stun effects. Additionally, elementals cannot be knocked prone. Lastly, elementals gain an amount of MP equal to 3+Mnd each level and always treat spellcraft as a class skill. Many elementals are too powerful for the purposes of this demo, but we have included sprites and slimes to be used by the summoner or as enemies. When reduced to 0 HP or the bottom of the condition track, elementals are automatically destroyed, and leave no corpse.

Storm Sprite

CR 1

N Small Elemental 2
MP 6
Init d8; **Senses** blindsense; Passive Perception 16
Languages Auran (can't speak)

Defences Ref 15 (flat-footed 13), Fort 12, Will 12
Hp 10; **Threshold** 12
Immunity Electric, Elemental Immunities
Dfs Abilities Incorporeal

Speed fly 12 squares (hover)
Melee slam +13 (1d3+3)
Space 1 square; **Reach** 1 square

Abilities Str 1, Agi 15, Vit 10, Int 5, Mnd 11, Chr 11
Special Qualities Conductive, Incorporeal, Struburst
Feats Skill Focus (unarmed)
Skills Acrobatics +8, Knowledge (Arcana) +3, Perception +6, Unarmed +13

Conductive- A storm sprite's slam attack deals electric damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, target becomes flat-footed until the start of the storm sprites next turn.
Starburst- When reduced to 0 HP or the bottom of the condition track, the storm sprite does not fall unconscious, but is immediately killed. Additionally, if the attacker killed the storm sprite with a non-reach melee weapon, an attack roll (d20+11), targets the attackers reflex defence. If successful, target suffers 1d3+1 electric damage.

Loot Storm Crystal (20%), Magicite (50%)
Steal Storm Crystal (5%), Magicite (95%)

Snow Sprite

CR 2

N Small Elemental 3
MP 9
Init d8; **Senses** blindsense; Passive Perception 16
Languages Aquan (can't speak)

Defences Ref 16 (flat-footed 15), Fort 15, Will 14
Hp 18; **Threshold** 15
Immunity Cold, Elemental Immunities
Weaknesses Fire
Dfs Abilities Incorporeal

Speed fly 12 squares (hover)
Melee slam +12 (1d3+2)
Space 1 square; **Reach** 1 square

Abilities Str 1, Agi 12, Vit 13, Int 5, Mnd 11, Chr 11
Special Qualities Frostbite, Incorporeal, Starburst
Feats Improved Defences, Skill Focus (unarmed)
Skills Acrobatics +7, Knowledge (Arcana) +3, Perception +6, Unarmed +12

Frostbite- A snow sprite's slam attack deals cold damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, the target's movement is reduced to 2 squares until the start of the snow sprites next turn.
Starburst- When reduced to 0 HP or the bottom of the condition track, the snow sprite does not fall unconscious, but is immediately killed. Additionally, if the attacker killed the snow sprite with a non-reach melee weapon, an attack roll (d20+12), targets the attackers reflex defence. If successful, target suffers 1d3+2 cold damage.

Loot Ice Crystal (20%), Magicite (50%)
Steal Ice Crystal (5%), Magicite (95%)

Fire Sprite

CR 3

N Small Elemental 4
MP 14
Init d8; **Senses** blindsense; Passive Perception 18
Languages Ignan (can't speak)

Defences Ref 19 (flat-footed 16), Fort 17, Will 16
Hp 28; **DR** 5; **Threshold** 17
Immunity Elemental Immunities, Fire
Weakness Cold

Speed fly 12 squares (hover)
Melee slam +15 (1d3+5)
Space 1 square; **Reach** 1 square

Abilities Str 1, Agi 17, Vit 14, Int 5, Mnd 13, Chr 11
Special Qualities Burn, Incorporeal, Starburst
Feats Improved Defences, Skill Focus (unarmed)
Skills Acrobatics +10, Knowledge (Arcana) +4, Perception +8, Unarmed +15

Burn- A fire sprite's slam attack deals fire damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, the target takes an additional 1d6 fire damage at the start of its next turn, before taking any other action. This damage ignores DR.
Starburst- When reduced to 0 HP or the bottom of the condition track, the fire sprite does not fall unconscious, but is immediately killed. Additionally, if the attacker killed the fire sprite with a non-reach melee weapon, an attack roll (d20+14), targets the attackers reflex defence. If successful, target suffers 1d3+4 fire damage.

Loot Fire Crystal (20%), Magicite (50%)
Steal Fire Crystal (5%), Magicite (95%)

Static Flan

CR 4

CN Medium Elemental 5
MP 5
Init d8; **Senses** darkvision; Passive Perception 12

Defences Ref 16 (flat-footed 15), Fort 18, Will 11
Hp 40; **DR** 5; **Threshold** 23
Immunity Electric, Elemental Immunities, Mind effects

Speed 4 squares
Melee slam +13 (1d4+3)
Space 1 square; **Reach** 1 square
Atk Options Bubble +13

Abilities Str 13, Agi 13, Vit 15, Int 1, Mnd 1, Chr 1
Special Qualities Bubble, Conductive
Feats Improved Damage Threshold, Improved Defences, Skill Focus

(unarmed)

Skills Unarmed +13

Bubble- As a standard action, a static flan can make an attack roll (d20+13) against the reflex defence of a target within 6 squares and line of sight. If successful, target becomes drenched. Should the attack roll surpass both the targets fort and reflex defence, the target is also knocked prone. The static flan may not use this ability again for 1d4+1 turns.

Conductive- A static flan's slam attack deals electric damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, target becomes flat-footed until the start of the static flans next turn.

Loot Stardust (5%), Storm Crystal (50%), Magicite (95%)

Steal Stardust (5%), Storm Crystal (20%), Handkercher (95%)

Chilled Pudding

CR 5

CN Medium Elemental 6

MP 6

Init d8; **Senses** darkvision; Passive Perception 18

Defences Ref 11 (flat-footed 11), Fort 24, Will 12

Hp 72; **DR** 5; **Threshold** 29

Immunity Cold, Elemental Immunities, Mind Effects

Weakness Fire

Speed 6 squares

Melee slam +15 (1d4+5)

Space 1 square; **Reach** 1 square

Atk Options Bubble +15

Abilities Str 15, Agi 1, Vit 24 Int 1, Mnd 1, Chr 1

Special Qualities Bubble, Frost Bite

Feats Improved Damage Threshold, Improved Defences, Skill Focus (unarmed)

Skills Unarmed +15

Bubble- As a standard action, a chilled pudding can make an attack roll (d20+15) against the reflex defence of a target within 6 squares and line of sight. If successful, target becomes drenched. Should the attack roll surpass both the targets fort and reflex defence, the target is also knocked prone. The chilled pudding may not use this ability again for 1d4+1 turns.

Frost Bite- A chilled pudding's slam attack deals cold damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, the target's movement is reduced to 2 squares until the start of the snow sprites next turn.

Loot Stardust (5%), Ice Crystal (50%), Magicite (95%)

Steal Stardust (5%), Ice Crystal (20%), Handkercher (95%)

Molten Ooze

CR 6

CN Medium Elemental 7

MP 7

Init d8; **Senses** darkvision; Passive Perception 18

Defences Ref 12 (flat-footed 12), Fort 23, Will 13

Hp 77; **DR** 5; **Threshold** 28

Immunity Elemental Immunities, Fire, Mind Effects

Weakness Cold

Speed 4 squares

Melee slam +18 (1d4+8)

Space 1 square; **Reach** 1 square

Atk Options Sludge +18

Abilities Str 20, Agi 1, Vit 21 Int 1, Mnd 1, Chr 1

Special Qualities Burn, Sludge

Feats Improved Damage Threshold, Improved Defences, Skill Focus (unarmed), Toughness

Skills Unarmed +18

Burn- A molten ooze's slam attack deals fire damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, the target takes an additional 2d6 fire damage at the start of its next turn, before taking any other action. This damage ignores DR.

Sludge- As a standard action, a molten ooze can make an attack roll (d20+18) against the reflex defence of a target within 6 squares and line of sight. If successful, target becomes oiled. Should the attack roll surpass both the targets fort and reflex defence, the target is also knocked prone.

The molten ooze may not use this ability again for 1d4+1 turns.

Loot Stardust (5%), Fire Crystal (50%), Magicite (95%)

Steal Stardust (5%), Fire Crystal (20%), Handkercher (95%)

Fae

Fae function as beasts, but gain 2 ability score adjustments from levelling, as normal. Additionally, gain an amount of MP equal to 3+Mnd each level, and always treat spellcraft as a class skill. Many fae are too powerful for the purposes of this demo, but we have included a few examples for use.



Nymph

CR 2

NE Tiny Fae 2

MP 6

Init d8; **Senses** darkvision; Passive Perception 16

Languages Common, Sylvan

Defences Ref 17 (flat-footed 14), Fort 12, Will 12

Hp 10; **Threshold** 12

Weakness Holy

Speed fly 12 squares (hover)

Melee sting +2 (1d2-3 damage)

Space 1 square; **Reach** 1 square

Spells Known (Spellcraft +6) Darkness, Infest

Abilities Str 3, Agi 17, Vit 10, Int 12, Mnd 11, Chr 6

Special Qualities Absorb Magick, Syphon Mana

Feats Arcane Study

Skills Acrobatics +9, Deception +4, Perception +6, Stealth +19, Survival +6, Spellcraft +6, Unarmed +2

Absorb Magick- When a nymph is targeted by a non-white magick spell, it suffers no effect and instead gains an amount of temporary MP equal to the cost of the spell used. If this temporary mana is not used by the end of the encounter, it is lost.

Syphon Mana- As a standard action, nymphs can make a spellcraft check against the will defence of a target within 12 squares and line of sight, if successful, the target loses 1d6 MP. This die may explode. The nymph then gains an amount of MP equal to that which the target lost. The nymph may not use this ability again for 1d4+1 rounds.

Loot Stardust (5%), Corrupted Fae Wood (50%)

Steal Ether (5%), Golden Sap (20%)

Pixie

CR 4

CG Tiny Fae 4

MP 20

Init d8; **Senses** low-light vision; Passive Perception 17

Languages Common, Elven, Sylvan

Defences Ref 24 (flat-footed 19), Fort 15, Will 16

Hp 24; **Threshold** 15

Weakness Fire

Speed fly 12 squares (hover)
Melee sting +7 (1d2-2 damage)
Space 1 square; **Reach** 1 square
Spells Known (Spellcraft +8) confusion, entangle, sleep, slow

Abilities Str 3, Agi 21, Vit 12, Int 16, Mnd 15, Chr 16
Special Qualities Absorb Magick
Feats Arcane Study, Channel
Skills Acrobatics +12, Deception +10, Knowledge (Arcana) +10, Knowledge (Geography) +10, Knowledge (Nature) +10, Perception +7, Stealth +22, Survival +9, Spellcraft +9, Unarmed +7

Absorb Magick- When a pixie is targeted by a non-black magick spell, it suffers no effect and instead gains an amount of temporary MP equal to the cost of the spell used. If this temporary mana is not used by the end of the encounter, it is lost.

Loot Stardust (5%), Fae Wood (20%), Earth Crystal (50%), Magicite (95%)
Steal Ether (5%), Amonia Salt (20%), Golden Sap (50%)

Dryad

CR 6

CG Medium Fae 6
Mp 30
Init d8; **Senses** low-light vision; Passive Perception 20
Languages Common, Elven, Sylvan

Defences Ref 20 (flat-footed 16), Fort 18, Will 18
Hp 42; **DR** 5; **Threshold** 18
Immunity Mind Effects, Paralysis, Poison, Sleep
Resistance Cold, Electric
Weakness Fire

Speed 6 squares
Melee 2 claws +13 (1d4+3)
Space 1 square; **Reach** 1 square
Known Spells (Spellcraft +15) Entangle, Overgrowth, Sleep

Abilities Str 10, Agi 19, Vit 14, Int 13, Mnd 15, Chr 18
Special Qualities Tree Meld
Feats Arcane Study, Skill Focus (spellcraft, unarmed)
Skills Acrobatics +12, Knowledge (Arcana) +10, Knowledge (Nature) +10, Perception +10, Survival +10, Stealth +12, Spellcraft +15, Unarmed +13

Tree Meld- Dryads can meld into trees, blending into their surroundings. While melded into a tree, a dryad may take 20 on stealth checks to hide in plain sight. Additionally, Dryads can move about the trees at normal speed with no checks.

Loot Moondust (5%), Fae Wood (50%), Earth Crystal (95%)
Steal Faerie Wand (5%), Pistoja Powder (20%), Golden Sap (50%)



Unicorn

CR 7

CG Large Fae 7
Mp 56

Init d8; **Senses** darkvision, scent; Passive Perception 23
Languages Common, Sylvan

Defences Ref 19 (flat-footed 16), Fort 20, Will 22
Hp 56; **DR** 5; **Fast Healing** 5; **Threshold** 25
Immunity charm, poison
Weak Dark

Speed 12 squares
Melee gore +17 (1d8+7)
Melee gore +21 (1d8+10) with powerful charge
Space 2x2 squares; **Reach** 2 squares
Atk Options Powerful Charge
Spells Known (Spellcraft +18) Cleanse, Curatio

Abilities Str 18, Agi 16, Vit 16, Int 12, Mnd 21, Chr 24
Feats Arcane Study, Powerful Charge, Skill Focus (spellcraft, unarmed)
Skills Acrobatics +11, Athletics +12, Knowledge (Arcana) +9, Knowledge (Nature) +9, Perception +13, Spellcraft +18, Survival +13, Unarmed +17

Loot Moondust (5%), Unicorn Horn 20%, Magicite (95%)
Steal Remedy (5%)

Giants

Though technically large humanoids, giants are treated as beasts. However, they gain 2 ability score adjustments from levelling. Many giants are too powerful for the purposes of this demo, but we have included some examples for use.

Swamp Troll

CR 4

CE Large Giant 4
Init d8; **Senses** darkvision; Passive Perception 16
Languages Giant

Defences Ref 16 (flat-footed 14), Fort 20, Will 14
Hp 40; **DR** 5; **Threshold** 25
Immunity Poison
Resistances Blunt, Piercing
Weakness Fire

Speed 6 squares
Melee 2 slams +16 (1d6+6) or
Range lob +11 (1d6+6)
Space 2x2 squares; **Reach** 2 squares

Abilities Str 18, Agi 14, Vit 20, Int 5, Mnd 9, Chr 6
Special Qualities Camouflage, Lob, Regeneration
Feats Improved Defences, Skill Focus (unarmed)
Skills Perception +6, Ranged +11, Stealth +9*, Survival +6, Unarmed +16

Camouflage- Swamp Troll's are better at naturally blending into their surroundings. When in bogs or swamps, swamp trolls treat stealth as a trained skill and ignore any size penalties to their stealth checks.
Lob- Swamp Trolls may lob a boulder at a target, make a slam attack at range, as if using a thrown weapon.
Regeneration- Swamp Trolls heal at twice the normal rate. Additionally, when a troll loses a limb, they can grow it back in 1d10+1 days, at which point any penalties are removed.

Loot Giant Hide (20%), Magick Root (50%), Earth Crystal (95%), and 200gp
Steal Tent (20%), Magick Herb (50%)
**when in bogs or swamps*

Ogre

CR 6

CE Large Giant 6
Init d8; **Senses** low-light vision; Passive Perception 18
Languages Giant

Defences Ref 16 (flat-footed 16), Fort 23, Will 15
Hp 66; **DR** 5; **Threshold** 28

Speed 8 squares
Melee Oaken Club +19 (2d10+9), or
Melee 2 slams +13 (1d6+8)
Space 2x2 squares; **Reach** 2 squares
Atk Options Overthrow

Abilities Str 21, Agi 8, Vit 23, Int 6, Mnd 9, Chr 7

Special Qualities Overthrow

Feats Armour Proficiency (light), Skill Focus (1-handed), Weapon Proficiency (bludgeons)

Skills 1-Handed +18, Athletics +8, Perception +8, Persuasion +6, Unarmed +13

Overthrow- Whenever an ogre successfully deals damage to a target at the end of a charge, they may choose to move the target 3 squares away from them in any direction. This is a stun.

Loot Gigas Heart (5%), Bronze Chestplate (20%), Oaken Club (50%), Giant Hide (95%), and 300gp

Steal Ether (5%), Hi-Potion (95%)

Rock Troll

CR 7

CE Large Giant 7

Init d8; **Senses** darkvision; Passive Perception 17

Languages Giant

Defences Ref 18 (flat-footed 17), Fort 25, Will 17

Hp 84; **DR** 5; **Threshold** 30

Immunity Electric, Petrification

Resistance Piercing, Slashing

Speed 6 squares

Melee 2 slams +18* (1d6+12*) or

Range lob +14 (1d6+10)

Space 2x2 squares; **Reach** 2 squares

Abilities Str 25, Agi 12, Vit 24, Int 5, Mnd 9, Chr 6

Special Qualities Camouflage, Lob, Regeneration

Feats Improved Defences, Power Attack, Skill Focus (ranged, unarmed)

Skills Perception +7, Ranged +14, Stealth† +9, Survival +7, Unarmed +20

Camouflage- Rock Trolls are better at naturally blending into their surroundings. When in caves or mountains, rock trolls treat stealth as a trained skill and ignore any size penalties to their stealth checks.

Lob- Rock Trolls may lob a boulder at a target, make a slam attack at range, as if using a thrown weapon.

Regeneration- Trolls heal at twice the normal rate. Additionally, when a troll loses a limb, they can grow it back in 1d10+1 days, at which point any penalties are removed.

Loot Obsidian (20%), Giant Hide (50%), Earth Crystal (95%), and 200gp

Steal Magick Root (50%)

*with 2 points of power attack

†when in caves or mountains

Infernals

Infernals function as beasts, however, they gain 2 ability score increases from levelling, as normal. Additionally, infernals gain an amount of MP equal to 3+Mnd each level, always treat spellcraft as a class skill, and are treated as proficient with any armour they wear. Most infernals, are too powerful for the purposes of this demo, but we have included a few examples for use.



Imp

CR 3

NE Small Infernal 3

Mp 15

Init d8 **Senses** darkvision; Passive Perception 18

Languages Common, Infernal

Defences Ref 17 (flat-footed 14), Fort 13, Will 14

Hp 15; **Threshold** 13

Immunity Confusion, Fire, Poison, Sleep

Weakness Holy

Speed 4 squares, fly 10 squares (hover)

Melee bite +6 (1d4+1)

Space 1 square **Reach** 1 square

Atk Options Syphon Mana

Known Spells (Spellcraft +13) Dispel, Ember, Invisibility

Abilities Str 10, Agi 17, Vit 10, Int 14, Mnd 14, Chr 12

Special Qualities Syphon Mana

Feats Arcane Study, Skill Focus (spellcraft)

Skills Acrobatics +19, Deception +7, Disable +9, Knowledge (Arcana) +8, Knowledge (Religion) +8, Perception +8, Spellcraft +13, Stealth +9, Unarmed +6

Syphon Mana- As a standard action, Imps can make a spellcraft check against the will defence of a target within 12 squares and line of sight, if successful, the target loses 1d6 MP. This die may explode. The Imp then gains an amount of MP equal to that which the target lost. The imp may not use this ability again for 1d4+1 rounds.

Loot Stardust (5%), Daemon Horn (20%), Ether (50%), Fire Crystal (95%)

Steal 130gp (20%), Ether (50%)



Hellhound

CR 4

NE Medium Infernal 4

Mp 12

Init d6; **Senses** darkvision; Passive Perception 17

Languages Infernal (can't speak)

Defences Ref 15 (flat-footed 14), fort 16, Will 14

Hp 28; **DR** 5; **Threshold** 16

Immunity Dark, Fire

Weakness Holy

Speed 10 squares

Melee Bite +13 (1d6+3)

Space 1 square **Reach** 1 square

Atk Options Abyssal Fang

Abilities Str 13, Agi 13, Vit 15, Int 6, Mnd 10, Chr 6

Special Qualities Abyssal Breath, Abyssal Fang

Feats Improved Initiative, Skill Focus (unarmed)

Skills Acrobatics +8, Perception +7, Spellcraft +7, Stealth +8, Unarmed +13

Abyssal Breath- As a standard action, hellhound can make an attack roll (d20+14) against the reflex defence of all creatures within a 6 square cone, dealing 4d6+4 fire damage (or dark damage against enemies that are either

immune, resistant, or weak to dark damage). Any creatures whose defence was not met or surpassed by the attack take half damage. A hellhound may use this attack once every 1d4+1 rounds.

Abyssal Fang- The hellhounds may choose to deal damage dark damage with their bite attack.

Loot Obsidian (20%), Magicite (50%), Daemon Flesh (50%)

Steal Remedy (5%), Obsidian (50%), Ammonia Salt (95%)



Gargouille

CE Medium Infernal 5

Mp 15

Init d6; **Senses** darkvision; Passive Perception 17

Languages Common, Infernal

Defences Ref 17 (flat-footed 15), Fort 18, Will 15

Hp 45; **DR** 5; **Threshold** 18

Immunity Dark

Resistance Piercing, Slashing

Weakness Holy

Speed 8 squares, fly 12 squares (hover)

Melee gore +14 (1d6+4), or

Melee 2 claws +14 (1d4+4)

Space 1 square; **Reach** 1 square

Abilities Str 15, Agi 14, Vit 16, Int 6, Mnd 11, Chr 7

Special Qualities Imitate, Obsidian Tablet

Feats Improved Initiative, Skill Focus (unarmed), Toughness

Skills Acrobatics +9, Knowledge (Local) +5, Perception +7, Stealth +9, Unarmed +14

Imitate- A gargouille can freeze into a seemingly stone form, taking on the appearance of a statue. When using this ability, the gargouille can take 20 on stealth checks to hide in plain sight.

Obsidian Tablet- Once per round, as a reaction to being targeted by a spell, a gargouille can make an opposing attack roll (d20+14). Should the attack roll equal or exceed the spellcraft check, the spell is negated.

Loot Hi-Potion (5%), Obsidian (20%), Daemon Flesh (50%)

Steal Obsidian (20%)

CR 5



Gallu

NE Medium Infernal 8

Mp 46

Init d8; **Senses** darkvision; Passive Perception 22

Languages Celestial, Common, Draconic, Infernal

Defences Ref 19 (flat-footed 18), Fort 25, Will 21

Hp 96; **DR** 10; **Threshold** 25

Immunity Electricity, Fire, Poison

Weakness Holy

Speed 6 squares

Melee gore +20 (1d4+10), or

Melee gore +24 (1d6+14) with powerful charge, or

Melee 2 claws +20 (1d4+10)

Space 1 square; **Reach** 1 square

Atk Options Powerful Charge, Soul Snare

Spells Known (Spellcraft +17) confusion, levitate, slow

Abilities Str 22, Agi 13, Vit 24, Int 15, Mnd 17, Chr 16

Special Qualities Soul Snare

Feats Arcane Study, Powerful Charge, Skill Focus (Spellcraft, Unarmed)

Skills Athletics +15, Deception +12, Knowledge Arcana +11, Knowledge Religion +11, Perception +12, Persuasion +12, Spellcraft +17, Stealth +10, Unarmed +20

Soul Snare- As a standard action, a gallu may attempt to snare a mortal's soul, by making a spellcraft check against the will defence of a living creature within 12 squares and line of sight. If successful, the target is cursed with misfortune. If the affected creature is killed, the gallu may feed on the soul, as a reaction, and is healed an amount of HP equal to the creature's Mnd score. A gallu may only have one soul ensnared at a time and is unable to use this ability again until the target dies, or the gallu willingly lifts the curse. Lifting the curse is a swift action.

Targets that are higher level than the gallu gain a +5 bonus to their defence against this ability.

Loot Daemon Heart (5%), Daemon Horn (20%), Daemon Flesh (50%)

Steal Orichalcum (5%), Remedy (20%)

CR 8

Undead

Undead function as beasts but gain 2 ability score points when levelling. Additionally, undead are immune to poison, sleep, paralysis, zombify, death-effects, and disease. Undead are weak to holy and as non-living creatures, cannot gain HP from potions.

Zombie

CR 1

NE Medium Undead 2

Init d8; **Senses** darkvision; Passive Perception 16

Defences Ref 12 (flat-footed 12), Fort 15, Will 10

Hp 18; **Threshold** 15

Immunity Cold, Mind Effects, Undead Immunities

Resistance Blunt, Piercing

Weakness Holy

Speed 6 squares

Melee bite +9 (1d6+4)

Space 1 square; **Reach** 1 square

Abilities Str 17, Agi 10, Vit 16, Int 1, Mnd 7, Chr 5

Special Qualities shamble, gnaw

Feats Toughness

Skills Perception +6, Unarmed +9

Gnaw- Whenever a zombie has an opponent grappled, they ignore all forms of damage reduction with its Bite attack.

Shamble- Zombies move with slow, shuffling, awkward movements and require a full action to move instead of a move action and cannot charge.

Loot Battle Harness (5%), Antidote (20%), Putrid Flesh (50%)

Steal 50gp (5%), Putrid Flesh (20%), 2gp (50%)



Skeleton

CR 2

NE Medium Undead 3

Init d8; **Senses** darkvision; Passive Perception 16

Defences Ref 17 (flat-footed 15), Fort 15, Will 13

Hp 21; **DR** 3; **Threshold** 15

Immunity Cold, Mind Effects, Undead Immunities

Resistance Slashing, Piercing

Weakness Holy

Speed 6 squares

Melee copper sword +13 (2d6+2) or

Melee 2 claws +8 (1d4+3)

Space 1 square; **Reach** 1 square

Abilities Str 15, Agi 14, Vit 15, Int 3, Mnd 10, Chr 10

Feats Skill Focus (1-Handed, Unarmed)

Skill 1-Handed +13, Perception +6, Unarmed +13

Loot Golden Sap (5%), Bronze Chestplate (20%), Copper Sword (50%)

Steal Bronze Chestplate (5%), 20gp (20%)

Ghost

CR 5

CE Medium Undead 5

Init d6; **Senses** darkvision; Passive Perception 17

Languages Common

Defences Ref 19 (flat-footed 16), Fort 18, Will 16

Hp 35; **DR** 5; **Threshold** 18

Dfs Abilities Incorporeal

Immunity Undead Immunities

Weakness Holy

Speed fly 6 squares (hover)

Melee Incorporeal Touch +15 (1d4+5)

Space 1 square; **Reach** 1 square

Abilities Str 1, Agi 16, Vit 14, Int 10, Mnd 11, Chr 17

Special Qualities Incorporeal, Incorporeal Touch

Feats Improved Initiative, Improved Defences, Skill Focus (unarmed)

Skills Acrobatics +10, Deception +10, Knowledge (History) +7,

Knowledge (Religion) +7, Perception +7, Stealth +10, Unarmed +15

Incorporeal Touch- When a ghost successfully deals damage to a living creature with this attack, the creature moves -1 step down the condition track. This attack ignores all forms of DR. This is a death effect.

Loot Potion (5%), Ectoplasm (20%)

Steal Silk Thread (5%), Golden Sap (20%)

Ghoul

CR 6

CE Medium Undead 6

Init d8; **Senses** darkvision; Passive Perception 20

Languages Infernal (can't speak)

Defences Ref 18 (flat-footed 16), Fort 20, Will 17

Hp 48; **DR** 5; **Threshold** 20

Immunity Undead Immunities

Resistance Blunt, Piercing

Weakness Holy

Speed 6 squares

Melee bite +14 (1d6+4)

Space 1 square; **Reach** 1 square

Atk Options Putrid Breath

Abilities Str 13, Agi 15, Vit 16, Int 13, Mnd 13, Chr 14

Special Qualities Festering Bite, Gnaw, Putrid Breath

Feats Pin, Skill Focus (stealth, unarmed)

Skills Acrobatics +10, Athletics +9, Deception +10, Knowledge (Local) +9, Perception +10, Stealth +15, Survival +9, Unarmed +14

Festering Bite- If a ghoul's bite attack exceeds both the targets fort defence, in addition to its ref defence, the target becomes diseased.

Gnaw- Whenever a ghoul has an opponent grappled, they ignore all forms of damage reduction with its Bite attack.

Putrid Breath- Once per encounter, as a standard action, ghouls can make an attack roll (d20+17) against the fortitude defence of all targets in 4 square cone areas. If successful, the targets become diseased.

Loot Hi-Potion (20%), Putrid Flesh (50%)

Steal Moondust (5%), Magicite (95%)

Wiederganger

CR 6

Mp 24

NE Medium Undead 6

Init d8; **Senses** darkvision; Passive Perception 19

Defences Ref 20 (flat-footed 18), Fort 18, Will 17

Hp 42; **DR** 5; **Threshold** 18

Immunity Cold, Undead Immunities

Resistance Slashing, Piercing

Weakness Holy

Speed 6 squares

Melee Dagger +9 (2d4+4)

Ranged Bone Wand +15 (3d4+5)

Space 1 square; **Reach** 1 square

Known Spells (Spellcraft +14) Aphasia, Darkness, Infest, Maim

Abilities Str 12, Agi 15, Vit 14, Int 16, Mnd 12, Chr 15

Special Qualities Magickal

Feats Arcane Study, Combat Casting, Skill Focus (spellcraft)

Skills 1-Handed +9, Acrobatics +10, Deception +9, Knowledge (Arcana) +11, Knowledge (Local) +11, Knowledge (Religion) +11, Perception +9, Spellcraft +15, Stealth +10, Unarmed +9

Magickal- Weidergangers gain an amount of MP equal to 3+Mnd each level, always treat spellcraft as a class skill.

Loot Cursed Bone (5%), Bone Wand (20%), Mages Habit (50%), Dagger (95%)

Steal Power Stone (5%), 60gp (20%), Magicite (95%)

Additional Beast Traits

Some less unique traits that may be found on a number of beasts are listed here.

Blindsight: Automatically detects creatures that do not have total concealment. Suffers no attack penalty against creatures with total concealment.

Hover: Creatures with hover are immune to effects that rely on the creatures to be on the ground. Flying creatures with hover, need not land at the end of their movement.

Incorporeal: Suffers only 1/2 damage from physical damage, cannot be affected by oil or drench, nor can they be tripped, grappled, etc. Additionally, Incorporeal creatures use their Agi in place of Str to calculate unarmed attack and damage rolls.

Lifesense: Detects living creatures that do not have total concealment.

Scent: Detects creatures within 6 squares regardless of concealment. But does not automatically know their exact location. Reduces attack penalty against creatures with total concealment to -2.

Tremorsense: Detects grounded creatures within 12 squares. Reduces attack penalty against creatures with total concealment to -2.

Truespeech: Understands and speaks all languages.

Animal Companions and Summons

Characters may obtain permanent or temporary allies through various means, be it talents that allow the taming of beasts, summoning creatures, or even buying a mount. The level of the companion the player may have is determined by their characters level. Please use the following chart to determine what level a character's animal companion or summon may be.

Animal Companion & Summons

Character Level	Companion Level
1	2
2	3
3	3
4	4
5	5
6	6
7	6
8	7
9	8
10	9
11	9
12	10
13	11
14	12
15	12
16	13
17	14
18	15
19	15
20	16

Commanding Companions and Summons

Animal companions and summons share the characters initiative in encounters, and act on their turn. However, they may only take a single standard action, unless the controller spends their own standard action to

command the creature, allowing them to take a full turn of actions as normal.

Mounts share both initiative and action economy with the rider.

Example: Rider uses move action to move mount, thus consuming the mounts move action.

Mount and rider are treated as one character for the sake of spells and effects that could make the rider attack a nearby ally or creature.

Swarms, Packs, and Hordes

Sometimes you will encounter creatures that come at you in swarms, or hunt in packs. To create a swarm or pack, make the following adjustments.

Increase the base creatures CR by +2

Increase the base creature's size by 1 category, but do not increase the creature's reach.

Double the base creatures HP.

Melee attacks target all squares within reach.

Ranged attacks become area attacks that target an area of equal size.

Skill Checks gain a +5 bonus.

You may double these adjustments to create a horde, though a swarm, pack, or horde, may not exceed a size of huge. This means large creatures may only become a pack, and creatures that are huge or bigger may not become a pack, swarm, or horde.

Swarms, packs, and hordes take +2 die of damage from area attacks.

Note: a swarm, pack, or horde may be summoned by casters with the appropriate talents but treat swarms and packs as twice the level of the base creature, and hordes as 4 times the level of the base creature.

-Traps and Hazards-

A variety of traps and hazards may be encountered by adventurers, while questing through the treacherous dungeons and lairs of Val'daera.

Triggering Traps

Should a character step into a trapped square or attempt to activate a trapped item (such as opening a trapped chest or door), the trap will make an attack roll against the appropriate defence. If successful, the target suffers the traps full effect. Otherwise, the target suffers a lesser effect, or in some cases, no effect at all.

Evading Traps

Each trap will have a set perception DC that must be met or surpassed by either a character's passive perception, or an active attempt to detect traps with a perception check.

Likewise, the same DC may be met to attempt to disarm the trap via the disable skill.

Note: If caught by surprise, Traps target a creature's flat-footed reflex defence.

Calculating Trap CR

Each trap has its own CR, much like creatures, and should be calculated into the CR formula of encounters, be they a single trap amongst a group of enemies, or a series of traps creating a deadly trap room!

The larger a trap you make, the greater the CR.

For example: while a standard, 1 square, pitfall trap is a CR 4 trap (CR 1 Encounter), a pitfall trap that covers a 4 square area would be CR 12 (CR 4 Encounter).

Some traps, such as crushing rooms, gas chambers, etc. target all creatures within the room. In these instances, you may choose to multiply the CR by the number of players present, as the lives of the entire party may be at stake.

For example: a party of 4 adventurers trying to escape a crushing room would be in a CR 40 trap (CR 13 encounter), while if only 2 members of the same party were stuck in the trap, while 2 could safely attempt to free them, it would be a CR 20 trap (CR 6 encounter).

Example Traps

Arrow (CR 3)

Attack: +10 vs Reflex Defence

Damage: 3d6 piercing damage (half on miss)

Secondary Effect: Creature moves -1 persistent step on the condition track (nothing on miss)

Detect/Disarm: DC 15

Blade (CR 4)

Attack: +15 vs Reflex Defence

Damage: 3d8 piercing damage (half on miss)

Secondary Effect: Creature moves -1 persistent step on the condition track (nothing on miss)

Detect/Disarm: DC 20

Cage (CR 6)

Attack: +15 vs Reflex Defence

Damage: none

Secondary Effect: Creature is trapped in a metal cage (nothing on miss)

Detect/Disarm: DC 25

Special: Requires a DC 20 disable check to pick the lock, or a DC 25 Str check to pry the door open.

Crushing Room (CR 10)

Attack: Automatic Success when walls are closed.

Damage: 10d6 unaspected damage, each round the walls are closed.

Secondary Effect: Creatures are pinned and crushed. Additionally, each explosive damage die creates 2 die of bonus damage.

Detect/Disarm: DC 25

Special: The walls take 10 turns to close, remain closed for 5 turns, and take 10 turns to open.

Flaggermine (CR 2)

Attack: +15 vs Reflex Defence

Damage: 5d6 fire damage (half on miss)

Secondary Effect: Creatures in adjacent squares take half damage (none on miss)

Detect/Disarm: DC 15

Fougasse (CR 5)

Attack: +15 vs Reflex Defence

Damage: 10d6 fire damage (half on miss)

Secondary Effect: Creatures within 2 squares take full damage (half on miss)

Detect/Disarm: DC 20

Gas, Choking (CR 4)

Attack: +15 vs Fortitude Defence

Damage: 2d8 unaspected damage, each round spent in the gas. (half on miss)

Secondary Effect: Creatures are silenced (nothing on miss)

Detect/Disarm: DC 20

Gas, Laughing (CR 6)

Attack: +15 vs Fortitude Defence

Damage: None

Secondary Effect: Creatures are confused (nothing on miss)

Detect/Disarm: DC 20

Gas, Poison (CR 8)

Attack: +15 vs Fortitude Defence

Damage: none

Secondary Effect: Creatures are poisoned by Death Fog (nothing on miss)

Detect/Disarm: DC 25

Gas, Stun (CR 5)

Attack: +15 vs Fortitude Defence

Damage: 2d6 unaspected damage (half on miss)

Secondary Effect: Creatures are paralyzed (nothing on miss)

Detect/Disarm: DC 15

Mantrap (CR 3)

Attack: +10 vs Reflex Defence

Damage: 2d4 unaspected damage (half on miss)

Secondary Effect: Creature moves -1 persistent step on the condition track (nothing on miss)

Detect/Disarm: DC 15

Special: Until the persistent condition is removed, creature moves at half speed.

Net (CR 2)

Attack: +10 vs Reflex Defence

Damage: none

Secondary Effect: Creature is grappled (nothing on miss)

Detect/Disarm: DC 15

Special: Requires a DC 20 unarmed check, or a DC 15 Str check to free oneself from the grapple.

Pitfall (CR 4)

Attack: Automatic Success

Damage: 4d6 blunt damage

Secondary Effect: Creature fall prone at the bottom of a 20 ft pit.

Detect/Disarm: DC 20

Pit, Spiked (CR 8)

Attack: Automatic Success

Damage: 4d6 piercing damage (each round until the grapple is broken)

Secondary Effect: Creature falls prone and is grappled within a 20 ft pit. The creature suffers 2d6 unaspected damage each round it remains grappled. Additionally, each explosive damage die creates 2 die of bonus damage.

Detect/Disarm: DC 30

Special: Requires a DC 25 unarmed check, or a DC 20 Str check to free oneself from the grapple.

Rockslide (CR 8)

Attack: +20 vs Reflex Defence

Damage: 2d12 blunt damage (each round until the grapple is broken)

Secondary Effect: Creature falls prone and is grappled under large boulders. Additionally, each explosive damage die creates 2 die of bonus damage.

Detect/Disarm: DC 30

Special: Requires a DC 25 unarmed check, or a DC 20 Str check to free oneself from the grapple.



-Designing Encounters-

When designing encounters for your campaigns, you will use a very simple mathematical formula, to determine if the encounter is balanced against the average party level (APL).

First, add up the total challenge rating (CR) of all enemies within the encounter. Second, divide the total sum of their combined CRs by 3. As long as the final number is no more than 3-5 points above the APL, the party should be able to prevail, though the higher the number, the more challenging the encounter will be.

No one enemy in an encounter should be more than 5 levels above the APL. This formula assumes there are 4 party members. For parties of 3 or less, reduce the APL by 1, for each party member less than 4. For parties of 5 or greater, increase the APL by 1 level per additional party member.

Awarding Loot

When the party defeats an enemy or a group of enemies, they obtain valuable loot from the fight. The potential loot is determined by the stat block of the enemies defeated.

Roll the percentage dice (d%) once for each enemy defeated in the encounter, referencing the **Loot** statistics on each stat block. If the roll matches a number or is less the number, that is the item dropped. Only 1 item is dropped per creature, if any, and all other items that are not dropped during the loot, are considered to have been lost or destroyed during the fight.



Awarding Experience Points

When a party of heroes overcomes a challenge, they earn experience points (XP). Earning XP reflects the hero's growth and is how they gain heroic levels and obtain new powers and abilities. The amount of XP earned is based on the challenge rating of the encounter (Sum of all enemy CR/3). The XP is then divided equally between the players.

Experience Points	
Challenge Rating	XP Awarded
1	200
2	400
3	600
4	800
5	1,000
6	1,200
7	1,400
8	1,600
9	1,800
10	2,000
11	2,200
12	2,400
13	2,600
14	2,800
15	3,000
16	3,200
17	3,400
18	3,600
19	3,800
20	4,000
21	4,200
22	4,400
23	4,600
24	4,800
25	5,000

Developer Note

This demo omits certain features and mechanics that will otherwise be found in the game's full release, such as the 18 core advanced classes, as well as numerous NPCs, beasts, summons, alternate rule sets, etc.

Name _____

Race _____ Gender _____

Class _____ Advanced Class _____

Multiclass _____ Alignment _____

Experience _____ Next Level _____

Ability Scores

Score Modifier Notes

Strength _____

Vitality _____

Agility _____

Intelligence _____

Mind _____

Charisma _____

Attacks

Weapon _____ Type _____

Range _____ Atk Bonus _____ Damage _____

Weapon _____ Type _____

Range _____ Atk Bonus _____ Damage _____

Weapon _____ Type _____

Range _____ Atk Bonus _____ Damage _____

Hit Points

Mana

Initiative
Speed
Special Movement
Base Bonus Penalty

Hero Points
Immunities
Resistances
Vulnerabilities

Damage Reduction
Vulnerabilities

Defences

Fort
Level Ability Class Feats Bonus
10+ _____

Ref
10+ _____

Will
10+ _____

Fort Defence Feats Bonus
Damage Threshold

Condition

Normal

-1

-2

-5

-10

Unconscious



Skills

Score 1/2 Lv Ability Trained Focus Bonus

Acrobatics _____ Agt _____

Alchemy _____ Int _____

Athletics _____ Str _____

Deception _____ Chr _____

Disable _____ Agt _____

Knowledge _____ Int _____

Knowledge _____ Int _____

Knowledge _____ Int _____

Medicine _____ Int _____

Perception _____ Min _____

Perform _____ Chr _____

Persuasion _____ Chr _____

Pilot _____ Agt _____

Ride _____ Agt _____

Smithing _____ Int _____

Spellcraft _____ Min _____

Stealth _____ Agt _____

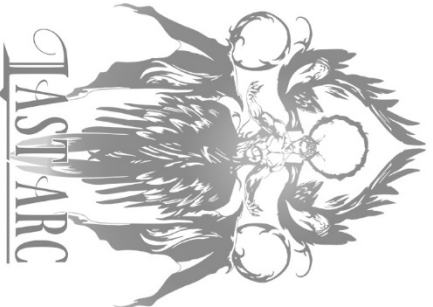
Survival _____ Mon _____

Weapon _____

Weapon _____

Passive Perception _____ 10 + Perception

Special Senses



TACTICS ANALOGUE

Racial Features

Talents

Feats

Spells and Abilities

Inventory

Item Name	X	Bulk

Gold



Character Bio

Languages

--

Journal

