

PATHFINDERTM

◆ Roleplaying Game ◆



ALPHA PLAYTEST

By Jason Bulmahn



ALPHA RELEASE 1.1

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Paizo Publishing, LLC
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INTRODUCTION

Welcome to the first release of the *Pathfinder Roleplaying Game*. Let me start by saying thank you for taking a look at these rules. We here at Paizo have been working hard to make this game the fantasy roleplaying game you want to play—a game where dragons live in dungeons, goblins lurk in the forest, and noble knights ride off to undertake perilous quests. It can be all of these things and more, depending on the style of game you want it to be. These rules can be used to run a game of high intrigue set in the court of a dying king or they can be used to chronicle the desperate struggle for survival on the borderlands of an evil empire. It all depends on you and your imagination.

This is the first of a number of Alpha releases to culminate in a standalone rules set. Right now, this release gives you the basics of the system that, when combined with the 3.5 rules, allows you to begin play immediately. In the coming weeks, new releases will contain even more parts of the game, covering all the standard classes, spells, magic items, and everything else you need to have a complete campaign. But I don't want this game to develop in a vacuum. I need your help to make this the best game possible.

Before I get into how you can help, it might be best to explain the history and design goals of the *Pathfinder RPG*. These rules guided me through the design process, and they should help you as you play the game.

History & Design Goals

Back in October 2007, I began a small side project. Since 4th Edition had recently been announced, I began to wonder how many people would stick with the 3.5 rules set. Everyone could agree that 3.5 needed some work, but the system itself was mostly sound. I thought that those folks might want some updated rules, since support was beginning to wane. What started out as a simple side project soon turned into an obsession as the rules document got longer every day. When Paizo started looking for alternatives, my side project was a natural fit, leading us to where we are today.

When work first began on the *Pathfinder RPG*, I set down a number of principles to guide me. Since this game is based off the 3.5 rules set, I wanted to make sure that it stayed true to the original vision of the game. When taking a look at these rules, please keep the following guidelines in mind as they might help you understand the changes that were made.

Improve the Game: The 3.5 rules set is excellent, but it has its flaws. Over the past few years, a number of common problems have seemed to crop up again and again, problems that delay the game or cause no end of arguments (grapple and *polymorph*, for example). I wanted the *Pathfinder RPG* to clean up these rules, by streamlining in places and adding options in others. You can still grapple in the *Pathfinder RPG*, but it is no longer the huge



headache that it was. I also worked to even out some of the choices. A number of 3.5 skills are far less valuable than others, making them suboptimal choices. In my experience, few rogues took Forgery, but Spot was an incredibly common choice. These rules work to even out some of these choices. So while you might still take Perception over Linguistics, the latter is now a far more useful choice than it was before.

Add Options: Just before design began, a friend of mine asked me why no one ever seemed to take rogue beyond 2nd level or fighter beyond 4th level. This got me thinking. Far too many of the basic classes lose their luster after just a few levels, leading most players to take a host of other classes or a number of prestige classes. While this option is still available, I wanted to add more to all the classes, to give each one of them a reason to be followed up through 20th level. To this end, I have tried to add options to the game whenever possible. This is a tricky path to walk, though. Too many options and you end up with overly complicated classes. Too few and players get bored of their class. This principle goes beyond class powers, as well. From sundering to magic items, there are now more options and choices to make than ever before, each one opening up whole new avenues of character and adventure design.

Compatibility: Of all the goals I set out with when designing this game, compatibility ranked near the top. I wanted to make sure that any rules we changed were adaptable to the extensive body of work that exists for the 3.5 rules set. In addition to being compatible, I wanted to ensure that any conversion work would be minimal. In most cases, this meant adding to existing rules, instead of subtracting. So, while we changed the way turning undead works, we did not remove turning undead from the game. We added options to the fighter without removing any of them. This design philosophy doesn't always hold true, however. Some skills were combined and a few disappeared altogether (goodbye Use Rope). Whenever I broke this rule, it was because the other guidelines took precedence.

What's Next?

That's simple. Play. Incorporate these rules into your existing campaign or start up a whole new campaign using these rules to influence your decisions. We want to know what works and what needs more work, and we can't think of a better way to do that than getting thousands of gamers to help. As we release more rules, incorporate those into your game as well.

Your feedback and playtest reports will be used to help tune these rules. Your experiences will help guide the design from this point forward. By this coming August, we will offer the Beta release of these rules. These rules

will hit our website (paizo.com) as a free PDF and as a standalone book. While these rules will be approaching their final state, we want to leave the door open for some additional changes and revisions along the way, culminating in the finished *Pathfinder* RPG, to be released in August 2009. At that point, all *Pathfinder* products, including *Pathfinder*, the *Pathfinder Companion*, the *Pathfinder Modules*, and *Pathfinder Chronicles* supplements will convert to these rules. For more information on this process, including how to get involved and where to submit feedback, see the Playtesting chapter at the end of this document.

Once again, thank you for investigating the *Pathfinder* RPG. We look forward to hearing from you.

Jason Bulmahn
Lead Designer



RACES



From the stout dwarf to the noble elf, the races of the *Pathfinder Chronicles* campaign setting are a diverse mix of cultures, attitudes, and appearance. The following are the most common races present in the civilized world.

DWARVES

Often called the “stout folk,” dwarves are an ancient race. Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips. Dwarves have a love for earth and stone, making them fine stonemasons and expert miners. Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical. On the whole, they have a lust for treasure, especially precious metals and gems. Dwarves have a relatively dour outlook rooted in grim reality, but when in a good mood with ale in hand, their rumbling laughter can be heard for quite a distance.

Dwarf Racial Traits

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures, and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision 60 feet: Dwarves can see in the dark up to 60 feet.

Stonecunning: Dwarves treat any Profession skill related to stone as a class skill. In addition, they receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Keen Senses: Dwarves receive a +2 bonus on taste- and touch-based Perception skill checks.

Greed: Dwarves can make Appraise skill checks as if trained when attempting to determine the price of nonmagical goods that contain precious metals and gemstones.

Hearty: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Weapon Familiarity: Dwarves are proficient with battle-axes, handaxes, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.



Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblin subtype due to special training against these hated foes.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters of the giant type.

Stability: Dwarves receive a +4 bonus to their combat maneuver bonus when resisting a bull rush or trip attempt while standing on the ground.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose any of the following: Elemental, Giant, Gnome, Goblin, Orc, and Undercommon.

Favored Class: The favored class of dwarves is fighter.

ELVES

Since the dawn of history, the elves have looked upon the other races from their forest abodes, watching them grow and prosper, struggling through barbarism and war. The elves are eternal, or nearly so, having life spans that rival the mighty dragons. While most elves live in woodland settings, others dwell in towering elven cities, full of graceful spires that blend in with the surrounding trees. Some elves choose to leave their kin behind and mingle with the other races, dwelling alongside them but never quite belonging. Elves are patient craftsmen, spending years perfecting their art, be it sword smithing, armor crafting, poetry, or song.

Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.

Unnatural Beauty: The attitude of those dealing with elves is improved by one step so long as their starting attitude is at least “indifferent.” This increase is subject to GM discretion and might not apply to all creatures.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords,

rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: The favored class of elves is wizard.

GNOMES

Where the elves have a tie to nature, gnomes are linked to the fey that inhabit the quiet corners of the world. While many can seem whimsical and distant, gnomes that dwell alongside other races often take to one craft or profession with obsessive zeal, using that passion to root them in their surroundings. Many view such gnomes as eccentric, as their passions tend toward invention, alchemy, or other technical pursuits. Those that dwell with fey are often the opposite, their lives full of frivolous endeavors, making them seem odd and fickle to outside observers. Even these gnomes take to one passion or another, usually music, song, or poetry. Some theorize that without passion, a gnome fades into the wild to join the fey forever.

Gnome Racial Traits

+2 Constitution, +2 Charisma, –2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Small: Gnomes are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

Slow Speed: Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of poor illumination.

Keen Senses: Gnomes receive a +2 bonus on smell- and touch-based Perception checks.

Obsessive: Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Illusion Resistant: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*. The caster level for these effects is equal to the gnome’s level. The DC for these spells is equal to 10 + the spell’s level + the gnome’s Charisma modifier.

Weapon Familiarity: Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtype due to special training against these hated foes.

Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.



Languages: Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Favored Class: The favored class of gnomes is bard.

HALF-ELVES

Born from elven and human parents, half-elves have trouble adjusting to either society. Ever since the elves and humans first met, there have been half-elves. While many are born out of violence, some come from loving couples who tend their offspring in a manner best suited to their lifestyle. Half-elves tend to follow the societal path that they were raised in. While this is typically human, making those half-elves passionate and energetic, some are raised in elven clans, making them more reserved and deliberate. In either case, traits from the other parent seem to slip through, causing them no end of trouble among their peers. Like their human ancestors, half-elves are skilled at nearly any craft, but they tend toward those favored by their elven relatives. Half-elves tend to be wanderers, as they find it difficult to fit in anywhere. It is no surprise, then, that many turn to a life of adventuring.

Half-Elf Racial Traits

+2 to one ability score: Half-elf characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

Medium: Half-elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Half-elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Adaptability: Half-elves select one skill at 1st level and always treat this skill as a class skill, although this ability does not make them trained in that skill.

Elf Blood: Half-elves count as elves for any effect related to race.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want.

Favored Class: Half-elves can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

HALF-ORCS

Born from orc and human parents, half-orcs are outcasts, looked upon with fear, hatred, and pity by most of the civilized world. Half-orcs are not a new phenomenon: in the days when orcs and humans clashed endlessly, many who found themselves caught in-between were the subjects of terrible violence, with half-orcs as the byproduct. Most half-orcs today share this dark history. Half-orcs favor many of the traits of their less-civilized parents, tending toward violence and a dark, brooding outlook. From their human parents, half-orcs are gifted with greater intelligence and a wide variety of passions. While these stereotypes are not universal, they are quite common. Half-orcs raised in orc society tend to blend in, earning positions of respect so long as they can physically match their peers. Those raised in human society often find themselves the targets of cruel prejudices and are the frequent suspect whenever a crime is uncovered. Due to such difficulties, many half-orcs turn to lives of crime or adventuring, where their combination of strength and wits serves them best.

Half-Orc Racial Traits

+2 Strength, +2 Wisdom, –2 Intelligence: Half-orcs are physically strong and constantly on the lookout for danger, but their orc stock hinders their intelligence.

Medium: Half-orcs are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-orcs have a base speed of 30 feet.

Darkvision 60 feet: Half-orcs can see in the dark up to 60 feet.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Orc Ferocity: Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Orc Blood: Half-orcs count as orcs for any effect related to race.

Languages: Half-orcs begin play speaking Common and Orc. Half-orcs with high Intelligence scores can choose any of the following: Draconic, Giant, Gnoll, Goblin, and Abyssal.

Favored Class: The favored class of half-orcs is barbarian.

HALFLINGS

Living alongside many other civilized races, halflings are an accepted part of most societies. Although their role varies greatly from citizen to slave, it's their spirit and sense of community that sets them apart. Halflings care a great deal about their families and other close



relations, making them great friends as well as bitter enemies to those who have wronged them. While some halflings prefer to settle in one location, usually with others of their kind and extended families, others feel a greater sense of wanderlust and move from place to place as their moods and the situations dictate. Halflings have a relatively optimistic outlook, being able to find the bright side of nearly any situation. This, combined with their uncanny luck, makes them relatively fearless, willing to risk their lives for the chance of adventure.

Halfling Racial Traits

+2 Dexterity, +2 Intelligence, –2 Strength: Halflings are nimble and smart, but their small stature makes them weaker than other races.

Small: Halflings are Small creatures, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks.

Slow Speed: Halflings have a base speed of 20 feet.

Keen Senses: Halflings receive a +2 racial bonus on sound- and taste-based Perception skill checks.

Sure Footed: Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose any of the following: Abyssal, Dwarven, Elven, Gnome, and Goblin.

Favored Class: The favored class of halflings is rogue.

FAVORED CLASS

Each race has a favored class, representing its natural affinity for a specific set of skills and abilities. Whenever you take a level in your race's favored class, you receive +1 hit point. Humans and half-elves frequently get this bonus, unless they multiclass. You do not gain this bonus for taking levels in a prestige class, regardless of its focus or theme.

Human Racial Traits

+2 to one ability score: Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature.

Medium: Humans are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans are proficient in one additional skill at 1st level. This bonus skill counts as a class skill, regardless of the human's class.

Weapon Training: Humans are proficient with any one weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed.

Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want.

Favored Class: Humans can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

HUMANS

Of all the races, humans show the most variety. They're a young race by the standards of elves and dwarves, but have accomplished much in their short time. Human cities dot the landscape and their kingdoms rule much of the world. Yet for all of their power, they can easily recede into barbarism within a generation. While some strive to make the world a better place, others seek to conquer it, drawing up great hosts to march on their civilized neighbors. While their craftsmanship does not equal that of many other races, humans are skilled at nearly every trade imaginable. Not surprisingly, adventuring is a common occupation, as most humans have an innate curiosity about what lies beyond the next horizon or at the bottom of the nearest dungeon.

CLASSES

A character's class is one of his most defining features. It's the source of most of his abilities, skills, and feats, and these help give him a unique and valuable role in any adventuring party.

CHARACTER ADVANCEMENT

As player characters successfully overcome the challenges set before them, they gain valuable experience that ultimately leads to greater powers and abilities. This progression is represented by a simple experience system that rewards characters for facing challenges, defeating monsters, disarming traps, and accomplishing story goals. As experience points accumulate, characters advance in level, gaining new abilities, feats, spells, skills, and other class-related powers. The rate of this advancement depends on the type of game that you and your GM would like to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits you best. Characters advance in level according to table 4-1.

PLAYER CHARACTER CLASSES

The following modifications are designed to balance the player character classes. These powers and abilities replace those found in the 3.5 rule set.

Cleric

Alignment: A cleric's alignment must be within one step of her deity's, either along the law/chaos axis or the good/evil axis.

Hit Die: d8.

Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

1st Level Skill Choices: 2 + Int modifier.

Class Features

The following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor, and with shields (except tower shields). Clerics are also proficient with the favored weapon of their deities.



Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

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



TABLE 4-1: CHARACTER ADVANCEMENT AND LEVEL-DEPENDENT BONUSES

Character Level	Experience Point Total			Feats	Skills	Ability Score
	Slow	Medium	Fast			
1st	—	—	—	1st	Base	—
2nd	3,000	2,000	1,300	—	1st	—
3rd	7,500	5,000	3,300	2nd	—	—
4th	14,000	9,000	6,000	—	2nd	1st
5th	23,000	15,000	10,000	3rd	—	—
6th	35,000	23,000	15,000	—	3rd	—
7th	53,000	35,000	23,000	4th	—	—
8th	77,000	51,000	34,000	—	4th	2nd
9th	115,000	75,000	50,000	5th	—	—
10th	160,000	105,000	71,000	—	5th	—
11th	235,000	155,000	105,000	6th	—	—
12th	330,000	220,000	145,000	—	6th	3rd
13th	475,000	315,000	210,000	7th	—	—
14th	665,000	445,000	295,000	—	7th	—
15th	955,000	635,000	425,000	8th	—	—
16th	1,350,000	890,000	600,000	—	8th	4th
17th	1,900,000	1,300,000	850,000	9th	—	—
18th	2,700,000	1,800,000	1,200,000	—	9th	—
19th	3,850,000	2,550,000	1,700,000	10th	—	—
20th	5,350,000	3,600,000	2,400,000	—	10th	5th

TABLE 4-2: CLERIC

Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Domain powers, orisons, turn undead	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Domain powers	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Domain powers	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Domain powers	4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Domain powers	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Domain powers	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Domain powers	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12		4	4	4	4	4	4	4	4	4	4



DEITIES OF THE PATHFINDER CHRONICLES

Deity	AL	Portfolios	Domains	Favored Weapon
Erastil	LG	God of farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Iomedae	LG	Goddess of valor, rulership, justice, honor	Glory, Good, Law, Sun, War	longsword
Torag	LG	God of the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Sarenrae	NG	Goddess of the sun, redemption, honesty, healing	Fire, Glory, Good, Healing, Sun	scimitar
Shelyn	NG	Goddess of beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Desna	CG	Goddess of dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	kukri
Cayden Cailean	CG	God of freedom, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Abadar	LN	God of cities, wealth, merchants, law	Earth, Law, Nobility, Protection, Travel	crossbow
Irori	LN	God of history, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	unarmed strike
Gozreh	N	Deity of nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Pharasma	N	Goddess of fate, death, prophecy, birth	Death, Knowledge, Healing, Repose, Water	dagger
Nethys	N	God of magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Gorum	CN	God of strength, battle, weapons	Chaos, Destruction, Glory, Strength, War	greatsword
Calistria	CN	Goddess of trickery, lust, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Asmodeus	LE	God of tyranny, slavery, pride, contracts	Evil, Fire, Law, Magic, Trickery	mace
Zon-Kuthon	LE	God of envy, pain, darkness, loss	Darkness, Death, Destruction, Evil, Law	spiked chain
Urgathoa	NE	Goddess of gluttony, disease, undeath	Death, Evil, Magic, Strength, War	scythe
Norgorber	NE	God of greed, secrets, poison, murder	Charm, Death, Evil, Knowledge, Trickery	short sword
Lamashtu	CE	Goddess of madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery	falchion
Rovagug	CE	God of wrath, disaster, destruction	Chaos, Evil, Destruction, War, Weather	greataxe

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

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: 4–2. In addition, she receives bonus spells per day if she has a high Wisdom score.

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

Domain Powers (Su): Each cleric must choose a deity. Each deity has a number of domains associated with its faith, and its clerics must choose two of these domains to focus on. Each domain grants a number of domain powers dependent upon the level of the cleric. See the Spells and Magic Chapter for more information. A cleric gains both of the listed powers granted by his domains.

Orisons (Sp): Clerics can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of orisons a cleric can prepare each day is noted in Table 4-2 under spells per day. Orisons are treated like any other spell cast by the cleric in terms of duration and other variables based on level. Orisons cannot be channeled through spontaneous casting.

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

An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or rebukes undead (see Turn or Rebuke Undead).



DESIGNER NOTES: STARTING HIT POINTS

We've had a great deal of debate about starting hit points, and have yet to come to a satisfying conclusion. Here are the options that we have floating around. Each one has its pros and cons, but the goal here is the same: to make 1st-level characters a bit more durable. Feel free to try them out and let us know which ones work for you.

Standard: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Double: Double your maximum hit points for 1st level plus your Constitution modifier and any other bonuses.

Racial: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, you get a number of bonus hit points based off your race. The frail races (elf, gnome, and halfling) receive 4 hit points. Standard races (half-elves and humans) receive 6 hit points. The hearty races (dwarf and half-orc) receive 8 hit points.

Flat: Maximum hit points for 1st level plus your Constitution modifier and any other bonuses. In addition, each character receives a flat amount of bonus hit points, regardless of race or class. Our recommendation is 6 hit points.

Constitution: Maximum hit points for 1st level plus your Constitution score and any other bonuses.

DESIGNER NOTES: ORISONS

In giving clerics the ability to cast orisons at will, it is important to remove *cure minor wounds* from the game to keep them balanced and prevent them from healing everyone up to full hit points between every fight. Instead, we replaced *cure minor wounds* with *stabilize*, which you can find in the Spells and Magic Chapter.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to her own or her deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of her faith through her holy (or unholy) symbol. This power also heals or harms living creatures in the radius.

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

A cleric may attempt to turn undead a number of times per day equal to 3 + her Charisma modifier.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by her god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a cleric of that god until she atones for her deeds (see the *atonement* spell description).

FIGHTER

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

1st Level Skill Choices: 2 + Int modifier.

Class Features

The following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from either fighter bonus feats or combat feats (found in the Feats chapter).

Armor Training (Ex): Starting at 3rd level, a fighter gains added protection from the armor he is wearing. Whenever he is wearing armor, he gains an additional +1 armor bonus to his armor class and he reduces the armor check penalty by 1 (to a minimum of 0). Every 4 levels thereafter (7th, 11th, and 15th), a fighter gains even more protection, increasing these bonuses by +1 each time, for a total of +4 to armor class at 15th level, with a -4 reduction to the armor check penalty.

Weapon Training (Ex): Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every 4 levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a

TABLE 4-3: FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Armor training
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	Weapon training
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Armor training
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	Weapon training
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	Armor training
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	Weapon training
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Armor training
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, Weapon mastery

weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus to attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

Blades, Heavy: bastard sword, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, sickle, and short sword.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Crossbows: hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

Double: dire flail, dwarven urgosh, gnome hooked hammer, orc double axe, and two bladed sword.



Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, light hammer, light mace, greatclub, heavy mace, and warhammer.

Monk: kama, nunchaku, sai, shuriken, siangham, and unarmed strike.

Pole Arms: glaive, guisarme, halberd, ranseur, and quarterstaff.

Spears: javelin, lance, longspear, shortspear, spear, and trident.

Thrown: bolas, club, dart, dagger, handaxe, light hammer, net, shortspear, shuriken, sling, spear, and trident.

Armor Mastery (Ex): At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield.



TABLE 4-4: ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion, rogue talent
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Rogue talent, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Rogue talent, trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, rogue talent
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Advanced talents, rogue talent
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Rogue talent, trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Rogue talent
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Rogue talent
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Rogue talent, trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, rogue talent

Weapon Mastery (Ex): At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (a $\times 2$ becomes a $\times 3$, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

ROGUE

Alignment: Any.

Hit Die: d8.

Class Skills

The rogue's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Deception (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Stealth (Dex), Survival (Wis), Swim (Str), Theft (Dex), and Use Magic Device (Cha).

1st Level Skill Choices: 8 + Int modifier.

Class Features

The following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier,

sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

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

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.





DESIGNER NOTES: SNEAK ATTACK

Sneak attack now works against nearly every creature you might face. While some might have specific immunity, the change was made so that rogues might be more productive in combat regardless of the adventure. Now it represents being able to find a weak spot more so than striking at vital organs. Generally speaking, only creatures that do not have a weak spot at all, either due to their homogenous nature or near-indestructible build, are immune to sneak attack. Examples might include air, earth, fire, and water elementals, most oozes, and some undead.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Perception skill to locate traps when the task has a Difficulty Class higher than 20.

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

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

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

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

Rogue Talents: As a rogue gains experience he learns a number of talents that aid him and confound his foes. Starting at 2nd level, a rogue gains one rogue talent. He gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Bleeding Attack (Ex): A rogue with this ability can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (ie. 4d6 equals 4 points of bleed). Bleeding creatures

take that amount of damage at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself.

Combat Trick: A rogue may gain a combat maneuver feat in place of a rogue talent.

Fast Stealth (Ex): This ability allows a rogue to move at full speed using Stealth without penalty.

Finesse Rogue: A rogue may gain the Weapon Finesse feat in place of a rogue talent.

Ledge Walker (Ex): This ability allows a rogue to move along narrow surfaces at full speed using Acrobatics without penalty.

Major Magic (Sp): A rogue with this ability gains the ability to cast a 1st-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. The save DC for this spell is determined using the rogue's Intelligence modifier. A rogue must have the Minor Magic rogue talent before choosing this talent.

Minor Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the wizard/sorcerer spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. The save DC for this spell is determined using the rogue's Intelligence modifier.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using Disable Device (minimum 1 round).

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue cannot take 5-foot steps while crawling.

Slow Reactions (Ex): Opponents damaged by this rogue's sneak attack cannot make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attacks (Ex): Opponents are always considered flat-footed during the surprise round to a rogue with this ability, even if they have acted. Opponents who cannot be caught flat-footed (such as through improved uncanny dodge) are immune.



Weapon Training: A rogue may gain the Weapon Focus feat in place of a rogue talent.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

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

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

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

If a character already has uncanny dodge (see above) from another class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Advanced Talents: On attaining 10th level and every even level thereafter, a rogue can choose one of the following advanced talents in place of a normal rogue talent.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Dispelling Attack (Su): Opponents that are dealt sneak attack damage by a rogue with this ability are affected by a targeted *dispel magic*, targeting the lowest-level spell effect

active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the Major Magic rogue talent before choosing dispelling attack.

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

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so experienced in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain any bonus feat in place of a rogue talent.

Master Strike (Ex): Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. This can have one of three effects. The target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to resist with a DC equal to 20 plus the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to this rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

WIZARD

Alignment: Any.

Hit Die: d6.

Class Skills

The wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

1st Level Skill Choices: 2 + Int modifier.



TABLE 4-5: WIZARD

	Base					Spells per Day									
	Attack	Fort	Ref	Will											
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane bond, cantrips, School power, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	School power	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	School power	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	School power	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	School power	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat, school power	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	School power	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	School power	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	School power	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	School power	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat, school power	4	4	4	4	4	4	4	4	4	4

Class Features

All of the normal class features of the wizard, plus the following.

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause his spells with somatic components to fail.

Spells: A wizard casts arcane spells, which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4-5. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the wizard decides which spells to prepare.

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of his race.

Arcane Bond (Su): At 1st level, wizards forge a powerful bond with an object or creature. This bond can take one of two forms: The first is a familiar, following the standard rules for such creatures (see Familiars) and the second is a bond with an object, using it to cast spells and enchanting it with even greater powers.

Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the wizard knows, just as if the wizard had cast it. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's prohibited schools.

A wizard can enchant his bonded object as if he had the required feats. Any powers added to his bonded object are done so at half the normal cost. If the bonded object



is a wand, it loses its enchantment when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the subject of an arcane bond is lost or destroyed, it can be replaced after 1 week's time in a special ritual that costs 200 gp per wizard level. This ritual takes 8 hours to complete.

Cantrips (Sp): Wizards can prepare a number of cantrips, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. The number of cantrips a wizard can prepare each day is noted in Table 4-5 under spells per day. Cantrips are treated like any other spell cast by the wizard in terms of duration and other variables based on level.

School Powers: At first level, a wizard may choose one school of magic to focus on, and two other schools of magic to ignore (called prohibited schools). Wizards who do not choose a school of focus instead gain the powers listed for the universal school and do not need to choose any prohibited schools. Wizards may prepare and cast spells from their prohibited schools, but they do not gain the specialist bonus ability of their chosen school for that day if they do so.

Each arcane school grants a number of school powers dependent upon the level of the wizard. In addition, each arcane school (except the universal school) also grants a specialist bonus power so long as the wizard does not have any spells prepared from his prohibited schools. See the Spells and Magic chapter for more information.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Spellbooks: A wizard must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Powers) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, he gains two new spells of any spell level or levels that he



can cast (based on his new wizard level) for his spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to his own.

Familiars

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.



A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
Bat	Master gains a +3 bonus on hearing-based and opposed Perception checks
Cat	Master gains a +3 bonus on Stealth checks
Hawk	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Deception checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

¹ A raven familiar can speak one language of its master's choice as a supernatural ability.

² Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total

DESIGNER NOTES: CLASS HIT DICE

By now, you probably have noticed that we changed the Hit Dice of both the rogue and the wizard. This change was made for two reasons: first, to increase the hardness of each class, and second, to create a more standardized system for determining class Hit Dice. In these, and other classes, your Hit Dice are now directly tied to your base attack bonus progression. Classes such as wizard and sorcerer, which advance the slowest, now receive d6 Hit Dice. Bards, clerics, druids, monks, and rogues, who advance at a moderate pace, now all receive d8 Hit Dice. Classes that feature a fast base attack bonus progression, such as fighters, paladins, and rangers, receive d10 Hit Dice. The only exception to this rule is the barbarian, who retains his impressive d12 Hit Dice.



skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also



affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of “you” on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar’s type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of 1 mile. The master cannot see through the familiar’s eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotions can be communicated.

As a result, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master’s level +5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

Arcane Spells and Armor

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component. The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

If a spell doesn’t have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster’s hands are bound or if he is grappling (although Spellcraft checks still apply normally). Also, the metamagic feat *Still Spell* allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.



SKILLS

Skills represent some of the more mundane abilities your character possesses. As your character advances in level, you gain new skills and your existing skills improve.

Acquiring Skills

At first level, your character gains a number of skills dependent upon your class plus your Intelligence modifier. At every even character level after that, you gain another skill (1 at 2nd level, another at 4th, etc.). These skills can be divided into two categories, class skills and cross-class skills. Class skills are those favored by your chosen class (or classes). Your character is most proficient in these skills, as they represent part of his professional training and constant practice. Your character can be knowledgeable in cross-class skills, but you will never be as skilled with them as you will be in those favored by your class.

The number of skills you can choose at 1st level is shown on table 5-1. Humans can choose one additional skill as a part of character creation. You do not receive additional skill choices by selecting another class at later levels aside from those provided as a part of the normal advancement process. Any class skills of the new class, however, are automatically added to your list. Any cross-class skill that is added to your class skill list, due to your new class, is immediately upgraded to the higher class skill bonus.

Skill Checks

Whenever your character is required to make a skill check, roll 1d20 and add the appropriate modifier. If the skill is one that you are trained in and it's a class skill, your bonus on the skill check is equal to your character level + 3 + your relevant ability score modifier. If the skill is one that you are trained in but it's a cross-class skill, your bonus on the skill check is equal to 1/2 (your character level + 3) + your relevant ability score modifier. If you are not trained in the skill (and it may be tried untrained) you may attempt the skill using only the bonus (or penalty) provided by the skill's associated ability score modifier. Any racial modifiers apply to all of these rolls. These values are summarized on table 5-2.

Skill Summary

The following skill descriptions are either entirely new or altered from recent editions. For a complete summary of all of the skills, see Table 5-4. Some previous skills have been combined into one unified skill. For a summary of these changes, see Table 5-3.

TABLE 5-1: FIRST LEVEL SKILL CHOICES

Class	Skill Choices
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

TABLE 5-2: SKILL CHECK BONUSES

Skill	Skill Check is Equal To
Untrained	1d20 + Ability modifier + racial modifier
Trained Class Skill	1d20 + Character level + 3 + ability modifier + racial modifier
Trained Cross-Class skill	1d20 + 1/2 (character level +3) + ability modifier + racial modifier

TABLE 5-3: ALTERED SKILLS

Old Skill	New Skill
Balance	Acrobatics
Bluff	Deception
Concentration	Spellcraft
Decipher Script	Linguistics
Forgery	Linguistics
Gather Information	Diplomacy
Hide	Stealth
Jump	Acrobatics
Listen	Perception
Move Silently	Stealth
Open Lock	Theft
Search	Perception
Sense Motive	Deception
Sleight of Hand	Theft
Speak Languages	Linguistics
Spot	Perception
Use Rope	—



TABLE 5-4: NEW SKILLS

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Untrained	Ability
Acrobatics	C	C	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Dex ¹
Appraise	cc	C	C	C	cc	cc	cc	cc	C	C	C	Yes	Int
Climb	C	C	cc	C	C	C	cc	C	C	cc	cc	Yes	Str ¹
Craft	C	C	C	C	C	C	C	C	C	C	C	Yes	Int
Deception	cc	C	cc	cc	cc	cc	cc	cc	C	C	cc	Yes	Cha
Diplomacy	cc	C	C	cc	cc	cc	C	cc	C	cc	cc	Yes	Cha
Disable Device	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Int
Disguise	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	Yes	Cha
Escape Artist	cc	C	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Dex ¹
Fly	cc	cc	cc	C	cc	cc	cc	cc	cc	C	C	No	Dex ¹
Handle Animal	C	cc	cc	C	C	cc	C	C	cc	cc	cc	No	Cha
Heal	cc	cc	C	C	cc	cc	C	C	cc	cc	cc	Yes	Wis
Intimidate	C	cc	cc	cc	C	C	cc	C	C	C	cc	Yes	Cha
Knowledge (arcana)	cc	C	C	cc	cc	cc	cc	cc	cc	C	C	No	Int
Knowledge (dungeoneering)	cc	C	cc	cc	C	cc	cc	C	C	cc	C	No	Int
Knowledge (engineering)	cc	C	cc	cc	C	cc	cc	cc	cc	cc	C	No	Int
Knowledge (geography)	cc	C	cc	C	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (history)	cc	C	C	cc	cc	C	cc	cc	cc	cc	C	No	Int
Knowledge (local)	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	No	Int
Knowledge (nature)	C	C	cc	C	cc	cc	cc	C	cc	cc	C	No	Int
Knowledge (nobility)	cc	C	C	cc	cc	cc	C	cc	cc	cc	C	No	Int
Knowledge (planes)	cc	C	C	cc	cc	cc	cc	cc	cc	cc	C	No	Int
Knowledge (religion)	cc	C	C	cc	cc	cc	C	cc	cc	cc	C	No	Int
Linguistics	cc	C	C	cc	cc	cc	cc	cc	C	cc	C	No	Int
Perception	C	C	cc	C	cc	C	cc	C	C	cc	cc	Yes	Wis
Perform	cc	C	cc	cc	cc	C	cc	cc	C	cc	cc	Yes	Cha
Profession	cc	C	C	C	C	C	C	C	C	C	C	Yes	Wis
Ride	C	cc	cc	C	C	C	C	C	cc	cc	cc	Yes	Dex ¹
Spellcraft	cc	C	C	C	cc	cc	C	C	cc	C	C	Yes	Int
Stealth	cc	C	cc	cc	cc	C	cc	C	C	cc	cc	Yes	Dex ¹
Survival	C	cc	cc	C	C	cc	cc	C	C	cc	cc	Yes	Wis
Swim	C	cc	cc	C	C	C	cc	C	C	cc	cc	Yes	Dex ¹
Theft	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Dex ¹
Use Magic Device	cc	C	cc	cc	cc	cc	cc	cc	C	C	cc	No	Cha

¹ Armor check penalty applies to all Strength- and Dexterity-based skill checks.

DESIGNER NOTES: UNCHANGED SKILLS

As of this release of the *Pathfinder* RPG, the following skills have not changed from the way that they work in the 3.5 ruleset: Climb, Craft, Disguise, Escape Artist, Handle Animal, Heal, Intimidate, Knowledge (all except arcana), Perform, Profession, Ride, Swim, and Use Magic Device. Further releases might alter these skills as needed.

Skill Descriptions

The following descriptions include all the relevant rules needed to use the new skills in the *Pathfinder* RPG.

Acrobatics (Dex; Armor Check Penalty)

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll, avoiding attacks and confusing your opponents.

Check: This skill has three distinct uses. First, you can use it to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed through such situations. Only one check is needed per round to move across such surfaces. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted below. While you are using Acrobatics in this way, you are considered flat-footed and lose



your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0 ¹
1–3 feet wide	5 ¹
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

¹ No Acrobatics check is needed to move across these surfaces unless the modifiers increase the DC to 10 or higher.

This skill can also be used to move past or through opponents without provoking an attack of opportunity. You must make one check per opponent. If you fail your check when moving past an opponent, you continue to move but provoke an attack of opportunity as normal. If you fail your check when moving through an opponent's square, your movement ends before you enter the opponent's space and you provoke an attack of opportunity as normal.

Situation	Base Acrobatics DC
Move through a threatened area	15 ¹
Move through an enemy's space	25

¹ This modifier is used to avoid an attack of opportunity due to movement or the use of a ranged attack. Only one check is made to avoid attacks from one opponent for one round. This penalty increases by +2 for each additional opponent avoided in one round.

You can also use the Acrobatics skill to jump across gaps and pits, as well as soften your fall. Instead of determining the base DC by the surface width, the base DC is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump).

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet



High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

The following modifiers apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any given condition applies.

Acrobatics Modifiers	DC Modifier
Lightly Obstructed (gravel, sand)	+2
Severely Obstructed (cavern, rubble)	+5
Slightly Slippery (wet)	+2
Severely Slippery (icy)	+5
Slightly Sloped (<45°)	+2
Severely Sloped (>45°)	+5
Slightly Unsteady (boat in rough water)	+2
Mildly Unsteady (boat in a storm)	+5
Severely Unsteady (earthquake)	+10
Move at normal speed or greater	+5

Action: None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Special: If you are proficient in the Acrobatics skill, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

Appraise (Int)

With this skill, you can evaluate the value of any object, picking out priceless treasures from worthless junk. If you are trained in this skill, you can use it in conjunction with *detect magic* to ascertain the properties of a magic item.

Check: The DC of the Appraise check on non-magical items depends on their value, as noted on the following chart. If you fail the check you are unable to accurately gauge the value of an item. The GM might invent a value for the item that is wildly off the mark if your check fails by 5 or more. Particularly rare or exotic items might increase the DC of this check by +5.

Mundane Item Value	Appraise DC
0 gp–100 gp	5
101 gp–500 gp	10
501 gp–1,000 gp	15
1,001 gp–5,000 gp	20
5,001 gp–10,000 gp	25
10,001 gp+	30

You can also use this check to determine the most valuable-looking item in a treasure hoard. The DC of this

check is generally 20, but can increase to as high as 30 for a particularly large hoard.

If you are trained in Appraise, you can use it in conjunction with *detect magic* and *identify* to determine the properties of a magic item in your possession. The DC of this check is equal to 15 + the item's caster level. If successful, you determine the item's properties and command words. You cannot determine the powers of artifacts through the use of this skill. You must be the caster of *detect magic* to use this skill in this way.

Action: Appraising a non-magical item takes 1 standard action. Determining the most valuable object in a treasure hoard takes 1 full-round action. Attempting to ascertain the power of magic items takes 1 standard action per item.

Try Again: Additional attempts to Appraise a non-magical item reveal the same result. When using *detect magic* or *identify* to Appraise magic items, you may cast the spell again to attempt to ascertain the powers of the item. Additional attempts during the same casting of *detect magic* or *identify* reveal the same results.

Special: A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items and gemstones.

An elf gets a +2 racial bonus on Appraise checks used to identify the properties of magic items.

A spellcaster with a raven familiar gains a +3 bonus on Appraise checks.

Deception (Cha)

You know how to tell a lie and how to notice when others are lying.

Check: You can convince others that what you are saying is true. Deception is an opposed skill check versus your opponent's Deception skill. If you are actively using Deception to fool another, with a successful check you convince your opponent that what you are saying is true. Alternatively, if you are being deceived and your check succeeds, you can see through the lies that are being told to you by others. Deception checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie.

Circumstances Modifier	Deception
The target wants to believe you	+5
The deception is believable	+0
The deception is unlikely	–5
The deception is far-fetched	–10
The deception is impossible	–20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Feint: You can also use Deception to feint in combat, causing your opponent to be flat-footed against your



next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Deception, the DC is instead equal to 10 + your opponent's Deception bonus, if higher. For more information on feinting, see the Combat chapter.

Secret Messages: You can use Deception to pass hidden messages to another character without others understanding your true meaning. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are speaking in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that hear the message can decipher the message by succeeding at an opposed Deception check.

Action: Attempting to deceive someone takes at least 1 round, but can possibly take longer if the lie is elaborate. Feinting in combat is a standard action. Exchanging a secret message generally takes twice as long as the message itself would take to relay.

Try Again: If you fail to deceive someone, any further checks made to deceive them are made at a -10 penalty and may be impossible (GM discretion). You can attempt to feint against someone again if you fail. Secret messages can be relayed again if the first attempt fails.

Special: A spellcaster with a snake familiar gains a +3 bonus on Deception checks.

Diplomacy (Cha)

You can use this skill to persuade others, resolve differences, and gather valuable information. This skill is also used to negotiate conflicts, using the proper etiquette and manners suitable to the problem.

Check: You can change the attitudes of nonplayer characters with a successful check. The DC of this check depends on the character's starting attitude toward you. If you succeed, the character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the character's attitude toward you increases by one additional step. A creature's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the character's attitude toward you is unchanged. If you fail by 5 or more, the character's attitude toward you is decreased by one step.

You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Diplomacy is generally ineffective in combat and against creatures that intend to harm you or your allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

Starting Attitude	Diplomacy DC
Hostile	25
Unfriendly	20
Indifferent	15
Friendly	10
Helpful	0

If the creature's attitude toward you is at least indifferent, you can make requests of the creature. This is an additional Diplomacy check, at the same DC with one of the following modifiers. Once a creature's attitude is shifted to helpful, the creature gives into most requests without a check, unless that check is against their nature or puts them in serious peril.

Request	Diplomacy Modifier
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal secret knowledge	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request

Gather information: You can also use Diplomacy 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. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors, it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply not known by the common folk.

Action: Using Diplomacy to influence a creature's attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction, depending upon the complexity of the request. Using Diplomacy to gather information takes 1d4 hours of wandering the town, searching for rumors and informants.

Try Again: You cannot use Diplomacy to influence a given creature's attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. You can retry Diplomacy checks made to gather information.

Special: A half-elf has a +2 racial bonus on Diplomacy checks.

Fly (Dex; Armor Check Penalty; Trained Only)

You are skilled at flying, either through the use of wings or magic, and can perform daring maneuvers while airborne. Note that this skill does not give you the ability to fly.



Check: You can perform maneuvers while flying. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed, can turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions only apply to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a check. The difficulty of these maneuvers varies, as noted on the following chart.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45°	20

Being attacked while flying: You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude.

Collision while flying: If you are using wings to fly and you collide with an object equal to your size or larger you must

immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid falling damage: If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision.

High wind speeds: Flying during high winds causes penalties on your Fly checks as noted on the following chart. “Checked” means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists. “Blown away” means that creatures of that size or smaller must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to the wind. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

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

Try Again: Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds. If you are using wings and you fail this check by 5 or more, you plummet to the ground, taking the appropriate falling damage.

Special: Creatures with a fly speed receive this skill for free as a class skill. They also receive a bonus (or penalty) on all Fly checks depending on their maneuverability.

Creatures with clumsy maneuverability take a –8 penalty on all Fly checks.



Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	–2
Severe	31–50 mph	Small	Tiny	–4
Windstorm	51–74 mph	Medium	Small	–8
Hurricane	75–174 mph	Large	Medium	–12
Tornado	175+ mph	Huge	Large	–16

Creatures with poor maneuverability take a –4 penalty on all Fly checks.

Creatures with good maneuverability get a +4 racial bonus on all Fly checks.

Creatures with perfect maneuverability get a +8 racial bonus on all Fly checks.

Creatures without a maneuverability rating are assumed to have an average maneuverability and take no penalty on Fly checks.

You cannot take this skill without a natural means of flight or a reliable means of flying every day (either through a spell or other magical manner, such as a druid’s wild shape ability).

Intimidate (Cha)

You can use this skill to frighten your opponents or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

Check: You can use Intimidate to force an opponent to act friendly to you for 1d6 x 10 minutes with a successful check. The DC of this check is equal to 10 + the target’s Hit Dice + the target’s Wisdom modifier. If successful, the target will give you information you desire, take actions that do not endanger it, or otherwise offer limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Demoralize: You can use this skill to cause your opponents to become shaken for a number of rounds. The DC of this check is equal to 10 + the target’s Hit Dice + the target’s Wisdom modifier. If you are successful, the target is shaken for one round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten opponents in this way if they are within 30 feet and can clearly see and hear you.

Action: Using Intimidate to change an opponent’s attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

Try Again: You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after 1 hour has passed.

Special: You also gain a +4 bonus on Intimidate checks if you are larger than your target, and a –4 penalty on Intimidate checks if you are smaller than your target.

Knowledge (Arcana) (Int; Trained Only)

You have studied the secrets of magic and can identify spell effects that are in place. This skill also allows you to identify the powers and abilities of some monsters, including constructs, dragons, and magical beasts.

Check: Knowledge (arcana) covers the lore aspect of magic (as opposed to its technical aspects, which are covered under Spellcraft). You can answer questions concerning magic, symbols, spells, and magic items with a successful check. The DC depends on the difficulty of the question: 10 for easy questions, 15 for basic questions, 20 for difficult questions, and 25+ for truly rare pieces of knowledge. Knowledge (arcana) can be used for a number of additional tasks as well.

Task	Knowledge (arcana) DC
Identify auras while using <i>detect magic</i>	15 + spell level
Identify a spell effect that is in place	20 + spell level
Identify materials manufactured by magic	20 + spell level
Identify a spell that just targeted you	25 + spell level
Identify monster abilities and weaknesses	10 + monster’s CR

With a successful check, you can also identify certain monsters, their abilities, weaknesses, and special powers. Success means that you learn one piece of information (usually its name and purported abilities). For every 5 points by which your check result exceeds the DC you learn another piece of information.

Action: Knowledge checks are a free action, as it takes little time to recall what you know about a creature or spell.

Try Again: No. If you fail, you simply do not know the answer.

Untrained: An untrained Knowledge (arcana) check is an Intelligence check, but you cannot make any check with a DC higher than 10. If you have access to an extensive arcane library, this limit is removed. The time to make checks using a library, however, increases to 1d4 hours. Particularly complete libraries might even grant a bonus to Knowledge checks in the fields that they cover.



Linguistics (Int; Trained Only)

You are skilled at working with language, both in its spoken and written forms. You can speak multiple languages and can decipher nearly any tongue given the time. Your skill in writing allows you to create and detect forgeries as well.

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

Both the Linguistics check and (if necessary) the Wisdom check are made secretly by the GM, so that you can't tell whether the conclusion you draw is true or false.

Create or Detect Forgeries: Forgery requires writing materials (such as ink, paper, and wax) appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus

on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

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

Condition	Reader's Linguistics Check Modifier
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	–2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	–2
Document contradicts orders or knowledge	+2

Learn Language: When you select this skill you immediately learn to speak and read a number of languages equal to the number of skill choices you have gained up to



this point (aside from those gained at first level). After this point, you gain a new language every time you gain a new skill choice. These additional languages are at no cost, as they are part of your normal learning.

Action: Varies. Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.

Try Again: Yes.

Special: You must be trained to use this skill, but you can always attempt to read archaic forms of your own racial bonus languages. Treat Linguistics as a cross-class skill choice for the purpose of bonuses when attempting to understand strange versions of your native tongue.

Perception (Wis)

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses, including sight, sound, touch, taste, and smell.

Check: Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. For this purpose, the skill is broken down into the five senses, as noted below.

Sight: You can spot enemies far away or notice the small details that indicate the location of a trap, secret door, or hidden panel. The following table outlines the DC of these checks. Note that you automatically fail any Perception skill check made against a target that you cannot see due to insufficient lighting.

Sight	Perception DC
A hidden creature	Opposed by Stealth
A visible creature	0
A trap	Varies by trap
A concealed door	15+
A hidden compartment	15+
A secret door	20+

Sight Modifiers ¹	DC Modifier
Distance in sunlight	+1/100 feet
Distance in torchlight	+1/10 feet
Distance in moonlight	+1/5 feet
Distance in candlelight	+1/1 foot

¹ These modifiers only apply to spotting creatures. Hidden objects cannot be spotted by creatures that cannot closely examine the area, generally at a distance no greater than 20 feet.

Sound: You can hear the footfalls of approaching monsters, the rumble of a distant dragon, or the cries for help in a burning building. The following table outlines the DC of these checks. If you beat the DC by 10 or more, you can make out fine details about the sound (and can hear the words being spoken, if any).

Sound	Perception DC
A creature moving silently	Opposed by Stealth
A battle	-10
People talking	0
An armored creature walking	5
An unarmored creature walking	10
People whispering	15
A key being turned in a lock	20
A bow being drawn back to fire	25

Sound Modifiers	DC Modifier
Distance	+1/10 feet
Through a door	+5
Through a wall	+10/foot of thickness
Cavernous space	+5
A louder noise is present	+5
Listener asleep	+10
Pinpoint an invisible foe	+20

Smell: You can pick up fine odors in the air, allowing you to smell nearby creatures, inhaled poisons, and nearby odiferous hazards. The following table outlines the DCs of these checks. Unlike the ability to hear or see an approaching enemy, smell cannot be used to notice hidden foes unless the scent is present for more than a 10 minutes.

Smell	Perception DC
Rotting garbage	-10
An ogre's den	-5
Smoke or an ogre	0
Perfume or an orc	5
Fresh air or a dwarf	10
Sweat or a human	15
Blood or an elf	20
Inhaled poison	Poison's DC

Smell Modifiers	DC Modifier
Distance	+1/10 feet
Time since the smell was present	+1/minute
Through a door	+5
Breeze	+5
A stronger odor nearby	+5
Cold environment	+5
Wind	+10
Pinpoint an invisible foe through smell	+20
Particularly strong	-5



Taste: You can taste when food has spoiled, is poisoned, or is diseased. You can also use your sense of taste to identify the properties of common potions. The following table outlines the DCs of these checks. Note that when you intentionally attempt to taste for poison or disease, if you fail the check by 5 or more, you suffer the effects of the poison or disease and must save accordingly. You do not get to make this check automatically when you ingest poison or diseased food unless the DC of the check is less than 20.

Taste	Perception DC
Spoiled food	5
Ingested poison	Poison's DC
Diseased food	Disease's DC
Potion	15 + caster level

Taste Modifiers	DC Modifier
Taste is intentionally obscured	+10
Uncommon Potion (GM's discretion)	+5
Rare Potion (GM's discretion)	+10

Touch: You can feel for breezes indicating the route to open air as well as the gentle tremors made by burrowing creatures and marching armies. The following table outlines the DCs of these checks.

Touch	Perception DC
Notice a pickpocket	Opposed by Theft
Air movement	20
Burrowing creature	25
Creatures or armies on the move	30

Touch Modifiers	DC Modifier
Distance to burrower	+1/10 feet
Distance to large creatures or armies	+1/100 feet
Size of moving creature	Size modifier
Number of moving creatures	-1/10 creatures

Action: Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.

Try Again: Yes. You can try to sense something you missed the first time, so long as the stimulus is still present.

Special: An elf or half-elf has a +2 bonus on hearing- and sight-based Perception checks. A halfling has a +2 bonus on hearing- and taste-based Perception checks. A gnome has a +2 bonus on smell- and touch-based Perception checks. A dwarf has a +2 bonus on taste- and touch-based Perception checks.

Creatures with the scent special quality have a +8 bonus on smell-based Perception checks.

Creatures with the tremorsense special quality have a +8 bonus on touch-based Perception checks and automatically make any such checks within their range.

A spellcaster with a hawk or owl familiar gains a +3 bonus on sight-based Perception checks. A spellcaster with a bat familiar gains a +3 bonus on sound-based Perception checks.

Spellcraft (Int)

You are skilled at the art of casting spells and can identify spells as they are being cast. You can also use this skill to avoid losing your spell if you are damaged or distracted while casting.

Check: Spellcraft is used whenever your knowledge and skill of the technical art of casting a spell comes into question. The DC of this check varies depending upon the task at hand. If you are casting a spell, and you succeed at the check, you may continue casting the spell as normal. If the check fails, the spell is wasted. Use the same DCs for any Spellcraft checks made due to distraction while concentrating on a spell or effect.

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	10 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Cast a spell if you are damaged while casting	10 + damage dealt + spell level
Cast a spell if you are taking continuous damage	10 + half the damage dealt + spell level
Cast a spell if you are distracted by a nondamaging spell	Distracting spell's DC + spell level
Cast a spell while on a moving mount or vehicle	10 + spell level
Cast a spell while on a vigorously moving mount or vehicle	15 + spell level
Cast a spell while moving violently (earthquake, falling)	20 + spell level
Cast a spell while entangled	15 + spell level
Cast a spell while grappled	15 + spell level
Cast a spell during extreme weather	10 + spell level

Action: Identifying a spell as it is being cast requires no action. Learning a spell from a spellbook takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed spellbook does not add any time to your spell preparation. Making a Spellcraft check to avoid losing a spell as it is being cast or concentrated on does not require an action.

Retry: You cannot retry checks made to identify a spell. If you fail to learn a spell from a spellbook or scroll, you must wait at least 1 week before you can try again. If you fail to prepare a spell from a borrowed spellbook, you cannot



try again until the next day. You cannot retry a Spellcraft check to cast a spell while distracted, as the spell is lost.

Special: If you are a specialist wizard, you get a +2 bonus to identify, learn, and prepare spells from your chosen school. Similarly, you take a -5 penalty on similar checks made concerning spells from your opposed schools.

Stealth (Dex; Armor Check Penalty)

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice you. You can move up to one-half your normal speed and use Stealth at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Deception check), though, you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a -10 penalty because you have to move fast.

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack, then immediately use Stealth again. You take a -20 penalty on your Stealth check to maintain your obscured location.

Creating a Diversion to Hide: You can use Deception to allow you to use Stealth. A successful Deception check can give you the momentary diversion you need to immediately attempt a Stealth check while people are aware of you.

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

Special: If you are invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you're moving.

If you have the Stealthy feat, you get a +2 bonus on Stealth checks.

Survival (Wis)

You are skilled at surviving in the wild and following the tracks left by others.

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

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

Follow Tracks: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but you can't use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table:

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

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or



dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Special: If you are trained in Survival, you can automatically determine where true north lies in relation to yourself.

A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Theft

(Dex; Armor Check Penalty; Trained Only)

You are skilled at picking pockets and opening locks. In addition, this skill lets you hide objects on your person and identify the common marks made by a thieves' guild.

Check: The DC for opening a lock depends on its quality. If you do not have a set of thieves tools, these DCs increase by +10.

Lock Quality	Theft DC
Simple	20
Average	25
Good	30
Amazing	40

Pick Pockets: In addition, you can use this skill to pick the pockets of an unaware creature. This is a DC 20 Theft check, but the DC increases if the item is large or firmly attached (GM's discretion). The target makes an opposed Perception check to notice your attempt. If the target succeeds, he notices the attempt, regardless of whether or not you succeed.

Hide Objects: Hiding an object on your person is a Theft check opposed by a Perception check by those who are looking for the item (such as a guard watching out for weapons at a coronation). Hiding an object that is equal to or smaller than a short sword grants a +2 circumstance bonus on your check, whereas anything equal to or larger than a longsword imposes a –2 penalty on your check. A heavy cloak or other similar clothing grants a +2 circumstance bonus as well.

Identify Marks: Identifying the marks of a local thieves' guild is a DC 20 Theft check, but this might be much higher if the guild is using specialized marks. Such marks can also be deciphered using Linguistics.

Action: Attempting to open a lock is a full-round action. Hiding objects and picking pockets is a standard action. Identify marks is a free action.

Try Again: You can retry checks made to open locks, hide objects, and pick pockets. You cannot retry checks to identify marks.

Untrained: You can try to hide objects as a Dexterity check.



FEATS

Feats represent a number of unique abilities your character possesses. General feats apply bonuses to your statistics and grant you the ability to take actions otherwise prohibited to you. The following general feats replace those found in the 3.5 rules set. Unless otherwise noted, feats not listed here are unchanged.

ACROBATIC

You are skilled at leaping, jumping, and climbing.

Benefit: You get a +2 bonus on all Acrobatics and Climb skill checks.

AGILE MANEUVERS

You have learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your combat maneuver bonus (see the Combat chapter) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your combat maneuver bonus.

ALERTNESS

Your keen senses allow you to perceive what others might miss.

Benefit: You get a +2 bonus on Appraise and Perception skill checks.

ATHLETIC

You possess an inherent physical prowess.

Benefit: You get a +2 bonus on Fly and Swim checks.

COMBAT CASTING

You are skilled at casting spells when threatened or distracted.

Benefit: You get a +4 bonus on Spellcraft checks made to cast a spell or use a spell-like ability while casting on the defensive or while grappled.

COMBAT EXPERTISE

You can increase your defense at the expense of your accuracy.

Prerequisites: Int 13.

Benefit: You can only choose to use this feat when you declare that you are making an attack or full-attack action with a melee weapon. Add an amount equal to your Intelligence modifier as a Dodge bonus to your armor class for one round. Subtract the same amount from your melee attack rolls for 1 round.

DEADLY AIM

You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, making the attack less likely to succeed.

Prerequisite: Dex 13.

Benefit: Add an amount equal to your Dexterity modifier to your ranged damage rolls for one round (in addition to the normal damage modifier from a high Strength score, if applicable). Subtract the same amount from your ranged attack rolls for 1 round.

DECEITFUL

You are skilled at deceiving others.

Benefit: You get a +2 bonus on all Deception and Disguise skill checks.

DEFENSIVE COMBAT TRAINING

You have been trained to defend yourself from a variety of combat maneuvers.

Benefit: Add +4 to the DC of performing combat maneuvers against you, such as bull rush, grapple, and trip (see the Combat chapter).

DEFT HANDS

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on Disable Device and Theft skill checks.

EXTRA TURNING

You can channel positive or negative energy more times per day than most.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You can turn or rebuke undead two additional times per day.

FAR SHOT

You are more accurate at longer ranges.

Prerequisites: Point Blank Shot.

Benefit: You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon.

Normal: You suffer a –2 penalty per full range increment between you and your target when using a ranged weapon.

IMPROVED BULL RUSH

You are skilled at pushing your foes around.

Prerequisite: Str 13.



Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

IMPROVED DISARM

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

IMPROVED GRAPPLE

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe.

Normal: you provoke an attack of opportunity when performing a grapple combat maneuver.

IMPROVED OVERRUN

You are skilled at running down your foes.

Prerequisite: Str 13.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

IMPROVED SUNDER

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

IMPROVED TRIP

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

IMPROVED TURNING

You turn or rebuke undead to greater effect.

Prerequisite: Ability to turn or rebuke undead creatures.

Benefit: Add +2 to the DC of your turning or rebuking attempts.

INTIMIDATING PROWESS

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks instead of your Charisma modifier.

PERSUASIVE

You are skilled at swaying attitudes and intimidating others.

Benefit: You get a +2 bonus on Diplomacy and Intimidate skill checks.

POWER ATTACK

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisite: Str 13.

Benefit: Add an amount equal to your Strength modifier to your melee damage rolls for one round (in addition to the normal damage modifier from a high Strength score). Subtract the same amount from your melee attack rolls for 1 round. If your attacks are made with a two-handed weapon, add an amount equal to double your Strength modifier to your melee damage rolls for one round (the penalty remains the same).

STEALTHY

You are good at avoiding attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks.

TOUGHNESS

You have enhanced physical stamina.

Benefit: You gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a level or gain Hit Dice, you gain +1 hit points.

TURN OUTSIDER

Choose one alignment subtype, such as chaos, evil, good, or law. You can channel your divine energy to harm outsiders of that type.

Prerequisites: Ability to turn or rebuke undead.

Benefit: You can choose to have your turn or rebuke ability affect outsiders of your chosen alignment subtype as if they were undead. You must make this choice each time you use your turn ability. If you command an outsider or cause it to flee, it gets a new Will save each round to break free from the effect.



Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new alignment subtype.

TURN ELEMENTAL

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm elemental creatures.

Prerequisites: Ability to turn creatures.

Benefit: You can choose to have your turn or rebuke ability affect elementals and outsiders of your chosen elemental subtype as if they were undead. You must make this choice each time you use your turn ability. If you command an elemental or outsider or cause it to flee, it gets a new Will save each round to break free from the effect.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental subtype.

COMBAT FEATS

Combat feats represent various maneuvers and tricks that characters can attempt to perform in combat. Although these feats can be utilized any number of times per day, you cannot utilize more than one combat feat in any given round.

Unlike most feats, the benefits from combat feats are not always active. Unless stated otherwise, you must choose to use a combat feat before any attack rolls are made and its effects last until the beginning of your next turn.

Combat feats can be chosen as fighter bonus feats.

ARCANE ARMOR MASTERY (COMBAT)

You have mastered your arcane power, gaining the ability to enhance your spells.

Prerequisites: Arcane Armor Training, Armor Proficiency (medium), caster level 7th.

Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

ARCANE ARMOR TRAINING (COMBAT)

You can force magic through a connection between you and a foe you recently struck.

Prerequisites: Armor Proficiency (medium), caster level 3rd.

Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

DESIGNER NOTES: MISSING FEATS

Although most of the feats missing from this section have simply been omitted because they have not been changed from the 3.5 rules set, some have been removed from the game entirely. In most cases, this was done because of redundancy, but in other cases, the feats were removed because the rules no longer support them. The list of these feats includes: Agile, Diligent, Improved Precise Shot, Improved Shield Bash, Investigator, Negotiator, Nimble Fingers, and Track.

ARCANE STRIKE (COMBAT)

You can draw upon your arcane power to enhance your weapons.

Prerequisite: Ability to cast arcane spells.

Benefit: Your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction for 1 round.

BACKSWING (COMBAT)

You are skilled at using your return swing to damage your foes.

Prerequisites: Overhand Chop, base attack bonus +6.

Benefit: When making a full-attack action with a two-handed melee weapon, you may make one additional attack at your highest bonus if the first attack made this round is a hit. If you hit with this additional attack, add only 1/2 your Strength bonus to the damage roll.

CAREFUL TARGETING (COMBAT)

Your sharp eye greatly aids you when your target is partially hidden.

Benefit: Select one target. When attacking that target, reduce any miss chance by 20% and any cover bonus by -2.

CAUGHT OFF-GUARD (COMBAT)

Foes are surprised by your use of unorthodox weapons.

Prerequisites: Base attack bonus +4.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed to any attacks you make with an improvised melee weapon.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

CLEAVE (COMBAT)

You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack.



TABLE 6-1: COMBAT FEATS

Combat Feat	Prerequisites	Benefits
Arcane Armor Training	Armor Proficiency (medium), caster level 3rd	Reduce arcane spell failure chance by 10%
Arcane Armor Mastery	Arcane Armor Training, caster level 7th	Reduce arcane spell failure chance by 20%
Arcane Strike	Ability to cast arcane spells	+1 damage and weapons are considered magic
Careful Targeting	—	Reduce miss chance by 20% and cover by –2
Exact Targeting	Careful Targeting, base attack bonus +6	No miss chance or cover bonus
Pinpoint Targeting	Exact targeting, base attack bonus +11	No miss chance, cover, armor, or shield bonus
Caught Off-Guard	Base attack bonus +4	No penalties for improvised melee weapons
Cleave	Power Attack	Make an additional attack if the first one hits
Great Cleave	Cleave, base attack bonus +4	Make an additional attack after each attack hits
Dazzling Display	Weapon Focus	Intimidate all foes within 30 feet
Stunned Defense	Dazzling Display, base attack bonus +6	Shaken foes are flat-footed if you hit
Deadly Stroke	Greater Weapon Focus, Stunned Defense, base attack bonus +11	Deal double damage plus 1 Con bleed
Deft Shield	Shield Proficiency, Two-Weapon Fighting	Keep your shield bonus if you hit with a bash
Shield Slam	Deft Shield, base attack bonus +6	Free bull rush with a bash attack
Shield Master	Shield Slam, base attack bonus +11	No two-weapon penalties when using a shield
Dodge	Dex 13	+1 dodge bonus to AC
Mobility	Dodge	No attacks of opportunity due to movement
Spring Attack	Mobility, base attack bonus +4	Move before and after melee attack
Wind Stance	Dodge, base attack bonus +6	Gain 20% concealment if you move
Lightning Stance	Dex 17, Wind Stance, base attack bonus +11	Gain 50% concealment if you double move
Double Slice	Two-Weapon Fighting	+2 bonus on attacks made with your off-hand
Overhand Chop	—	Add double Str bonus with a 2-handed weapon
Backswing	Overhand Chop, base attack bonus +6	Make one extra attack with a 2-handed weapon
Devastating Blow	Backswing, base attack bonus +11	Make one attack an automatic critical hit
Manyshot	Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6	Shoot two arrows simultaneously
Rapid Shot	Dex 13, Point Blank Shot	One extra ranged attack
Razor Sharp Chair Leg	Caught Off Guard or Throw Anything, base attack bonus +8	Make an improvised weapon deadly
Scorpion Style	Improved Unarmed Strike	Reduce target's speed to 5 ft.
Gorgon's Fist	Scorpion Style, base attack bonus +6	Stagger a foe with an unarmed attack
Medusa's Wrath	Gorgon's Wrath, base attack bonus +11	Make 2 extra attacks against a hindered foe
Shot on the Run	Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4	Move before and after ranged attack
Throw Anything	—	No penalties for improvised ranged weapons
Turning Smite	Ability to turn creatures	Add a turning attempt to your attack
Weapon Swap	Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6	Make all of your attacks with one weapon
Two-Weapon Rend	Weapon Swap, base attack bonus +11	Rend a foe hit by both your weapons



Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the first, also within reach. Both of these attacks are made at your highest attack bonus. You can only make one additional attack in a round with this feat.

DAZZLING DISPLAY (COMBAT)

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus.

Benefit: While wielding the weapon for which you have Weapon Focus, you can perform a dazzling display as a full-round action. Make an Intimidate check against all foes within 30 feet who can see you. You can substitute an attack roll in place of your Intimidate check if it is higher.

DEADLY STROKE (COMBAT)

With one well-placed strike, you can bring an end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Stunned Defense, Weapon Focus, base attack bonus +11.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed.

DEFT SHIELD (COMBAT)

You are skilled at striking your foes with your shield while still protecting yourself.

Prerequisites: Shield Proficiency, Two-Weapon Fighting.

Benefit: You do not lose your shield bonus to your AC if you hit with a shield bash. You lose your shield bonus to AC if your shield bash attack misses. You still take the standard penalties on attack rolls for wielding two weapons if you also attack with your melee weapon.

Normal: You lose your shield bonus to your AC if you use your shield to make a shield bash attack.

DEVASTATING BLOW (COMBAT)

Having worked yourself into a fury, your strike hits with devastating accuracy.

Prerequisites: Backswing, Overhand Chop, base attack bonus +11.

Benefit: As a standard action, make a single melee attack. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate.



DODGE (COMBAT)

You have mastered a defensive stance that allows you to easily react to your opponents.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC until your next turn.

DOUBLE SLICE (COMBAT)

When wielding two weapons, your off-hand weapon can be used with great effectiveness.

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: You gain a +2 circumstance bonus on attack rolls made with your off-hand weapon.

EXACT TARGETING (COMBAT)

Your aim is such that you can hit nearly any visible part of a target.

Prerequisites: Careful Targeting, base attack bonus +6.

Benefit: Select one target. You do not suffer any miss chance due to concealment when attacking that target this round and the target gains no bonus to its armor class from cover. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round.

GORGON'S FIST (COMBAT)

With one well-placed blow, you can leave your target reeling.

Prerequisites: Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn. This feat has no effect on targets that are staggered.

GREAT CLEAVE (COMBAT)

You can strike a number of adjacent foes with a single swing.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a full-round action, make a single melee attack against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at the same bonus) against a foe that is adjacent to the previous foe and within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once in a round with this feat.

LIGHTNING STANCE (COMBAT)

The speed at which you move makes it nearly impossible for opponents to strike you.

Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11.

Benefit: If you take two actions to move or a withdraw action this turn, you gain 50% concealment for 1 round.

MANYSHOT (COMBAT)

You can fire multiple arrows against a single target.

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply separately to each arrow.

MEDUSA'S WRATH (COMBAT)

You can take advantage of your opponent's confusion, delivering multiple blows.

Prerequisites: Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

Benefit: Make two additional unarmed strikes as part of your full attack action at your highest base attack bonus. All of your unarmed strikes must be made against a dazed, flat-footed, staggered, or stunned foe.

MOBILITY (COMBAT)

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You do not provoke any attacks of opportunity due to movement this round.

OVERHAND CHOP (COMBAT)

When wielding a two-handed melee weapon, you can deliver a devastating blow.

Benefit: As a full-round action, make a single attack with a two-handed melee weapon. If you hit, roll damage normally but add double your Strength bonus to the damage roll.

Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

PINPOINT TARGETING (COMBAT)

You can target the weak points in your opponent's armor.

Prerequisites: Careful Targeting, Exact Targeting, base attack bonus +11.

Benefit: As a full-round action, make a single attack. You do not suffer any miss chance due to concealment and the target gains no bonus to its armor class from cover. The target does not gain any armor, natural armor, or shield bonuses to its armor class. You cannot select a target with total cover or concealment. You



do not gain the benefit of this feat if you move this round.

RAPID SHOT (COMBAT)

You can fire an additional arrow.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

RAZOR SHARP CHAIR LEG (COMBAT)

You can turn practically any object into a deadly weapon.

Prerequisites: Caught Off Guard or Throw Anything, base attack bonus +8.

Benefit: You do not suffer any penalties for using an improvised weapon. Increase the amount of damage dealt by the improvised weapon by one step (for example, 1d6 becomes 1d8). The improvised weapon has a critical threat range of 18–20, with a critical multiplier of x3.

SCORPION STYLE (COMBAT)

You can perform an unarmed strike that greatly hampers your target's movement.

Prerequisite: Improved Unarmed Strike.

Benefit: Make a single unarmed attack as a full-round action. If the attack hits, you deal damage normally and the target's base land speed is reduced to 5 feet for 1 round.

SHIELD MASTER (COMBAT)

Your mastery of the shield allows you to fight with it without hindrance.

Prerequisites: Deft Shield, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefit: You do not suffer any penalties for fighting with two weapons, so long as one of those weapons is a shield. Add your shield's magic bonus to attacks and damage rolls made with the shield. In addition, you do not lose your shield bonus to your AC.

SHIELD SLAM (COMBAT)

In the right position, your shield can be used to send opponents flying.

Prerequisites: Deft Shield, Shield Proficiency, Two-Weapon Fighting, base attack bonus +6.

Benefit: Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see the Combat chapter). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance.

SHOT ON THE RUN (COMBAT)

You can move, fire a ranged weapon, and move again before your foes can react.

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move both before and after an attack.

SPRING ATTACK (COMBAT)

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: You can move up to your speed and make a single melee attack without provoking any attacks of opportunity due to your movement. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

STUNNED DEFENSE (COMBAT)

Your skill with your chosen weapon leaves opponents unable to defend themselves.

Prerequisites: Weapon Focus, Dazzling Display, base attack bonus +6.

Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

THROW ANYTHING (COMBAT)

You are used to throwing things you have at hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +2 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

TURNING SMITE (COMBAT)

You can channel your divine energy through your weapon.

Prerequisite: Ability to turn creatures.

Benefit: Before you make your attack roll, spend a turning attempt as a swift action. If you hit, your target takes normal damage and suffers the effect of the turn



if applicable. You can make all of the choices normally associated with your turn ability (such as applying it to elementals or outsiders if you have that ability). If you miss, the turn attempt is still expended with no effect.

TWO-WEAPON REND (COMBAT)

Striking with both your weapons simultaneously, you can use them to deliver devastating wounds.

Prerequisites: Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Swap, base attack bonus +11.

Benefit: If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier. You can only deal this additional damage once each time you use Two-Weapon Rend.

WEAPON SWAP (COMBAT)

With an acrobatic twist, you can swap your weapons from one hand to another.

Prerequisites: Dex 17, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

Benefit: After making all of your attacks with your primary hand, you can swap your primary weapon to your off hand and make attacks using that weapon in your off hand.

WIND STANCE (COMBAT)

Your erratic movements make it difficult for enemies to pinpoint your location.

Prerequisites: Dex 15, Dodge, base attack bonus +6.

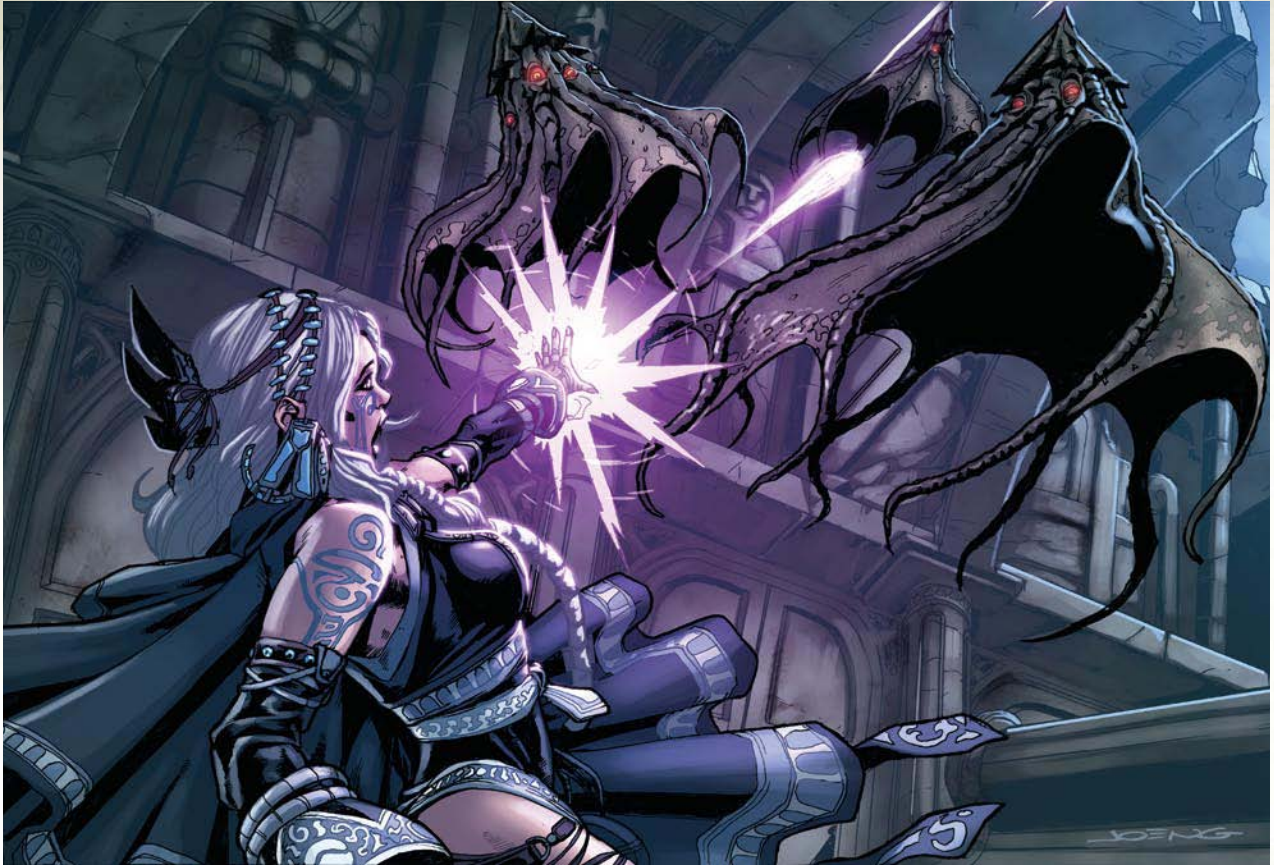
Benefit: If you move more than 5 feet this turn, you gain 20% concealment for 1 round.

STAGGERED CONDITION

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.



COMBAT



Combat in the *Pathfinder RPG* functions much in the same way as in the 3.5 rules set. The following rules replace some of those rules to speed up play or otherwise clarify tricky situations.

COMBAT MODIFIERS

A number of situations can influence combat, giving an advantage to one side or the other. The most common situations are concealment, cover, and flanking. Each provides different modifiers to combat rolls and saves, depending on the situation. Of these, only cover has been altered as of this Alpha release.

Cover

Cover represents obstacles that stand between you and your target. This might include walls, wagons, columns, and even other creatures. Cover provides a bonus to your AC and, in some circumstances, a bonus to your Reflex saves as well.

Cover is determined in one of two ways, depending on whether you are being attacked in melee or at range.

Melee: Your target gains a +2 cover bonus to its AC when you are attacking around a corner, over an obstacle that is at least half your height, or under an obstacle that at least half your height. Attacking around a corner is defined as an attack against a diagonally adjacent opponent when a solid obstacle occupies the space that is adjacent to both you and the target.

Melee attacks made with reach weapons are calculated as ranged attacks for the purposes of determining cover.

Ranged: To determine cover when using a ranged attack, choose any corner of your square and draw a line from that corner to all four corners of your opponent's square. If your opponent occupies more than one square, treat its entire space as one square and draw lines to the outermost corners. Count the number of lines that cross through a barrier, such as another creature, a wall, or other impassable square, and consult the cover chart. If there are objects or creatures between you and the target, but none of your lines pass through these squares, add one to the number of blocked lines.



TABLE 9-1: COVER BONUSES

Blocked Lines	AC Bonus	Reflex Bonus ¹
1	+1	+0
2	+2	+1
3	+4	+2
4 ²	+6	+4

¹ This bonus applies to lines blocked between you and the origin point of an effect, not its caster or the creature that created it.

² In addition, you do not have line of sight to this target unless you can draw a line from one of your corners to any point in the target's space.

In addition to these simple rules, there are a number of caveats that affect how bonuses are granted while you are in cover.

Low Obstacles: If cover is provided by an obstacle that is two or three size categories smaller than the target, it provides only half the normal cover bonus. If the obstacle is four or more size categories smaller than the target, it provides no cover bonus to the creature. For example, if an archer were taking aim at an Ogre (size Large) who was behind a goblin (size Small), the Ogre would gain only half the normal cover bonus. If the creature behind the goblin was a Gargantuan black dragon instead, it would receive no cover bonus from the goblin.

Stealth and Cover: You can use the Stealth skill to hide without concealment if you have cover. The cover must provide at least a +2 AC bonus for you to make a Stealth check.

SPECIAL COMBAT ACTIONS

This section discusses all of the various standard maneuvers you can perform during combat other than normal attacks, casting spells, or using other class abilities.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine the degree of success.

Combat Maneuver Bonus: Each character and creature has a combat maneuver bonus (or CMB) that represents its skill at performing and resisting combat maneuvers. A creature's CMB is determined using the following formula:

$$\text{CMB} = \text{Base attack bonus} + \text{Strength modifier} + \text{special size modifier}$$

The special size modifier for a creature's combat maneuver bonus is as follows: Fine -8, Diminutive -4, Tiny

DESIGNER NOTES: CMB

A number of the special actions that you can perform in combat all function off the same basic formula. This change was made to simplify these maneuvers and speed up combat. Generally speaking, these rules also make performing these maneuvers a bit more difficult than they were under the 3.5 rules set. We also removed the opposed roll for these maneuvers, much for the same reasons.

-2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMB when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While most combat maneuvers can be performed as part of an attack action (in place of a melee attack), others require specific actions.

When you perform a combat maneuver, roll a d20 and add your CMB to the result plus any bonuses you might have due to specific feats or abilities. The DC to successfully perform the maneuver is determined using the following formula:

$$\text{DC} = 15 + \text{the target's CMB}$$

Determine Success: If your attack roll exceeds the DC of the target, your maneuver is a success and has the listed effect. Some maneuvers have varying levels of success depending on how much your result exceeds the DC. Rolling a natural 20 while attempting a combat maneuver is always a success, while rolling a natural 1 is always a failure.

Bull Rush

You can make a bull rush as a standard action or as part of a charge. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds the DC you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm

You can attempt to disarm your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.



If your attack is successful, your target drops one item it is carrying of your choice. If your attack exceeds the DC of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you automatically pick up the item dropped.

Grapple

As a standard action, you can attempt to grapple a foe, hindering their combat options. If you do not have Improved Grapple, improved grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Attempting to grapple a foe without two free hands imposes a –4 penalty on the combat maneuver roll. If you successfully grapple an opponent, you must continue to make a check each round to maintain the hold. If your target does not break the grapple, you get a cumulative +5 circumstance bonus on grapple checks made against the same target in subsequent rounds, to a maximum bonus of +15. A successful grapple check has the following results, depending on how much the roll exceeds the DC.

Held (DC): If your attack is successful, your target cannot move to a space that is not adjacent without first breaking the grapple, but is otherwise unaffected.

Grabbed (DC +5): If your attack exceeds the DC by 5 or more, your target cannot move at all without first breaking the grapple, and can only take actions that require one free hand. For example, your target could make an attack against you with a one-handed weapon or cast a spell, but could not attack you with a two-handed weapon. The target cannot cast spells or use spell-like abilities without succeeding on a Spellcraft check.

Grappled (DC +10): If your attack exceeds the DC by 10 or more, your target cannot move at all without first breaking the grapple, and can only take actions that do not require free hands to perform, such as casting a still spell, making an unarmed attack with a knee, or activating a held or worn magic item. The target cannot cast spells or use spell-like abilities without succeeding on a Spellcraft check (and then, only if the spell does not have any somatic components).

Pinned (DC +15): If your attack exceeds the DC by 15 or more, the target is pinned and can take no actions except to attempt to break the grapple or actions that require only speech or thought (such as casting a spell with only verbal components). The target cannot cast spells or use spell-like abilities without succeeding on a Spellcraft check. The target takes a –5 penalty on checks made to break the grapple.

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver roll or



Escape Artist check (DC 10 + opponent's CMB). If you succeed, you break the grapple and can act normally.

Grappling creatures take a –2 penalty to their Dexterity unless involved in a pin. Pinned creatures (both the grappler and the target) are considered flat-footed. Grappling creatures do not enter each other's squares.

Overrun

As a standard action taken during your move, or as part of a charge, you can attempt to overrun your target, moving through its square. You can only overrun an opponent who is one size category larger than you or smaller. If you do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of your maneuver.

When you attempt to overrun a target, it can choose to avoid you, allowing you to pass through its square without requiring an attack. If your target does not avoid you, make a combat maneuver attack roll as normal. If your attack is successful, you move through the target's space. If your attack exceeds the DC by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

Sunder

You can attempt to sunder an item held or worn by your opponent as part of an attack action in place of a melee attack. If you do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of your maneuver. You must be wielding a weapon to attempt a sunder.

If your attack is successful, you deal damage to the item normally. If the damage you deal exceeds the object's hardness, the object gains the broken condition. If the damage you deal exceeds the object's hardness and hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point.

Trip

You can attempt to trip an opponent as a melee attack. You can only trip an opponent who is one size category larger than you or smaller. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures, such as oozes without legs and flying creatures, cannot be tripped.

DESIGNER NOTES: GRAPPLE

What to do about grapple? Of all of the combat options, grapple is frequently cited as the most disruptive and easily abused. These rules are an attempt to lessen the power of grapple, while still maintaining much of its original flavor. Gone too is the joining of spaces when a grapple has begun. This generally caused more problems than it was worth and was also removed. Give these rules a try and let us know what you think.

BROKEN CONDITION

Items that have taken damage gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item:

If the item is a weapon, any attacks made with the item suffer a –2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal $\times 2$ damage.

If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.

If the item is a tool needed for a skill, any skill check made with the item takes a –2 penalty.

If the item is a wand or staff, it uses up twice as many charges when it is used.

If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it can only be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item and then, only if the spell eliminates all of the damage the object has taken. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge 1/10 the item's total cost to repair such damage (more if the item is badly damaged).

Feint

Feinting is a standard action. To feint, make a Deception skill check. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Deception, the DC is instead equal to 10 + your opponent's Deception bonus, if higher. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

When feinting in this way against a nonhumanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a creature lacking an Intelligence score, it's impossible.



Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

Turn or Rebuke Undead

Drawing upon the power of your deity, you can cause a wave of energy to emanate from you, dealing damage to undead creatures or causing them to become immobilized for a number of rounds. With sufficient power, you can even cause them to be destroyed outright or bend them to your will.

Turning or rebuking undead is a supernatural ability you can perform as a standard action. It does not provoke attacks of opportunity, but you must be able to present your holy symbol to use this ability. Good characters, or those who worship good deities, use this ability to channel positive energy, which harms undead creatures and causes them to flee. Evil characters, or those who worship evil deities, channel negative energy instead, which heals undead and can cause them to become immobilized for a number of rounds and, if sufficiently powerful, can control the undead. Neutral characters that worship neutral deities must choose whether to channel positive or negative energy when they gain the ability to turn undead.

Some feats allow turning to be used on other creatures. Regardless of the character's alignment, such turning at-

DESIGNER NOTES: TURNING HEALING

In an attempt to give adventuring groups a ready supply of healing without dramatically boosting the spells for clerics, we unified the rules for positive and negative energy. This means that turning harms undead, but also heals the living who are in the radius (both friend and foe). This allows it to work much like the *cure* and *inflict* spells. This is a significant change, though, as it dramatically increases the amount of healing available in a group. We hope this means that the clerics of the world can actually cast their spells instead of just converting them to healing. We are also hoping that this eliminates the need for low-level parties to rest after only a handful of encounters. As with all of the rules in the *Pathfinder RPG*, give these ones a try and let us know what you think.

tempts only deal damage and do not allow the character to gain control of creatures other than undead.

Turning Effects

When you turn undead, you unleash a wave of positive energy in a 30-foot burst. All undead in this radius take 1d6 points of positive energy damage plus 1d6 points of positive energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th and so on) and must flee from you (as if frightened) for 1d4 rounds + your Charisma modifier. Undead in this radius are allowed a Will save that negates the frightened



condition and results in half damage. The DC of this save is equal to $10 + \frac{1}{2}$ your cleric level + your Charisma modifier. Undead who take damage greater than their hit points crumble to ash and are destroyed by the power of your deity. If a fleeing undead is subject to a rebuking attempt, it is not commanded, but does receive a new saving throw to dispel the flee effect.

Living creatures within the area are healed a like amount by this wave of positive energy. You can choose whether or not to include yourself in this effect. Hit points gained above a living creature's total are lost.

Rebuking Effects

When you rebuke undead, you unleash a wave of negative energy in a 30-foot burst. All living creatures in this radius take 1d6 points of negative energy damage plus 1d6 points of negative energy damage for every two cleric levels you have attained beyond 1st (1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th and so on). Living creatures in this radius are allowed a Will save that results in half damage. The DC of this save is equal to $10 + \frac{1}{2}$ your cleric level + your Charisma modifier.

TURN RESISTANCE

Creatures with turn resistance gain a number of bonuses against turning and rebuking. First, they add their bonus to any Will saves made to resist the effect. Second, they gain a resistance to positive energy, granting 5 points of positive energy resistance for every +2 of their turn resistance bonus. This resistance reduces the amount of damage dealt by turning after the save has been made and its effects applied.

Undead creatures within the area are healed a like amount by this wave of negative energy. Hit points above the undead's total are lost. You can choose whether or not to include yourself in this effect. Undead who are healed by this effect must make a Will save or fall under your command. A cleric can command any number of undead whose total Hit Dice do not exceed his level. Clerics can relinquish control of undead to gain control of new undead. Commanding undead is a standard action that requires line of effect. If a commanded undead is subject to a turning attempt, it does not flee, but does receive a new saving throw to dispel the command effect.



SPELLS AND MAGIC

Many of the classes in the *Pathfinder* RPG have the ability to use magic in one form or another. Most of the rules for magic are unchanged from the 3.5 rules set at this time. The biggest changes come in the form of domains and arcane schools, both of which are explained here.

ARCANE SCHOOLS

Most wizards choose one school of magic over all others. Due to their devotion, they gain a number of abilities based on the school of magic chosen. In addition, each school grants a specialist bonus ability so long as the caster did not prepare any spells of his opposition schools that day. Wizards without a favored school gain access to the universal school and do not gain a specialist bonus ability.

Arcane schools grant one ability at first level and a number of other abilities at later levels, as noted in their description. Unless otherwise noted these abilities are activated by using a standard action. The wizard's level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. Arcane school powers that mimic spells are spell-like abilities, while the others are supernatural.

Abjuration School

Specialist Bonus: You gain resistance 5 to an energy of your choice, chosen when you prepare your spells. This resistance can be changed each day. At 11th level, this resistance increases to 10.

Caster Level	Ability
1st	<i>Protective Ward</i> (Su): As a standard action, you can create a 10-foot-radius field of protective magic centered on you. All allies in this area receive a +1 deflection bonus to their AC for one round. This bonus increases by +1 for every 5 caster levels you possess.
2nd	<i>Shield</i> (Sp): You can cast <i>shield</i> 1/day per 2 caster levels you possess.
4th	<i>Resist Energy</i> (Sp): You can cast <i>resist energy</i> 1/day.
6th	<i>Dispel Magic</i> (Sp): You can cast <i>dispel magic</i> 1/day.
8th	<i>Energy Absorption</i> (Su): You gain an amount of energy absorption equal to 3 times your level per day. Whenever you take energy damage, apply resistance and immunity first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.
10th	<i>Stoneskin</i> (Sp): You can cast <i>stoneskin</i> 3/day.
12th	<i>Globe of Invulnerability</i> (Sp): You can cast <i>globe of</i>

invulnerability 1/day.

14th	<i>Spell Turning</i> (Sp): You can cast <i>spell turning</i> 1/day.
16th	<i>Protection from Spells</i> (Sp): You can cast <i>protection from spells</i> 1/day.
18th	<i>Prismatic Sphere</i> (Sp): You can cast <i>prismatic sphere</i> 1/day.
20th	<i>Elemental Immunity</i> (Su): Choose one element upon gaining 20th level. You are immune to damage from that element.

Conjuration School

Specialist Bonus: You gain a +2 armor bonus to your armor class. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +6 at 20th level.

Caster Level	Ability
1st	<i>Acid Dart</i> (Su): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage +1 for every two caster levels you possess.
2nd	<i>Summon Monster I</i> (Sp): You can cast <i>summon monster I</i> 1/day per 2 caster levels you possess.
4th	<i>Web</i> (Sp): You can cast <i>web</i> 1/day.
6th	<i>Stinking Cloud</i> (Sp): You can cast <i>stinking cloud</i> 1/day.
8th	<i>Dimensional Steps</i> (Su): You can teleport up to 30 feet per caster level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.
10th	<i>Major Creation</i> (Sp): You can cast <i>major creation</i> 1/day.
12th	<i>Wall of Iron</i> (Sp): You can cast <i>wall of iron</i> 1/day.
14th	<i>Plane Shift</i> (Sp): You can cast <i>plane shift</i> 1/day.
16th	<i>Maze</i> (Sp): You can cast <i>maze</i> 1/day.
18th	<i>Gate</i> (Sp): You can cast <i>gate</i> 1/day.
20th	<i>Summoning Master</i> (Su): Once per day you can cast any <i>summon monster</i> spell that you have prepared, extending its duration to 1 day. Creatures summoned in this way have maximum hit points and gain a +2 insight bonus on ability checks, attack rolls, saving throws, and skill checks.

Divination School

Specialist Bonus: You can always act in the surprise round, but you are still considered flat-footed until you take an action.

Caster Level	Ability
1st	<i>Diviner's Fortune</i> (Su): You can touch a creature as a standard action, giving it an enhancement bonus to a single attack



roll, skill check, ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until used. Once a creature has benefitted from *diviner's fortune*, it gains no further benefit from this ability for 1 day.

- 2nd** *True Strike* (Sp): You can cast *true strike* 1/day per 2 caster levels you possess.
- 4th** *See Invisibility* (Sp): You can cast *see invisibility* 1/day.
- 6th** *Tongues* (Sp): You can cast *tongues* 1/day.
- 8th** *Scrying Adept* (Su): You are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.
- 10th** *Contact Other Plane* (Sp): You can cast *contact other plane* 1/day.
- 12th** *True Seeing* (Sp): You can cast *true seeing* 1/day.
- 14th** *Greater Scrying* (Sp): You can cast *greater scrying* 1/day.
- 16th** *Moment of Prescience* (Sp): You can cast *moment of prescience* 1/day.
- 18th** *Foresight* (Sp): You can cast *foresight* 1/day.
- 20th** *Near Omniscience* (Su): You are never surprised and cannot be caught flat-footed. You can cast *scrying* at will and subjects get a –10 penalty on their save, regardless of how familiar they are to you. You can even use this ability to scry on areas protected from scrying, although the subjects get a +5 bonus on their save to resist.

Enchantment School

Specialist Bonus: You gain a +2 enhancement bonus on Deception, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every 5 caster levels you possess, up to a maximum of +6 at 20th level.

Caster

Level Ability

- 1st** *Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *dazing touch*, it is immune to its effects for 1 day.
- 2nd** *Charm Person* (Sp): You can cast *charm person* 1/day per 2 caster levels you possess.
- 4th** *Touch of Idiocy* (Sp): You can cast *touch of idiocy* 1/day.
- 6th** *Heroism* (Sp): You can cast *heroism* 1/day.
- 8th** *Aura of Despair* (Su): You can emit a 30-foot aura of despair for a number of rounds per day equal to your caster level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.
- 10th** *Hold Monster* (Sp): You can cast *hold monster* 1/day.
- 12th** *Mass Suggestion* (Sp): You can cast *mass suggestion* 1/day.
- 14th** *Insanity* (Sp): You can cast *insanity* 1/day.
- 16th** *Power Word Stun* (Sp): You can cast *power word stun* 1/day.
- 18th** *Power Word Kill* (Sp): You can cast *power word kill* 1/day.





20th *Legendary Charm* (Su): You can cast *dominate monster* 1/day with a duration of permanent. You can only have one such creature in your service at a time. If you cast this spell again, the first creature is immediately released.

Evocation School

Specialist Bonus: Whenever you cast an evocation spell that deals damage, it deals +1 damage. This bonus only applies once to a spell, not once per missile or ray. This damage is of the same type as the spell. This bonus increases by +1 for every 5 caster levels you possess, to a maximum of +5 at 20th level.

Caster

Level	Ability
1st	<i>Energy ray</i> (Su): As a standard action you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d4 points of damage +1 for every two caster levels you possess. The type of damage is acid, cold, electricity, or fire, chosen by the caster when the ray is unleashed. Your specialist bonus does not apply to this ability.
2nd	<i>Magic Missile</i> (Sp): You can cast <i>magic missile</i> 1/day per 2 caster levels you possess.
4th	<i>Scorching Ray</i> (Sp): You can cast <i>scorching ray</i> 1/day.
6th	<i>Lightning Bolt</i> (Sp): You can cast <i>lightning bolt</i> 1/day.
8th	<i>Elemental Wall</i> (Su): You can create a wall of energy that lasts for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like <i>wall of fire</i> .
10th	<i>Wall of Force</i> (Sp): You can cast <i>wall of force</i> 1/day.
12th	<i>Chain Lightning</i> (Sp): You can cast <i>chain lightning</i> 1/day.
14th	<i>Prismatic Spray</i> (Sp): You can cast <i>prismatic spray</i> 1/day.
16th	<i>Polar Ray</i> (Sp): You can cast <i>polar ray</i> 1/day.
18th	<i>Meteor Swarm</i> (Sp): You can cast <i>meteor swarm</i> 1/day.
20th	<i>Elemental Power</i> (Su): Creatures affected by your spells only receive 1/2 their energy resistance. Creatures with energy immunity are instead treated as if they have resistance 20 against that energy.

Illusion School

Specialist Bonus: Any illusion spell you cast with a duration of “concentration” lasts an additional 2 rounds after you stop maintaining concentration. This bonus increases by 1 round for every 5 levels you possess, to a maximum of 6 rounds at 20th level.

Caster

Level	Ability
1st	<i>Blinding Ray</i> (Su): As a standard action you can fire a blinding ray targeting any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more hit dice than your caster level are dazzled for 1 round instead.

2nd *Silent Image* (Sp): You can cast *silent image* 1/day per 2 caster levels you possess.

4th *Invisibility* (Sp): You can cast *invisibility* 1/day.

6th *Displacement* (Sp): You can cast *displacement* 1/day.

8th *Invisibility Field* (Su): You can make yourself invisible as a swift action for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This otherwise functions as *greater invisibility*.

10th *Shadow Evocation* (Sp): You can cast *shadow evocation* 1/day.

12th *Mislead* (Sp): You can cast *mislead* 1/day.

14th *Project Image* (Sp): You can cast *project image* 1/day.

16th *Screen* (Sp): You can cast *screen* 1/day.

18th *Weird* (Sp): You can cast *weird* 1/day.

20th *Master of Illusions* (Su): You can assume the form of any creature of your size as a standard action. You can make yourself appear to be carrying any sort of gear or clothing as well. You can also use this ability to exactly mimic any specific individual you have observed for more than 1 minute in the past day. This illusion includes all five senses and does not radiate magic if checked. *True seeing* and similar effects reveal that an illusion is present, but do not reveal your identity.

Necromancy School

Specialist Bonus: You can control 8 HD worth of undead creatures per caster level. If you prepare spells of your opposition schools, excess undead immediately become free-willed and do not return to your control when you regain this bonus. You choose which undead are released.

Caster

Level	Ability
1st	<i>Grave Touch</i> (Su): As a standard action, you can make a melee touch attack that deals 1d6 points of cold damage +1 for every two caster levels you possess. Creatures damaged by this attack automatically fail all stabilization checks made within 1 minute of your touch.
2nd	<i>Ray of Enfeeblement</i> (Sp): You can cast <i>ray of enfeeblement</i> 1/day per 2 caster levels you possess.
4th	<i>False Life</i> (Sp): You can cast <i>false life</i> 1/day.
6th	<i>Vampiric Touch</i> (Sp): You can cast <i>vampiric touch</i> 1/day.
8th	<i>Animate</i> (Su): You can animate a number of skeletons and zombies per day with a total number of HD equal to your caster level. This ability otherwise functions as <i>animate dead</i> without the material component.
10th	<i>Waves of Fatigue</i> (Sp): You can cast <i>waves of fatigue</i> 1/day.
12th	<i>Create Undead</i> (Sp): You can cast <i>create undead</i> 1/day.
14th	<i>Finger of Death</i> (Sp): You can cast <i>finger of death</i> 1/day.
16th	<i>Horrid Wilting</i> (Sp): You can cast <i>horrid wilting</i> 1/day.
18th	<i>Energy Drain</i> (Sp): You can cast <i>energy drain</i> 1/day.
20th	<i>Deathless</i> (Su): You cease to age and your type changes to undead, granting you all of their immunities and weaknesses. You are immune to positive energy damage.



Transmutation School

Specialist Bonus: You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every 5 caster levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells.

Caster

Level	Ability
1st	<i>Telekinetic Fist</i> (Su): As a standard action you can strike with a telekinetic fist targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage +1 for every two caster levels you possess.
2nd	<i>Enlarge Person</i> (Sp): You can cast <i>enlarge person</i> 1/day per 2 caster levels you possess.
4th	<i>Spider Climb</i> (Sp): You can cast <i>spider climb</i> 1/day.
6th	<i>Haste</i> (Sp): You can cast <i>haste</i> 1/day.
8th	<i>Change Shape</i> (Su): You can change your shape for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions like <i>polymorph</i> .
10th	<i>Telekinesis</i> (Sp): You can cast <i>telekinesis</i> 1/day.
12th	<i>Disintegrate</i> (Sp): You can cast <i>disintegrate</i> 1/day.
14th	<i>Ethereal Jaunt</i> (Sp): You can cast <i>ethereal jaunt</i> 1/day.
16th	<i>Iron Body</i> (Sp): You can cast <i>iron body</i> 1/day.
18th	<i>Time Stop</i> (Sp): You can cast <i>time stop</i> 1/day.
20th	<i>Fluid Form</i> (Su): As a swift action, you can gain one of the following abilities: blindsense with a range of 30 feet, burrow with a speed of 30 feet, climb with a speed of 60 feet, darkvision with a range of 120 feet, fly with a speed of 120 feet, gaseous form, or swim with a speed of 60 feet. You can only have one of these abilities at any one time, but you can change the ability as often as you like.

Universal School

The universal school does not grant a specialist bonus.

Caster

Level	Ability
1st	<i>Hand of the Apprentice</i> (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like <i>mage hand</i> with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Intelligence modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.
2nd	<i>Shield</i> (Sp): You can cast <i>shield</i> 1/day per 2 caster levels you possess.
4th	<i>Levitate</i> (Sp): You can cast <i>levitate</i> 1/day.
6th	<i>Fireball</i> (Sp): You can cast <i>fireball</i> 1/day.

8th *Metamagic Mastery* (Su): You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per two caster levels you possess. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell.

10th *Teleport* (Sp): You can cast *teleport* 1/day.

12th *Globe of Invulnerability* (Sp): You can cast *globe of invulnerability* 1/day.

14th *Limited Wish* (Sp): You can cast *limited wish* 1/day.

16th *Prismatic Wall* (Sp): You can cast *prismatic wall* 1/day.

18th *Wish* (Sp): You can cast *wish* 1/day.

20th *Mastery of All Schools* (Su): All of your spell DCs increase by +2 and you gain a +4 insight bonus on caster level checks made to overcome spell resistance.

DOMAINS

Each deity has a number of spheres of influence, ideals and concepts that they represent and champion. Their followers can draw upon these domains for additional powers and abilities. Each cleric chooses two of the domains granted by their deity upon taking their first level. Druids can choose one domain from the following list: air, animal, earth, fire, plant, or water.

Domains grant one ability at first level and a number of other abilities at later levels, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action. The cleric's (or druid's) level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell's level + the caster's Charisma modifier. Domain powers that mimic spells are spell-like abilities, while the others are supernatural.

Air Domain

Deities: Gozreh, Shelyn.

Caster

Level	Ability
1st	<i>Lightning Arc</i> (Su): As a standard action you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. The lightning arc deals 1d6 points of electricity damage +1 for every two caster levels you possess.
2nd	<i>Obscuring Mist</i> (Sp): You can cast <i>obscuring mist</i> 1/day per 2 caster levels you possess.
4th	<i>Gust of Wind</i> (Sp): You can cast <i>gust of wind</i> 1/day.
8th	<i>Walk on Air</i> (Su): You can walk on air as if it were solid for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as <i>air walk</i> .
12th	<i>Chain Lightning</i> (Sp): You can cast <i>chain lightning</i> 1/day.
16th	<i>Control Weather</i> (Sp): You can cast <i>control weather</i> 1/day.



20th *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only air creatures.

Animal Domain

Deities: Erastil, Gozreh.

Caster

Level Ability

- 1st** *Summon Companion* (Su): As a standard action, you can summon one animal to aid you as per *summon nature's ally I*. The creature remains until you dismiss it and you can never have more than one such creature in your service at one time. Once the creature dies or is dismissed, you must wait 1 hour before summoning another. At 6th level, and every four levels thereafter, you may summon a more powerful companion, increasing the *summon nature's ally* spell by 1 (II at 6th level, III at 10th, IV at 14th, and V at 18th).
- 2nd** *Speak with Animals* (Sp): You can cast *speak with animals* 1/day per 2 caster levels you possess.
- 4th** *Hold Animal* (Sp): You can cast *hold animal* 1/day.
- 8th** *Animal Form* (Su): You can assume the form of any animal you can summon using your *summon companion* ability for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as *polymorph*.
- 12th** *Commune with Nature* (Sp): You can cast *commune with nature* 1/day.
- 16th** *Antilife Shell* (Sp): You can cast *antilife shell* 3/day.
- 20th** *Shapechange* (Sp): You can cast *shapechange* 1/day.

Artifice Domain

Deities: Torag.

Caster

Level Ability

- 1st** *Artificer's Touch* (Su): You can repair objects at will with a touch, as per *mending*. In addition, you can damage objects and constructs as a melee touch attack. This attack does not provoke an attack of opportunity. Objects and constructs take 1d6 points of damage +1 for every two caster levels you possess. Objects damaged in this way gain the broken condition (see the Combat chapter).
- 2nd** *Animate Rope* (Sp): You can cast *animate rope* 1/day per 2 caster levels you possess.
- 4th** *Wood Shape* (Sp): You can cast *wood shape* 1/day.
- 8th** *Creation* (Su): You can create nonmagical objects a number of times per day equal to your caster level. The volume of created items cannot exceed 1 cubic foot per caster level. Objects created out of vegetable matter, such as wood, last for 1 minute per caster level. Objects created out of precious materials (such as gold, silver, adamantite, or diamond) last 1 round. All other objects last 1 round per caster level. Created objects cannot be used as material components.

12th *Fabricate* (Sp): You can cast *fabricate* 1/day.

16th *Animate Objects I* (Sp): You can cast *animate objects* 3/day.

20th *Prismatic Sphere* (Sp): You can cast *prismatic sphere* 1/day.

Chaos Domain

Deities: Calistria, Cayden Cailean, Desna, Gorum, Lamashtu, Rovagug.

Caster

Level Ability

- 1st** *Touch of Chaos* (Su): You may imbue a target with chaos as a melee touch attack. For the next 3 rounds, any time the target rolls a d20, he must roll twice and take the less favorable result. This effect fades after 3 rounds or when the target fails an attack roll, save, skill, or ability check. Once a target has been affected by the *touch of chaos*, he is immune to its effects for 1 day.
- 2nd** *Protection from Law* (Sp): You can cast *protection from law* 1/day per 2 caster levels you possess.
- 4th** *Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become chaos-aligned for the purpose of overcoming damage reduction.
- 8th** *Chaos Blade* (Su): You can cause one melee weapon you possess to gain the anarchic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
- 12th** *Chaos Hammer* (Sp): You can cast *chaos hammer* 3/day.
- 16th** *Word of Chaos* (Sp): You can cast *word of chaos* 1/day.
- 20th** *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon chaotic creatures.

Charm Domain

Deities: Calistria, Cayden Cailean, Norgorber, Shelyn.

Caster

Level Ability

- 1st** *Dazing Touch* (Su): You can cause a living creature to become dazed as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *dazing touch*, it is immune to its effects for 1 day.
- 2nd** *Charm Person* (Sp): You can cast *charm person* 1/day per 2 caster levels you possess.
- 4th** *Calm Emotions* (Sp): You can cast *calm emotions* 1/day.
- 8th** *Charming Touch* (Su): You can use *charm monster* as a melee touch attack. You can only have one creature charmed in this way at a time. The total duration of this effect per day is 1 round per caster level. These rounds do not need to be consecutive. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds at its save to resist the effect.
- 12th** *Geas/Quest* (Sp): You can cast *geas/quest* 1/day.
- 16th** *Insanity* (Sp): You can cast *insanity* 1/day.



20th *Dominate Monster* (Sp): You can cast *dominate monster* 1/day.

Community Domain

Deities: Erastil.

Caster

Level Ability

- 1st** *Calming Touch* (Su): You can touch a creature as a standard action to heal the target of 1d6 points of nonlethal damage +1 point per caster level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions).
- 2nd** *Bless* (Sp): You can cast *bless* 1/day per 2 caster levels you possess.
- 4th** *Status* (Sp): You can cast *status* 1/day.
- 8th** *Aura of Prayer* (Su): You can emit a 40-ft. aura of prayer for a number of rounds per day equal to your caster level. You and all of your allies in the area gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls. These rounds do not need to be consecutive.
- 12th** *Heroes' Feast* (Sp): You can cast *heroes' feast* 1/day.
- 16th** *Refuge* (Sp): You can cast *refuge* 1/day.
- 20th** *Mass Heal* (Sp): You can cast *mass heal* 1/day.

Darkness Domain

Deities: Zon-Kuthon.

Caster

Level Ability

- 1st** *Touch of Darkness* (Su): As a melee touch attack, you can cause a creature's vision to become fraught with shadows and darkness, causing them to take a –2 penalty on attack rolls and saves against fear affects. This effect persists for 1 round per caster level. Touching a creature affected by this ability causes the duration to reset but does not stack. This touch also automatically extinguishes non-magical light sources such as torches and lanterns.
- 2nd** *Obscuring Mist* (Sp): You can cast *obscuring mist* 1/day per 2 caster levels you possess.
- 4th** *Blindness* (Sp): You can cast *blindness* 1/day.
- 8th** *Aura of Shadows* (Su): You can emit a 30-ft. aura of shadow for a number of rounds per day equal to your caster level. You and all of your allies in the area gain 20% concealment while inside this aura. These rounds do not need to be consecutive.
- 12th** *Shadow Walk* (Sp): You can cast *shadow walk* 1/day.
- 16th** *Power Word Blind* (Sp): You can cast *power word blind* 1/day.
- 20th** *Imprisonment* (Sp): You can cast *imprisonment* 1/day.

Death Domain

Deities: Norgorber, Pharasma, Urgathoa, Zon-Kuthon.

Caster

Level Ability

- 1st** *Bleeding Touch* (Su): As a melee touch attack, you can cause a living creature to begin bleeding, taking 1d6 points of damage per round. This effect persists for 1 round per caster level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. Touching a creature affected by this ability causes the duration to reset but does not stack.
- 2nd** *Cause Fear* (Sp): You can cast *cause fear* 1/day per 2 caster levels you possess.
- 4th** *Death Knell* (Sp): You can cast *death knell* 1/day.
- 8th** *Call Undead* (Su): You can summon undead to aid you. With this ability you can summon a number of skeletons and zombies whose total Hit Dice do not exceed your caster level. These undead do not count against the total number of undead you can control and remain until destroyed. You cannot use this ability again until 1 hour after the last undead created by this ability is destroyed.
- 12th** *Slay Living* (Sp): You can cast *slay living* 1/day.
- 16th** *Create Undead* (Sp): You can cast *create undead* 3/day.
- 20th** *Wail of the Banshee* (Sp): You can cast *wail of the banshee* 1/day.

Destruction Domain

Deities: Gorum, Nethys, Rovagug, Zon-Kuthon.

Caster

Level Ability

- 1st** *Destructive Smite* (Su): As a full-round action, you can make a single melee attack against an opponent with a bonus on damage equal to 1/2 your caster level (minimum 1). If the attack hits, all critical threats against the target are automatically confirmed for 1 round, including this attack.
- 2nd** *InFLICT Light Wounds* (Sp): You can cast *inflict light wounds* 1/day per 2 caster levels you possess.
- 4th** *Shatter* (Sp): You can cast *shatter* 1/day.
- 8th** *Aura of Destruction* (Su): You can emit a 30-ft. aura of destruction for a number of rounds per day equal to your caster level. All attacks made against targets inside this aura (including you) gain a bonus to damage equal to 1/2 your caster level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.
- 12th** *InFLICT Critical Wounds* (Sp): You can cast *inflict critical wounds* 3/day.
- 16th** *Disintegrate* (Sp): You can cast *disintegrate* 1/day.
- 20th** *Implosion* (Sp): You can cast *implosion* 1/day.

Earth Domain

Deities: Abadar, Torag.



Caster

Level Ability

- 1st** *Acid Dart* (Su): As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage +1 for every two caster levels you possess.
- 2nd** *Magic Stone* (Sp): You can cast *magic stone* 1/day per 2 caster levels you possess.
- 4th** *Soften Earth and Stone* (Sp): You can cast *soften earth and stone* 1/day.
- 8th** *Body of Stone* (Su): Your skin can take on the appearance of stone for a number of rounds per day equal to your caster level. While affected in this way, you gain DR 5/adamantine. These rounds do not need to be consecutive.
- 12th** *Wall of Stone* (Sp): You can cast *wall of stone* 1/day.
- 16th** *Earthquake* (Sp): You can cast *earthquake* 1/day.
- 20th** *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only earth creatures.

Evil Domain

Deities: Asmodeus, Lamashtu, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

Caster

Level Ability

- 1st** *Touch of Evil* (Su): You can cause a creature to become sickened as a melee touch attack. While sickened, the target is treated as good-aligned for the purposes of spells with the evil descriptor. This effect persists for 1 round against evil and neutral creatures. Against good creatures, this effect persists for 3 rounds. Once a creature has been affected by *touch of evil*, it is immune to its effects for 1 day.
- 2nd** *Protection from Good* (Sp): You can cast *protection from good* 1/day per 2 caster levels you possess.
- 4th** *Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become evil-aligned for the purpose of overcoming damage reduction.
- 8th** *Scythe of Evil* (Su): You can cause one melee weapon you possess to gain the evil weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
- 12th** *Unholy Blight* (Sp): You can cast *unholy blight* 3/day.
- 16th** *Blasphemy* (Sp): You can cast *blasphemy* 1/day.
- 20th** *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon evil creatures.

Fire Domain

Deities: Asmodeus, Sarenrae.

Caster

Level Ability

- 1st** *Fire Bolt* (Su): As a standard action you can unleash a fire

bolt targeting any foe within 30 feet as a ranged touch attack. The fire bolt deals 1d6 points of fire damage +1 for every two caster levels you possess.

- 2nd** *Burning Hands* (Sp): You can cast *burning hands* 1/day per 2 caster levels you possess.
- 4th** *Resist Energy* (Sp): You can cast *resist energy* 1/day, protecting against fire.
- 8th** *Crown of Flames* (Su): A crown of flames can appear on your brow for a number of rounds per day equal to your caster level. While the crown of flames is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of fire damage +1 per two caster levels you possess.
- 12th** *Wall of Fire* (Sp): You can cast *wall of fire* 3/day.
- 16th** *Fire Storm* (Sp): You can cast *fire storm* 1/day.
- 20th** *Elemental Swarm* (Sp): You can cast *elemental swarm* 1/day, summoning only fire creatures.

Glory Domain

Deities: Iomedae, Sarenrae.

Caster

Level Ability

- 1st** *Touch of Glory* (Su): You can touch a creature as a standard action, giving it a bonus to a single Charisma-based skill check or ability check equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of glory*, it gains no further benefit from this ability for 1 hour.
- 2nd** *Shield of Faith* (Sp): You can cast *shield of faith* 1/day per 2 caster levels you possess.
- 4th** *Bless Weapon* (Sp): You can cast *bless weapon* 1/day.
- 8th** *Divine Presence* (Su): You can emit a 30-ft. aura of presence for a number of rounds per day equal to your caster level. Any creature attempting to strike or otherwise directly attack you or your allies in this area must make a Will save. The DC for this save is equal to 10 + 1/2 your caster level + your Charisma modifier. If the save fails, the opponent cannot follow through with the attack and the action is lost. These rounds do not need to be consecutive. If you or any of your allies attack an opponent, or leave the area, the effect ends for that individual.
- 12th** *Righteous Might* (Sp): You can cast *righteous might* 3/day.
- 16th** *Resurrection* (Sp): You can cast *resurrection* 1/day.
- 20th** *Gate* (Sp): You can cast *gate* 1/day to summon good creatures.

Good Domain

Deities: Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, Torag.

Caster

Level Ability

- 1st** *Touch of Good* (Su): You can touch a creature as a standard action, giving it a bonus to a single attack roll, skill check,



ability check, or saving throw equal to your caster level. This bonus lasts 3 rounds or until it is used. Once a creature has benefited from *touch of good*, it gains no further benefit from this ability for 1 day.

- 2nd** *Protection from Evil* (Sp): You can cast *protection from evil* 1/day per 2 caster levels you possess.
- 4th** *Align Weapon* (Sp): You can cast *align weapon* 1/day, causing the weapon touched to become good-aligned for the purpose of overcoming damage reduction.
- 8th** *Holy Lance* (Su): You can cause one melee weapon you possess to gain the holy weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability.
- 12th** *Holy Smite* (Sp): You can cast *holy smite* 3/day.
- 16th** *Holy Word* (Sp): You can cast *holy word* 1/day.
- 20th** *Summon Monster IX* (Sp): You can cast *summon monster IX* 1/day to summon good creatures.

Healing Domain

Deities: Irori, Pharasma, Sarenrae.

Caster

- | Level | Ability |
|-------------|--|
| 1st | <i>Rebuke Death</i> (Su): You can touch a creature as a standard action, healing it of 1d4 points of damage plus 1 for every two caster levels you possess. You can only use this ability on a creature that is below 0 hit points. If you touch an undead creature with this effect, it is shaken for a number of rounds equal to your caster level. |
| 2nd | <i>Cure Light Wounds</i> (Sp): You can cast <i>cure light wounds</i> 1/day per 2 caster levels you possess. |
| 4th | <i>Lesser Restoration</i> (Sp): You can cast <i>lesser restoration</i> 1/day. |
| 8th | <i>Healer's Blessing</i> (Su): You can emit a 30-ft. aura of healing for a number of rounds per day equal to your caster level. You and your allies within this aura gain fast healing equal to 1/4 your caster level as long as they remain in range. This fast healing only applies to damage caused after the aura began. These rounds do not need to be consecutive. |
| 12th | <i>Mass Cure Light Wounds</i> (Sp): You can cast <i>mass cure light wounds</i> 1/day. |
| 16th | <i>Greater Restoration</i> (Sp): You can cast <i>greater restoration</i> 1/day. |
| 20th | <i>Mass Heal</i> (Sp): You can cast <i>mass heal</i> 1/day. |

Knowledge Domain

Deities: Calistria, Irori, Nethys, Norgorber, Pharasma.

Caster

- | Level | Ability |
|------------|--|
| 1st | <i>Lore Keeper</i> (Su): Add all Knowledge skills to your list of class skills. You can touch a creature to learn about its abilities and weaknesses as a melee touch attack. If successful, you gain information as if you had made the |

appropriate Knowledge skill check with a result equal to 10 + your caster level + your Intelligence modifier.

- 2nd** *Comprehend Languages* (Sp): You can cast *comprehend languages* 1/day per 2 caster levels you possess.
- 4th** *Detect Thoughts* (Sp): You can cast *detect thoughts* 1/day.
- 8th** *Remote Viewing* (Su): You can hear and see at a distance for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability works like a combination of both *clairvoyance* and *clairaudience*.
- 12th** *True Seeing* (Sp): You can cast *true seeing* 1/day.
- 16th** *Legend Lore* (Sp): You can cast *legend lore* 1/day.
- 20th** *Foresight* (Sp): You can cast *foresight* 1/day.

Law Domain

Deities: Abadar, Asmodeus, Erastil, Iomedae, Irori, Torag, Zon-Kuthon.

Caster

- | Level | Ability |
|-------------|--|
| 1st | <i>Touch of Law</i> (Su): You can touch a creature as a standard action giving it the ability to treat one d20 roll as if its natural result was an 11. This ability lasts 3 rounds or until it is used. This ability can be used after the die is rolled to change the result. Once a creature has benefitted from <i>touch of law</i> , it gains no further benefit from this ability for 1 day. |
| 2nd | <i>Protection from Chaos</i> (Sp): You can cast <i>protection from chaos</i> 1/day per 2 caster levels you possess. |
| 4th | <i>Align Weapon</i> (Sp): You can cast <i>align weapon</i> 1/day, causing the weapon touched to become lawful-aligned for the purpose of overcoming damage reduction. |
| 8th | <i>Staff of Order</i> (Su): You can cause one melee weapon you possess to gain the axiomatic weapon property for a number of rounds equal to your caster level. These rounds do not need to be consecutive. If the weapon leaves your possession, it loses this ability. |
| 12th | <i>Order's Wrath</i> (Sp): You can cast <i>order's wrath</i> 3/day. |
| 16th | <i>Dictum</i> (Sp): You can cast <i>dictum</i> 1/day. |
| 20th | <i>Summon Monster IX</i> (Sp): You can cast <i>summon monster IX</i> 1/day to summon lawful creatures. |

Liberation Domain

Deities: Desna.

Caster

- | Level | Ability |
|------------|--|
| 1st | <i>Inspiring Word</i> (Su): As a standard action, you can speak an inspiring word to a creature within 30 ft. For the next round, the target adds a bonus to its attack rolls, skill checks, ability checks, and saving throws equal to your Charisma-bonus. Once a target has been affected by <i>inspiring word</i> , he gains no further benefit from it for 1 day. |
| 2nd | <i>Remove Fear</i> (Sp): You can cast <i>remove fear</i> 1/day per 2 caster levels you possess. |



- 4th** *Remove Paralysis* (Sp): You can cast *remove paralysis* 1/day.
- 8th** *Freedom's Call* (Su): You can emit a 30-ft. aura of freedom for a number of rounds per day equal to your caster level. Allies within this aura are not affected by the confused, frightened, panicked, paralyzed, or shaken conditions. They also automatically succeed on any checks made to escape a grapple. This aura only suppresses these effects and they return once a creature leaves the aura or when the aura ends. These rounds do not need to be consecutive.
- 12th** *Greater Dispel Magic* (Sp): You can cast *greater dispel magic* 1/day.
- 16th** *Refuge* (Sp): You can cast *refuge* 1/day.
- 20th** *Freedom* (Sp): You can cast *freedom* 1/day.

Luck Domain

Deities: Calistria, Desna, Shelyn.

Caster

- | Level | Ability |
|-------------|--|
| 1st | <i>Bit of Luck</i> (Su): You can touch a creature as a standard action giving it a <i>bit of luck</i> . For the next 3 rounds, any time the target rolls a d20, he can roll twice and take the better result. The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by <i>bit of luck</i> , he gains no further benefit from it for 1 day. |
| 2nd | <i>True Strike</i> (Sp): You can cast <i>true strike</i> 1/day per 2 caster levels you possess. |
| 4th | <i>Blur</i> (Sp): You can cast <i>blur</i> 1/day. |
| 8th | <i>Lucky Aura</i> (Su): You can emit a 30-ft. aura of luck for a number of rounds per day equal to your caster level. Allies within this aura automatically succeed on stabilization checks, checks made to overcome concealment, and gain a +2 luck bonus on all d20 rolls. If an attack roll or saving throw made by an ally in the aura results in a natural 1, it is not automatically considered a failure. These rounds do not need to be consecutive. |
| 12th | <i>Break Enchantment</i> (Sp): You can cast <i>break enchantment</i> 1/day. |
| 16th | <i>Spell Turning</i> (Sp): You can cast <i>spell turning</i> 1/day. |
| 20th | <i>Miracle</i> (Sp): You can cast <i>miracle</i> 1/day. |

Madness Domain

Deities: Lamashtu.

Caster

- | Level | Ability |
|------------|---|
| 1st | <i>Vision of Madness</i> (Su): You can give a creature a <i>vision of madness</i> as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to your Charisma modifier and a penalty to the other two types of rolls equal to your Charisma modifier. This effect fades after 3 rounds. Once a target has been affected by <i>vision of madness</i> , it has no affect on him for 1 day. |

- 2nd** *Lesser Confusion* (Sp): You can cast *lesser confusion* 1/day per 2 caster levels you possess.
- 4th** *Touch of Idiocy* (Sp): You can cast *touch of idiocy* 1/day.
- 8th** *Aura of Madness* (Su): You can emit a 30-ft. aura of madness for a number of rounds per day equal to your caster level. Enemies within this aura are affected by *confusion* unless they make a Will save when they enter the area (or when the aura is created). The *confusion* effect ends immediately when the creature leaves the area or the aura expires. These rounds do not need to be consecutive.
- 12th** *Phantasmal Killer* (Sp): You can cast *phantasmal killer* 3/day.
- 16th** *Insanity* (Sp): You can cast *insanity* 1/day.
- 20th** *Weird* (Sp): You can cast *weird* 1/day.

Magic Domain

Deities: Asmodeus, Nethys, Urgathoa.

Caster

- | Level | Ability |
|-------------|--|
| 1st | <i>Hand of the Acolyte</i> (Su): As a standard action, you can summon a ghostly hand to do your bidding. This functions like <i>mage hand</i> with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Wisdom modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning item held to you before it disappears. |
| 2nd | <i>Detect Magic</i> (Sp): You can cast <i>detect magic</i> at will. |
| 4th | <i>Magic Mouth</i> (Sp): You can cast <i>magic mouth</i> 1/day. |
| 8th | <i>Dispelling Touch</i> (Su): You can use a targeted <i>dispel magic</i> as a melee touch attack. If you hit, roll to dispel the spells affecting the target normally. You can use this ability once per day for every two caster levels you possess. |
| 12th | <i>Spell Resistance</i> (Sp): You can cast <i>spell resistance</i> 1/day. |
| 16th | <i>Spell Turning</i> (Sp): You can cast <i>spell turning</i> 1/day. |
| 20th | <i>Disjunction</i> (Sp): You can cast <i>disjunction</i> 1/day. |

Nobility Domain

Deities: Abadar.

Caster

- | Level | Ability |
|------------|--|
| 1st | <i>Noble Blessing</i> (Su): You can touch a creature as a standard action, giving it a <i>noble blessing</i> . The target gains a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws. This effect lasts for a number of rounds equal to your caster level. Once a target has been affected by <i>noble blessing</i> , he gains no further benefit from it for 1 day. |
| 2nd | <i>Divine Favor</i> (Sp): You can cast <i>divine favor</i> 1/day per 2 caster levels you possess. |
| 4th | <i>Enthrall</i> (Sp): You can cast <i>enthrall</i> 1/day. |



- 8th** *Divine Right* (Su): You can issue a number of commands per day equal to your caster level. This functions as *greater command* except that it only affects one creature within 30 ft. A creature cannot be affected by your divine right ability more than once per day.
- 12th** *Geas/Quest* (Sp): You can cast *geas/quest* 1/day.
- 16th** *Repulsion* (Sp): You can cast *repulsion* 1/day.
- 20th** *Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

Plant Domain

Deities: Erastil, Gozreh.

Caster

Level	Ability
1st	<i>Wooden Fist</i> (Su): Your unarmed strikes do not provoke attacks of opportunity and gain a bonus on damage rolls equal to 1/2 your caster level.
2nd	<i>Entangle</i> (Sp): You can cast <i>entangle</i> 1/day per 2 caster levels you possess.
4th	<i>Barkskin</i> (Sp): You can cast <i>barkskin</i> 1/day.
8th	<i>Bramble Armor</i> (Su): A host of wooden thorns bursts from your skin for a number of rounds per day equal to your caster level. While <i>bramble armor</i> is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of damage +1 per two caster levels you possess. These rounds do not need to be consecutive.
12th	<i>Wall of Thorns</i> (Sp): You can cast <i>wall of thorns</i> 1/day.
16th	<i>Animate Plants</i> (Sp): You can cast <i>animate plants</i> 1/day.
20th	<i>Shambler</i> (Sp): You can cast <i>shambler</i> 1/day.

Protection Domain

Deities: Abadar, Nethys, Shelyn, Torag.

Caster

Level	Ability
1st	<i>Resistant Touch</i> (Su): You gain a +1 resistance bonus on saving throws. This bonus increases by +1 for every 5 levels you possess. As a standard action, you can touch an ally and grant them your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by this ability for 1 minute.
2nd	<i>Sanctuary</i> (Sp): You can cast <i>sanctuary</i> 1/day per 2 caster levels you possess.
4th	<i>Shield Other</i> (Sp): You can cast <i>shield other</i> 1/day.
8th	<i>Aura of Protection</i> (Su): You can emit a 30-ft. aura of protection for a number of rounds per day equal to your caster level. You and your allies within this aura gain a +1 resistance bonus on all saving throws and a +1 deflection bonus to AC. These bonuses increase by +1 for every 4 caster levels you possess. These rounds do not need to be consecutive.
12th	<i>Spell Resistance</i> (Sp): You can cast <i>spell resistance</i> 1/day.
16th	<i>Repulsion</i> (Sp): You can cast <i>repulsion</i> 1/day.
20th	<i>Prismatic Sphere</i> (Sp): You can cast <i>prismatic sphere</i> 1/day.

Repose Domain

Deities: Pharasma.

Caster

Level	Ability
1st	<i>Gentle Rest</i> (Su): You can cause a living creature to fall asleep for 1 round as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Undead creatures touched by you are slowed for a number of rounds equal to your Charisma modifier. Once a creature has been affected by <i>gentle rest</i> , it is immune to its effects for 1 day.
2nd	<i>Deathwatch</i> (Sp): You can cast <i>deathwatch</i> 1/day per 2 caster levels you possess.
4th	<i>Gentle Repose</i> (Sp): You can cast <i>gentle repose</i> 1/day.
8th	<i>Ward Against Death</i> (Su): You can emit a 30-ft. ward against death for a number of rounds per day equal to your caster level. Living creatures in this area are immune to death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.
12th	<i>Undeath to Death</i> (Sp): You can cast <i>undeath to death</i> 1/day.
16th	<i>Destruction</i> (Sp): You can cast <i>destruction</i> 1/day.
20th	<i>Wail of the Banshee</i> (Sp): You can cast <i>wail of the banshee</i> 1/day.

Rune Domain

Deities: Irori, Nethys.

Caster

Level	Ability
1st	<i>Minor Rune</i> (Su): You can create a minor rune in any adjacent square as a standard action. Any creature entering this square takes 1d6 points of damage +1 for every two caster levels you possess. This rune deals acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You cannot create a rune in a square occupied by another creature.
2nd	<i>Erase</i> (Sp): You can cast <i>erase</i> 1/day per 2 caster levels you possess.
4th	<i>Secret Page</i> (Sp): You can cast <i>secret page</i> 1/day.
8th	<i>Major Rune</i> (Su): You can create a major rune in any adjacent square as a standard action. Any creature entering this square takes 1d6 points of damage for every two caster levels you possess. This rune deals acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your caster level or until discharged. You can create a number of major runes per day equal to your caster level. You can also place these runes on doorways, chests, or other objects that can be opened and closed, causing them to trigger when a creature opens the object. You cannot create a rune in a square occupied by



another creature or on one of their possessions.

- 12th** *Greater Glyph of Warding* (Sp): You can cast *greater glyph of warding* 1/day.
- 16th** *Symbol of Stunning* (Sp): You can cast *symbol of stunning* 1/day.
- 20th** *Symbol of Death* (Sp): You can cast *symbol of death* 3/day.

Strength Domain

Deities: Cayden Cailean, Gorum, Lamashtu, Urgathoa.

Caster

Level	Ability
1st	<i>Strength Surge</i> (Su): You can touch a creature as a standard action, giving it great strength. For the next 3 rounds, the target may add an enhancement bonus to its Strength score equal to your caster level for one attack roll or Strength check. The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by <i>strength surge</i> , he gains no further benefit from it for 1 day.
2nd	<i>Enlarge Person</i> (Sp): You can cast <i>enlarge person</i> 1/day per 2 caster levels you possess.
4th	<i>Bull's Strength</i> (Sp): You can cast <i>bull's strength</i> 1/day.
8th	<i>Might of the Gods</i> (Su): You can add your caster level as an enhancement bonus to your Strength score for a number of rounds per day equal to your caster level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.
12th	<i>Righteous Might</i> (Sp): You can cast <i>righteous might</i> 1/day.
16th	<i>Mass Bull's Strength</i> (Sp): You can cast <i>mass bull's strength</i> 3/day.
20th	<i>Crushing Hand</i> (Sp): You can cast <i>crushing hand</i> 1/day.

Sun Domain

Deities: Iomedae, Sarenrae.

Caster

Level	Ability
1st	<i>Sun's Touch</i> (Su): You can smite an undead creature as a melee touch attack, dealing 1d8 points of positive energy damage +1 for every two caster levels you possess. This touch has no effect on living creatures.
2nd	<i>Light</i> (Sp): You can cast <i>light</i> at will.
4th	<i>Heat Metal</i> (Sp): You can cast <i>heat metal</i> 1/day.
8th	<i>Nimbus of Light</i> (Su): You can emit a 30-ft. nimbus of light for a number of rounds per day equal to your caster level. Undead within this radius take 1d8 points of positive energy damage +1 for every two caster levels you possess. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive. This nimbus has no effect on living creatures.
12th	<i>Flame Strike</i> (Sp): You can cast <i>flame strike</i> 1/day.
16th	<i>Sunbeam</i> (Sp): You can cast <i>sunbeam</i> 1/day.
20th	<i>Prismatic Sphere</i> (Sp): You can cast <i>prismatic sphere</i> 1/day.

Travel Domain

Deities: Abadar, Cayden Cailean, Desna.

Caster

Level	Ability
1st	<i>Dimensional Hop</i> (Su): You can teleport up to 10 feet per caster level per day as a swift action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.
2nd	<i>Expeditious Retreat</i> (Sp): You can cast <i>expeditious retreat</i> 1/day per 2 caster levels you possess.
4th	<i>Levitate</i> (Sp): You can cast <i>levitate</i> 1/day.
8th	<i>Flight</i> (Su): You can fly at your base speed for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. Your maneuverability while flying in this manner is perfect, granting you a +8 racial bonus on Fly skill checks.
12th	<i>Dimension Door</i> (Sp): You can cast <i>dimension door</i> 3/day.
16th	<i>Greater Teleport</i> (Sp): You can cast <i>greater teleport</i> 1/day.
20th	<i>Astral Projection</i> (Sp): You can cast <i>astral projection</i> 1/day.

Trickery Domain

Deities: Asmodeus, Calistria, Lamashtu, Norgorber.

Caster

Level	Ability
1st	<i>Copy Cat</i> (Su): You can create an illusory double of yourself as a move action. This double functions as a single <i>mirror image</i> and lasts for a number of rounds equal to your caster level (unless dispelled or destroyed). You can have no more than one <i>copy cat</i> at a time. This ability does not stack with <i>mirror image</i> .
2nd	<i>Disguise Self</i> (Sp): You can cast <i>disguise self</i> 1/day per 2 caster levels you possess.
4th	<i>Invisibility</i> (Sp): You can cast <i>invisibility</i> 1/day.
8th	<i>Master's Illusion</i> (Su): You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for one round per caster level. This ability otherwise functions like the spell <i>veil</i> . The rounds do not need to be consecutive.
12th	<i>Confusion</i> (Sp): You can cast <i>confusion</i> 3/day.
16th	<i>Mass Invisibility</i> (Sp): You can cast <i>mass invisibility</i> 1/day.
20th	<i>Time Stop</i> (Sp): You can cast <i>time stop</i> 1/day.

War Domain

Deities: Gorum, Iomedae, Rovagug, Urgathoa.

Caster

Level	Ability
1st	<i>Battle Smite</i> (Su): You can touch your deity's favored weapon and give it the ability to deal a battle smite. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus



- on one damage roll equal to 1/2 your caster level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the battle smite is used. Once a wielder has used a battle smite, he gains no further benefit from it for 1 day.
- 2nd** *Magic Weapon* (Sp): You can cast *magic weapon* 1/day per 2 caster levels you possess.
- 4th** *Spiritual Weapon* (Sp): You can cast *spiritual weapon* 1/day.
- 8th** *Weapon Master* (Su): You gain the use of one combat feat for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use these feats.
- 12th** *Flame Strike* (Sp): You can cast *flame strike* 1/day.
- 16th** *Blade Barrier* (Sp): You can cast *blade barrier* 3/day.
- 20th** *Power Word Kill* (Sp): You can cast *power word kill* 1/day.

Water Domain

Deities: Gozreh, Pharasma.

Caster

- | Level | Ability |
|-------------|---|
| 1st | <i>Icicle</i> (Su): As a standard action you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage +1 for every two caster levels you possess. |
| 2nd | <i>Obscuring Mist</i> (Sp): You can cast <i>obscuring mist</i> 1/day per 2 caster levels you possess. |
| 4th | <i>Resist Energy</i> (Sp): You can cast <i>resist energy</i> 1/day, protecting against cold. |
| 8th | <i>Mantle of Ice</i> (Su): A mantle of ice appears on your shoulders for a number of rounds per day equal to your caster level. While the mantle of ice is in effect, any adjacent foe striking you with a melee weapon takes 1d6 points of cold damage +1 per two caster levels you possess. |
| 12th | <i>Ice Storm</i> (Sp): You can cast <i>ice storm</i> 1/day. |
| 16th | <i>Cone of Cold</i> (Sp): You can cast <i>cone of cold</i> 3/day. |
| 20th | <i>Elemental Swarm</i> (Sp): You can cast <i>elemental swarm</i> 1/day, summoning only water creatures. |

Weather Domain

Deities: Gozreh, Rovagug.

Caster

- | Level | Ability |
|------------|---|
| 1st | <i>Storm Burst</i> (Su): As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage +1 for every two caster levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. |
| 2nd | <i>Obscuring Mist</i> (Sp): You can cast <i>obscuring mist</i> 1/day per 2 caster levels you possess. |

- 4th** *Fog Cloud* (Sp): You can cast *fog cloud* 1/day.
- 8th** *Lightning Lord* (Su): You can call down a number of bolts of lightning per day equal to your caster level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.
- 12th** *Control Winds* (Sp): You can cast *control winds* 1/day.
- 16th** *Control Weather* (Sp): You can cast *control weather* 1/day.
- 20th** *Storm of Vengeance* (Sp): You can cast *storm of vengeance* 1/day.

SPELLS

The following spells have been altered from those found in the 3.5 rules set. These changes were made because of shifts in other rules, making these spells unclear. With future releases, other spells will be changed as well.

Black Tentacles

- Conjuration (Creation)
Level: Sorcerer/Wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a grapple check at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not need to roll to hit and do not provoke attacks of opportunity. When determining the tentacles' combat maneuver bonus, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage. Regardless of the result, the tentacles can score no better than the "grabbed" result, meaning that opponents cannot move without first breaking the grapple and can take no action that requires both hands to perform. If the tentacles succeed, but do not exceed the DC by 5 or more, they instead get the "held" result. The creature still takes 1d6+4 points of damage, but its actions are not otherwise restricted (aside from movement). Creatures that are held by a *black tentacles* spell can move no more than 5 feet on their turn, and doing so is a move action. All other movement is prohibited unless the creature breaks the grapple first.



Creatures that are “held” but step outside the area of effect are automatically freed at the beginning of the caster’s next turn. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Crushing Hand

Evocation [Force]

Level: Sorcerer/Wizard 9

Components: V, S, M, F

This spell functions as *interposing hand*, except that it can also grapple one opponent as *grasping hand*. The *crushing hand* has a +12 bonus on attack rolls and grapple checks due to its Strength (35). A *crushing hand* deals 2d6+12 points of damage on each successful grapple check against an opponent. The *crushing hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as *interposing hand* does.

Arcane Focus: A snakeskin glove.

Arcane Material Component: An eggshell.

Entangle

Transmutation

Level: Druid 1, Ranger 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

This spell causes plants to wrap around and grapple foes in the area of effect or those that enter the area. Creatures that fail their save are considered “held”. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and are “held.” Held creatures can break free as a standard action, using the grapple rules. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are particularly long or tall, those that fail their save are “grabbed” instead of “held.” If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save versus the *entangle* or fail a check to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Forceful Hand

Evocation [Force]

Level: Sorcerer/Wizard 6

Components: V, S, F

This spell functions as *interposing hand*, except that it can also pursue and bull rush one opponent. The *forceful hand* gets one bull rush attack per round on the caster’s turn. This attack does not provoke an attack of opportunity. Its attack bonus equals your caster level + your Intelligence modifier (Charisma modifier for sorcerers) +8 for its Strength score (27) –1 for being Large. Its combat maneuver bonus for the grapple check uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score, and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no speed limit for this purpose. Directing the spell to a new target is a move action. *Forceful hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *forceful hand* and the target closer to you. The *forceful hand* can instead be directed to interpose, as *interposing hand* does.

Arcane Focus: A leather glove.

Grasping Hand

Evocation [Force]

Level: Sorcerer/Wizard 7

Components: V, S, F

This spell functions as *interposing hand*, except that it can also grapple one opponent you select. The *grasping hand* gets one grapple attack per round on the caster’s turn. This attack does not provoke an attack of opportunity. Its attack bonus to hit the target equals your caster level + your Intelligence modifier (Charisma modifier for Sorcerers) +10 for its Strength score (31) –1 for being Large. Its combat maneuver bonus for the grapple check uses your caster level in place of its base attack bonus, with a +10 bonus for its Strength score, and a –1 bonus for being Large. The hand holds but does not harm creatures that it grapples. Directing the spell to a new target is a move action. The *grasping hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as *interposing hand* does.

Arcane Focus: A leather glove.

Identify

Divination

Level: Bard 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: 1 round/level (D)



Saving Throw: None

Spell Resistance: No

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Appraise checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Material Component: A cup of wine stirred with an owl's feather, drunk as part of the casting.

Make Whole

Transmutation

Level: Cleric 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./level

This spell functions as *mending*, except that it repairs 1d6 points of damage per level. In addition, *make whole* can be used on broken magic items (at 0 hit points or less) and it restores the magic abilities of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single use items (such as scrolls) cannot be repaired in this way. This spell repairs damage done to construct creatures, bypassing their immunity to magic as if it did not allow spell resistance.

Mending

Transmutation

Level: Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to full hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have an equal or higher caster level than the object for the spell to function. Magic items that are broken (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Stabilize

Conjuration (Healing)

Level: Cleric 0, Druid 0

Components: V, S

Casting Time: 1 standard action

Range: living creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You stanch the most grievous wounds of a dying creature. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.



RUNNING THE PATHFINDER RPG



You can use the *Pathfinder RPG* to tell all of the fantasy adventures you could with the 3.5 OGL system by simply replacing the rules in that document with their corresponding rules here. Most of the implications of these rules changes have been accounted for in this document, giving you all the tools you need to enjoy this Alpha Playtest version of the *Pathfinder RPG*. In the coming months, additional rules will be released, adding to this base by replacing other existing rules. In some cases, entirely new rules may be added to enhance play.

ENCOUNTERS

Building encounters works a little bit differently in the *Pathfinder RPG*. When designing an encounter, your first decision is what sort of monsters you want your PCs to face. Next, compare that monster's CR to the average level of your player characters (or Average Party

Level, APL for short). If your group contains six or more players, add one to their average level. If your group contains three or fewer players, subtract one from their average level. For example, let's say you want your group of four 5th-level characters to fight a group of ogres (CR 3). Comparing the two, you determine that this fight is an APL –2 combat and you refer to Table 12-1. Looking at the row labeled “APL –2,” you see numbers corresponding to how difficult the fight will be. Both an easy and average fight list two as the number of ogres to throw at the party. For a challenging fight, the number of ogres increases to three. A hard fight would pit the PCs against four or five ogres, whereas an epic fight would have them face off against six or seven. If the encounter indicates a “—,” it means that for that APL, there is not an appropriate fight of that difficulty against the desired creature. As a general rule, PCs should not face monsters that are four or more higher



TABLE 12-1: ENCOUNTER DESIGN

	Easy	Average	Challenging	Hard	Epic
APL +3	—	—	—	—	1
APL +2	—	—	—	1	2
APL +1	—	—	1	2	2 ¹
APL	—	1	2	2 ¹	3
APL -1	1	2	2 ¹	3	4-5
APL -2	2	2 ¹	3	4-5	6-7
APL -3	2 ¹	3	4-5	6-7	8-10
APL -4	3	4-5	6-7	8-10	11-14
APL -5	4-5	6-7	8-10	11-14	15-20
APL -6	6-7	8-10	11-14	15-20	—
APL -7	8-10	11-14	15-20	—	—
APL -8	11-14	15-20	—	—	—
APL -9	15-20	—	—	—	—

¹ Although this number is the same as the number listed for an easier challenge, these creatures should be given some sort of advantage in combat, such as favorable conditions, rounds to prepare for the PCs, or additional magic items.

TABLE 12-2: ADDING CREATURES

The creature's CR is...	Slots Used
1 or 2 above the base creature	2 slots
3 or 4 above the base creature	4 slots
5 or more above the base creature	6 slots
1 or 2 below the base creature	1/2 slot
3 or more below the base creature	1/4 slot

than their APL, and such fights are almost always epic struggles.

This system accounts for the simplest of encounters: a group of PCs against a single group of identical monsters. When dealing with a mixed group, use the following guidelines. Determine the encounter in the same manner as described above, basing it off the monster that you plan to be the most numerous. This will determine the number of slots you have in your fight. The base monster uses up 1 slot for every creature you put in. Next, add in additional monsters. If these monsters are of a CR higher than the base monster, they will use up more than one monster slot in the fight. If these monsters are of a CR lower than the base monster, they will use up one monster slot when combined as a group of lesser creatures. Refer to Table 12-2 for guidelines on how these monsters are added. For example, let's say you want your group of six 8th-level PCs to face off against a group of gargoyles (CR 4) and their stone giant boss (CR 8). Comparing the PCs to the gargoyles results in an APL -5 encounter (remember to add one because there

are six PCs). Since this is to be a challenging fight, we get eight toten gargoyles. Assuming nine gargoyles, we now need to add in the stone giant. The stone giant is of a CR 4 higher than the gargoyles. This means that he takes up four slots in the fight, leaving you with five gargoyles, making for a fun and challenging time. You can also add both stronger and weaker creatures at the same time. In the example above, remove one additional gargoyle, for a total of four, and add in a pair of Medium earth elemental servants (CR 3 each).

Adding NPCs: Creatures without racial Hit Dice are factored into combats a little differently than normal monsters or monsters with class levels. Creatures that possess class levels, but do not have any racial Hit Dice, are factored in as a creature with a CR equal to their class levels -2. Creatures that only possess non-player class levels (such as a warrior or adept) are factored in as a creature with a CR equal to their class levels -3.

Creatures with a CR less than 1: When using creatures with a CR less than 1, use the standard tables, treating the creature as CR 1. Once you have the total number of creatures, multiply by the number of creatures it would take to add up to CR 1. For example, it would take three CR 1/3 creatures to equal one CR 1 creature. If the charts indicate two creatures, a fight against CR 1/3 creatures would actually equal six creatures. In mixed batches, do not use a creature with a CR less than 1 as your base creature if another is available.

AWARDING EXPERIENCE

The *Pathfinder RPG* uses its own unique experience point (XP) charts for determining character advancement. These charts add up to big numbers, but the characters earn correspondingly larger XP rewards for defeating monsters and overcoming roleplaying encounters.

As the game progresses, the GM should keep a list of the CR of each monster, trap, obstacle, or roleplaying encounter overcome. At the end of each session, the GM should award XP to each PC that participated in the events of the session. Each monster, trap, and obstacle awards a set amount of XP, regardless of the level of the party in relation to the challenge. Roleplaying encounters are generally equal to a challenge of the average level of the party (although particularly easy or hard roleplaying encounters might be one higher or lower). There are two methods for awarding XP. While one is more exact, it requires a calculator for ease of use. The other is slightly more abstract, but only requires simple addition.

Using the list of challenges defeated, look up the value of each CR on Table 12-3. For the more exact method, take the total XP awarded for each CR and add them up. Then, divide this total by the number of characters



and award this amount to each party member. For the simpler method, take the individual XP awarded for each CR, based on the size of your group, and add them up. Award this amount to each character.

Story Awards

In addition to XP awarded for defeating monsters, players should be awarded experience points whenever they complete a major storyline or complete an important accomplishment. These awards should be worth an amount of experience points equal to two encounters of a level equal to the APL. Particularly long or difficult story arcs might award even more, at the discretion of the GM.

CONVERSION

There are two ways to convert existing 3.5 OGL adventures, monsters, and other game content to work in the *Pathfinder RPG*. The first is incredibly simple and requires next to no work on the part of the GM. The second option requires a small amount of work, adjusting options and rules that are altered for the *Pathfinder RPG*.

Option 1: Quick Conversion

The simplest option in converting existing material to work with the *Pathfinder RPG* is to use the content as is. The *Pathfinder RPG* is designed with ultimate flexibility in mind, and many of its changes are in smaller subsystems that are easily substituted. Despite this, there are still some things to keep in mind.

Monsters and NPCs will be slightly less powerful than their *Pathfinder RPG* counterparts. They have a few less abilities, feats, and skills. While this shouldn't unbalance encounters too much, you might want to make a few "on the fly" adjustments where needed, giving an important high-level villain a few extra feats and powers associated with his class, including hit points. Bards, rangers, rogues, sorcerers, and wizards should all receive one additional hit point per level in each one of these classes. Make sure to add one hit point for each level the character has in its favored class.

Some of the rules systems work a bit differently. For example, the listed grapple modifiers for creatures do not exactly match the same creature's combat maneuver bonus unless the creature is Medium. It is important to remember that a number of skills have changed. Keep the bonus for these skills and allow use of the new combined skills normally, treating them as trained if the converted creature or character possesses any ranks in the component skills from the old system.

Existing adventures assume the fast experience point progression. If you want your campaign to follow one

TABLE 12-3: EXPERIENCE POINT AWARDS

CR	Total XP	Individual XP		
		1-3	4-5	6+
1/8	50	15	15	10
1/6	65	20	15	10
1/4	100	35	25	15
1/3	135	45	35	25
1/2	200	65	50	35
1	400	135	100	65
2	600	200	150	100
3	800	265	200	135
4	1,200	400	300	200
5	1,600	535	400	265
6	2,400	800	600	400
7	3,200	1,070	800	535
8	4,800	1,600	1,200	800
9	6,400	2,130	1,600	1,070
10	9,600	3,200	2,400	1,600
11	12,800	4,270	3,200	2,130
12	19,200	6,400	4,800	3,200
13	25,600	8,530	6,400	4,270
14	38,400	12,800	9,600	6,400
15	51,200	17,100	12,800	8,530
16	76,800	25,600	19,200	12,800
17	102,400	34,100	25,600	17,100
18	153,600	51,200	38,400	25,600
19	204,800	68,300	51,200	34,100
20	307,200	102,000	76,800	51,200
21	409,600	137,000	102,400	68,300
22	614,400	205,000	153,600	102,400
23	819,200	273,000	204,800	137,000
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000

of the slower progressions, you will need to adjust the difficulty of longer adventures, which assume that the PCs reach a certain level by the conclusion. This can be accomplished by reducing the challenges they face or by adding additional encounters to allow the PCs to gain more XP, or you can always continue to use the existing XP charts.

Converting characters is simple as well. Most classes don't lose abilities and most gain a number of new powers. Simply add these new powers to the existing characters. Each character will also need to rebuild their feat and skill selections. To determine a character's current XP total, determine if the character is beyond halfway to his next level. If he is, set his XP to the halfway mark between his new XP totals. If not, set his XP total to the beginning of his current level's XP total. If you prefer a more precise method, use percentages instead.



Option 2: Complete Conversion

Complete conversion requires a bit more work as it requires rebuilding the skills, feats, and powers of all of the monsters and NPCs in the existing product. To help you with this, here are a few simple guidelines.

Apply racial modifiers first, as these have the largest effect on a creature's stat block. Generally, this means that one ability increases by +2, and all skills and checks related to that ability increase by +1.

Rebuild the creature's skills. Determine the number of trained skills the creature should have and use those to purchase all of the skills the creature had before conversion. Apply excess skill choices to appropriate skills. In general, assume that any skill that the monster had ranks in before conversion is a class skill for the monster after conversion. Remember that creatures with the natural ability to fly gain the Fly skill for free and it is always considered a class skill.

Rebuild the creature's feats. As of this release, monsters do not change in this regard. Since none of the prerequisites for any of the feats have changed, simply check to make sure that a given feat was not removed due to redundancy. Add additional feats to creatures

with levels in a character class, paying special attention to combat feats.

Check hit points. On average, bards, rangers, rogues, sorcerers, and wizards should all receive 1 additional hit point per level in each one of these classes. Monster are unchanged as of this release. Make sure to add 1 hit point for each level the character has in its favored class.

Calculate the creature's combat maneuver bonus (CMB).

If the creature has levels of cleric or wizard, remove any bonus spells granted due to domains or school specialization. Add the new abilities granted by domains and arcane schools.

Determine the creature's XP total. If it is a monster, refer to Table 12–3: Experience Point Awards to find its XP value. If it is a PC, determine how close the character was to the next level as a percentage and use that percentage to determine the character's exact XP total using Table 4–1: Character Advancement and Level Dependent Bonuses.

Apply the guidelines from the Quick Conversion option as needed.

PLAYTESTING



We want your feedback. These rules are not yet finalized, and we're turning to you to help us polish them into the game you want to play. To help us accomplish this, we will be unveiling the *Pathfinder RPG* rules in a number of releases (this is Alpha release 1). Over the coming months, all the rules will be revealed, culminating in the official Beta release, available this August. Your playtesting and suggestions will help shape the Beta release and the eventual finished product.

SUBMITTING FEEDBACK

Once you've read through the rules and played a few games with them, go to paizo.com/pathfinderRPG. On the messageboards are forums for *Pathfinder RPG* playtesters. Use these forums to post your own feedback, read the feedback of others, and to talk to the *Pathfinder RPG* design team.

General Discussion: This forum is for general comments about the *Pathfinder RPG* and discussing the system with other fans. This is also where Paizo will post announcements about upcoming releases and opportunities to play the game. You can also post your ideas and suggestions for new rules to this forum.

While much of the game is already in design, we will be monitoring this forum for good ideas and suggestions as we move forward.

Playtest Feedback: This forum is for posting specific observations, queries, and concerns about the rules in current release of the *Pathfinder RPG*. When starting a thread, please list the rules in question and a page reference in the subject line of the thread. Take a good look through all of the threads first to see if there is already one in progress about the rule in question. As future playtest releases become available, new forums will be added to cover those releases.

Finally, the *Pathfinder RPG* design and development staff would like to thank you for participating. This is a big endeavor, and it would not be possible without your support. Thanks!

UPCOMING RELEASES

In the coming weeks, we will post Alpha release 2 of the *Pathfinder RPG*. Here's a small taste of what you can expect to see:

4 PC Classes: Barbarian, Druid, Paladin, and Sorcerer (Bard, Monk, and Ranger will be in Release 3). You can expect revised rules for barbarian rage and druid wild



shape, alternate rules for a paladin's mount, and a host of bloodlines for sorcerers.

Dozens of Spells: From *confusion* to *polymorph* to *web*, a wide variety of spells will receive updates.

Curses, Diseases, and Poisons: All part of one unified, simple-to-use system. Now these threats will pose a challenge to characters of any level.

Nonplayer Characters: Simple rules for designing NPCs on the fly. This section will also include simple short-cuts for assigning magic items and adjudicating wealth totals.

Magic Items: Initial rules and revisions designed to add variety to a player's choice of gear.

Monsters: A complete guide to creating and converting monsters for the *Pathfinder RPG*.



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