
Fantasy Concepts

Campaign Resource

A Samardan Press Publication
By Jason “Flynn” Kemp

This work is dedicated to young gamers everywhere, particularly my son Nicholas and my two nephews, Robert and Andrew! Happy Gaming, Guys!

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Credits

Written By: Jason “Flynn” Kemp

Layout Design: Jason “Flynn” Kemp

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“Universal Concepts, Limitless Fun”

Web: <http://stores.lulu.com/samardanpress>

Email: jason.flynn.kemp@gmail.com

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Welcome to Fantasy Concepts, a D20–based Open Gaming system designed to promote high action and adventure in campaigns where the hero is defined by his actions, not just his equipment. This book, the Fantasy Concepts Campaign Resource, is intended to provide a streamlined set of game mechanics that can be used to play a fantasy campaign. The versatility of the Fantasy Concepts system allows the player to create and develop virtually any type of fantasy character they can imagine. The Fantasy Concepts rules are easy to learn, and provide a means of describing characters and resolving conflict over the course of an evening’s play. Designed with a high degree of flexibility, Fantasy Concepts can be used in almost any kind of fantasy scenario imaginable.

What Is Fantasy Concepts?

Like many variant rulebooks, Fantasy Concepts started out in a desire to create a D20–based Open Gaming system tailored to specific gaming needs. The author wanted a fast–paced and streamlined system that was easy to teach new players, yet still worked well for experienced gamers. In addition, many great gaming products have been released over the years, and the author sought to integrate the more interesting of the options into this streamlined system. The end result is the rulebook you hold in your hands right now. If you are familiar with other D20–based Open Gaming systems, then Fantasy Concepts should be very easy to learn and use. If you are not familiar with them, then Fantasy Concepts is designed to help facilitate your learning experience.

Fantasy Concepts is called a Campaign Resource for a reason. Built on the foundations created by other D20–based Open Gaming systems, Fantasy Concepts is designed to utilize those resources for items such as spells and monsters. This core product does not include game mechanics for either system, but rather provides information on converting spells and monsters from your other sourcebooks. Future products from the Fantasy Concepts line will provide additional material in this arena.

About Samardan Press

Samardan Press is the personal publishing imprint for Jason “Flynn” Kemp. Samardan Press is dedicated to the support of classic science fiction and fantasy literature and genre–inspired roleplaying. Please keep an eye on the Samardan Press storefront for future releases, including future Fantasy Concepts supplements, milieu sourcebooks, adventures and other generic support supplements for this and other OGL roleplaying efforts. Samardan Press’s storefront can be found here:

<http://stores.lulu.com/samardanpress>



The Basics of Game Play

This chapter provides a basic overview of the Fantasy Concepts rules system. Specific rules covered under the basics here may or may not be repeated elsewhere in these rules, because of their basic nature.

Dice

Fantasy Concepts uses a variety of dice. Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

The Core Mechanic

Almost all action resolution efforts in the Fantasy Concepts use the same core game mechanic. Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a twenty-sided die (d20).
- Add any relevant modifiers.
- Compare the result to a target number, called a Difficulty, which is set by your Gamemaster (GM).

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail. This simple core mechanic is used to resolve every conflict or challenge in a Fantasy Concepts game.

The Gamemaster (GM)

One of the players in a Fantasy Concepts game is called the Gamemaster, or GM for short. The GM takes on the responsibility of running the game, and acts as a combination of referee, narrator and scenario creator. It is the GM’s job to present the world and the adventure in which the heroes find themselves, and then arbitrate what happens within the context of the world and the framework that Fantasy Concepts provides. The GM should have a firm grasp of both the rules and the setting, and is expected to be the final word on interpretation of both during play. It may seem like a rough job, and sometimes it is, but it is also very rewarding.

The Character (PC)

The other players in a Fantasy Concepts game portray heroes interacting with the scenario presented by the GM and one another. These heroes are represented within Fantasy

Concepts as characters, built using the character creation guidelines found in this book. Characters are defined through several components, some of which are presented in general terms below. More details can be found in later chapters in this book.

Non-Player Characters (NPCs)

Over the course of their adventures, player characters will meet and interact with characters controlled by the GM. These characters are called non-player characters, and are built by the GM using the same rules used to create player characters.

NPCs come in two varieties: *Heroes* and *Commoners*. Heroes are built exactly like player characters. Commoners, however, are simpler characters. They are built using fewer ability score points, receive fewer hit points and trained skills, and do not advance their save scores based on the character level modifier.

Ability Scores

Each character is described using six basic abilities, each on having a specific score associated with them. These abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Higher scores provide bonuses to a character’s actions, while lower scores can provide penalties. During character creation, the player determines ability scores and assigns them as best describes their character concept.

Class

Each character has one or more character classes, which define their role and the special abilities they can learn. These classes are heroic roles based on six primary archetypes common to the fantasy genre. These classes are the Aristocrat, the Expert, the Mystic, the Outlander, the Scholar and the Warrior. As characters advance over the course of multiple sessions and gain new levels, it is common to see characters take on more than one class in order to better reflect the player’s character concept.

Skills

Each character has a list of trained skills that reflect the character’s specific training and education. Someone trained to ride horses or drive race cars are more confident than those who are not, and receive bonuses on their skill checks to reflect their training. Specific descriptions of skills used in Fantasy Concepts are provided in their own chapter, Skills.

Feats

Feats represent specialized training or natural ability that allows the character to do special things that others can’t do,

or that provides the character with an advantage or bonus towards certain actions. Feats are not restricted to specific roles (i.e. character classes), though each class allows selection of feats that emphasize their basic nature. Players should select feats based on what fits within their character concept. Specific details on feats can be found in their own chapter, Feats.

Talents

Talents are similar to feats, in that they represent special abilities that allow the character to do special things that others can't do. Unlike feats, talents are restricted to specific character classes, emphasizing each class's basic nature. Players should select talents based on what fits within their character concept. Specific details on talents can be found in their own chapter, Talent Paths.

Action Points

Action points allow heroes to be truly cinematic, and differentiate the player's characters from everyone else in the game, as they are the only characters to have action points. Over the course of the scenario, the use of action points can make the ultimate difference between success and failure. By spending action points, the player can activate heroic abilities, improve the results of die rolls, emulate certain feats at an opportune moment, recover after combat, and much more. Action points are described more thoroughly under their own chapter, Action Points.

Special Math Rules

Like most D20-based Open Gaming systems, Fantasy Concepts uses a number of special math rules designed to keep a level of balance within game play.

Rounding Fractions: In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. As an exception to this rule, certain rolls, such as damage and hit points, have a minimum of 1.

Multiplying: Sometimes a special rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding one less than its individual value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because $2 + 1 = 3$).

Checks

A check is simply an application of the Core Mechanic in Fantasy Concepts. The player rolls a d20, adds modifiers, and then compares the results against a Difficulty Class (DC) set by the GM. An attack roll is considered a specialized check, and sometimes follows additional rules beyond those of normal checks.

Difficulty Class

Some checks are made against a Difficulty Class (DC), sometimes described as a Difficulty Level descriptor, or

simply Difficulty. The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed. Circumstances and conditions can adjust the base difficulty of a specific check, making such a task either more or less difficult. Under non-combat circumstances, if the DC for a check ever drops below 10, the GM should consider the effort an automatic success. This way, game play is not bogged down with unnecessary rolls, since a simply Take 10 (described below) should allow an automatic success.

Table: Difficulty Classes by Difficulty Level

Difficulty Level	Difficulty Class
Simple	10
Average	15
Difficult	20
Formidable	25
Staggering	30
Impossible	35
Hopeless	40
Opposed	Special*

Opposed Checks

Some skill checks are opposed checks. Opposed skill check DCs are set dynamically, usually by comparing the character's skill check to the results of an opponent's opposed skill check. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Attack rolls are usually not considered opposed rolls, where the opponent's Reflex Score instead of a dynamic check result sets the DC.

Trying Again

If a character fails on a check, he or she can sometimes try again. Many checks, however, have natural consequences for failing that must be accounted for. Some checks can't be tried again once a check has failed for a particular task.

If a check carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds. The GM ultimately determines whether a character can try again.

Favorable and Unfavorable Conditions

Some situations may make a check easier or harder, resulting in a bonus or penalty to the modifier or a change to the check's Difficulty Level (and thus DC). The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by -2 or more to represent circumstances that make the task easier.
4. Increase the DC by +2 or more to represent circumstances that make the task harder.

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

Automatic Failures & Successes

Attack rolls and checks made against a save score, unlike other checks, are subject to automatic failures and automatic successes. A natural 20 (the d20 actually shows a "20" result) is considered an automatic success, while a natural 1 (the d20 actually shows a "1" result) indicates an automatic failure. All other checks do not automatically fail on a natural 1 nor succeed on a natural 20.

Time and Checks

Making a check might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Most checks, however, are move actions, standard actions, or full-round actions.

Tools

Some checks require the use of tools, primarily skill checks. Skills that require the use of tools are noted in their descriptions. If the character doesn't have the appropriate tools, he or she can still attempt to make the check, but the character adds a +5 to the DC of his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to +2 circumstance penalty to the target DC (instead of +5) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Checks without Rolls

A check typically represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can make a check under more favorable conditions and eliminate the luck factor.

Taking 10

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

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

Note that Taking 10 does not take any longer to accomplish a check than rolling a d20 to resolve it.

Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

Aiding Another

In some situations, characters can cooperate to accomplish a given task. The character with the highest result is usually designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a Simple Check (DC 10). This is a standard action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task. For every ten full points above DC 10 of the assisting character's check, the circumstance bonus granted by assistance increases by +1 (i.e. a 20 or higher on the check grants a total +3 circumstance bonus, a 30 or higher grants a total of +4, etc.)

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

Ability Checks

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

Level Checks

In certain circumstances, a character attempts to do something that only sheer experience in matters of the world applies. In most of these cases, the hero makes a level check: Roll 1d20 and add half the hero's character level. In all other ways, level checks behave like other checks.

Power Checks

Sometimes, a character or creature attempts to do something that relies on an innate power, whether extraordinary, supernatural or spell-like in origin. Power checks are essentially like level checks: Roll 1d20 and add half the character's or creature's hit dice. For characters, this is most often half their character level.

Power checks may be modified further by an ability score. For creatures, this is typically Constitution for

physical special abilities and Charisma for mental special abilities, unless another ability score is indicated in the power's description.

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack. Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size. There can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack with themselves.

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

All penalties stack, regardless of their descriptors.

The Combat Round

Combat and other moments of high action are often played out in six-second segments called combat rounds, or simply rounds. Over the course of a round, a character can attempt to perform one or more actions, depending on their complexity. These actions are classified as swift actions, move actions, standard actions, full-round actions and reactions. During a round, a character can perform a swift action, a move action and a standard action. The character may trade a standard action to take another move action, or a move action to take another swift action. The order of actions is not dictated by the rules. During a combat round, a character can take their standard action before their move action, or vice versa. Also, a character may trace all three actions (a swift action, a move action and a standard action) to gain a full-round action, if desired. A character can perform as many reactions in a round as circumstances warrant and the GM allows.

Standard Action

A standard action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. A character can trade a standard action for another move action in the same round.

Move Action

A move action allows a character to move his or her speed or perform an action that takes a similar amount of time. A character can move his or her speed, climb one-quarter of his or her speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent

action. A character can take a move action in the place of a standard action. A character can trade a move action for another swift action in the same round.

Full-Round Action

A full-round action consumes all a character's effort during a round. A character may only move during a full-round action if the action specifically allows movement in order to resolve the action.

Swift Action

Swift actions consume a very small amount of time and effort, and over the span of the round. Dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all swift actions. A character can take a swift action in the place of either a standard action or move action.

Reactions

Like swift actions, reactions consume a very small amount of time and effort, but may only occur as a reaction to another event. Most reactions are skill checks, but a few feats and special circumstances allow a character to take a reactive attack roll, such as when a character flees melee combat without withdrawing.

Attack Rolls

An attack roll is a specialized type of check that represents a character's attempts to strike an opponent on the character's turn in a combat round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. The difficulty of this check is the target's Reflex Score, which indicates the sum of the target's defensive capacities. If the check is successful, the character hits and deals damage. A natural 1 (the d20 actually rolls a "1") on an attack roll is always an automatic miss. A natural 20 (the d20 actually rolls a "20") is always an automatic hit, and the attack does double damage.

If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Group feat), that character takes a -4 penalty on the attack roll.

Damage

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. A character's ability to deal damage during personal combat increases as their general combat ability increases. Damage is deducted from the target's current hit points. Specific details regarding character damage, death and healing can be found in the Combat chapter.

Penalty Levels

Sometimes a character finds themselves in painful situations, and the pain becomes partially or completely debilitating. This is represented by Penalty Levels. Penalty Levels are accumulated from particularly damaging strikes, unusual attacks, environmental hazards and similar special circumstances. Penalty Levels may either be temporary or persistent. Temporary Penalty Levels may be removed through an exertion of will and effort, while persistent Penalty Levels cannot be removed until after the persisting condition is removed or mitigated. Specific information regarding Penalty Levels can be found in the Combat chapter.

Save Scores

Characters have three general save scores that represent a character's ability to reduce or negate the effects of an unusual attack. These save scores (Reflex, Fortitude and Will) are calculated from a base of 10, and are modified by the character level modifier and an ability modifier (Constitution for the Fortitude Score, Dexterity for the Reflex Score and Wisdom for the Will Score.) Like attack rolls, a natural 1 (the d20 actually rolls a "1") on any check against a save score is always an automatic failure, while a natural 20 (the d20 actually rolls a "20") is always considered an automatic success.



Action points differentiate heroes from ordinary characters: by spending action points, you can activate heroic abilities, improve the results of your die rolls, recover after combat, and more.

How Many Do I Get?

At the beginning of each session, you begin play with a number of action points equal to three plus one quarter your character level (round down). Thus, 1st level characters begin play with only 3 action points.

Action Points = 3 + one-quarter your character level, rounded down

Action points do not accumulate from session to session. If you do not use your action points by the end of the session, then you lose the extra action points when your action point pool is refreshed at the beginning of the next session. The only exception to this rule is a Heroic Rewards action point that is may be given at the end of the current gaming session.

Spending Action Points

A character can spend an action point to do any of the following actions within the gaming session.

Improve a d20 Check: This is the most common use of action points. You can spend an action point to improve a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.

When you spend an action point in this way, you roll an action die (usually, a d6) and add the result of the action die to the result of your d20 roll to help meet or exceed the target number. A character can even decide to spend the action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether the roll succeeded or failed).

A character can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20 (it may only be used to improve a random roll).

Activate a Heroic Ability: You can activate a feat, a talent, or class feature with a number of uses per day, or for which the expenditure of 1 action point is required. When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't actually roll an action die. In this case, the action point is not a bonus to a d20 roll, it is merely spent to activate the ability. If the ability is usable a certain number of times per day, spending the action point does not count as one of your daily uses.

Emulate a Feat: A player may spend an action point to gain the benefits of a General feat he does not have, provided he meets the prerequisites. For example, a character that already has Power Attack may spend an action point to gain the benefits of Cleave. The benefits of emulating a feat last for a single round (until the start of your next turn).

Make a Heroic Strike: You can spend an action point to "strike true" against an opponent with damage reduction.

By spending an action point *after* you successfully strike the opponent, your weapon deals damage normally, as if it had all the criteria necessary (magic, silver, good, etc.) to bypass DR. You gain the benefits of Heroic Strike only for that single attack.

Improve Your Defense: You may spend an action point *at any time* to improve one of your Defense scores by the amount rolled on the action die. This bonus lasts until the start of your next turn and applies to all attacks against that particular Defense score. You may not spend an action point in this way if that specific Defense score has already been increased by spending an action point (such as emulating a feat that grants a bonus to the Defense score).

Perform A Heroic Surge: You may take an extra move action or standard action during your turn, either before or after your regular actions. Doing so does not change your place in the initiative order.

Healing After Combat: Immediately after any combat, you may spend an action point in order to heal. You receive a number of hit points equal to the amount rolled on the action die, plus your character level.

Stabilize: Any time your character is dying, you can spend an action point to stabilize your character at his current hit point total.

Spending Multiple Action Points

You may spend more than one action point in a round, but never more than one action point for the same purpose. For example, you could spend an action point to activate an ability, and another action point to improve a die roll, but you could not spend two action points to improve the same die roll or to activate the same ability twice in a round.

Gaining Points during Play

There are a number of ways you can actually gain action points during play.

Heroic Rewards: At the end of a session of play, your GM may award you an action point if your character was played particularly in-character or heroically. This action point is the only action point that may be carried over into the next session.

The GM may rarely, and at his discretion, award your character an action point during play for particularly heroic actions performed at the dramatically appropriate time. Remember that all characters are expected to be heroic; it would be rare indeed to find a character so heroic as to earn more than one action point during play.

Tasty Snacks: The GM may award you an action point before play begins if you show up for your gaming session with tasty snacks to share with the group.

NPCs and Action Points

Non-heroic NPCs do not possess any actions points. Heroic NPCs have three action points, but may only use them on the following abilities: **Activate a Heroic Ability**, **Emulate a Feat**, **Perform a Heroic Surge** or **Improve Your Defense**.



Each player is represented by a character or hero. Within the context of a roleplaying game, there is a grain of truth to the statement that heroes are made, not born.

Creating Your Character

For this system, here are some basic guidelines on the process you will use to make your character.

Consult Your GM

Your Gamemaster will give you guidelines as to the type of character he would like you to create for his game. Most campaigns start out with first level characters, but cinematic campaigns may start with higher level characters.

Contemplate Your Character's Concept

Take a few moments to think about the concept for your character. Let your concept guide your choices through the rest of the character creation process.

Choose Your Character's Race

While the rules assume humans as the basis for the game, GMs may allow character concepts of other races. Follow your GM's guidelines when selecting your character's race.

Choose Your Character's Ability Scores

Most characters are built using 25 Points or a Default Array, as explained in the Ability Scores section, below. For more cinematic games, 32 Points are recommended, while grittier games work best with 18 Points.

Optionally, your GM may request that you roll 4d6, dropping the lowest die, and recording the total as an ability score. This would be done a total of six times, and the results arranged to taste.

Choose Your Character's Class(es)

Your class determines what class-based feats are available to represent your character's special abilities. For characters created above first character level, multiclass characters are permissible and encouraged. There are no experience penalties for multiclassing.

Choose Your Character's Starting Skills

Your class provides the base number of starting skills your character can learn. Skills represent areas of specialized knowledge, training and natural aptitude in which your character excels. You select your starting skills from those listed as class skills for your initial character class. As your character increases in level, your character may gain additional class skills through a variety of means.

Choose Your Character's Feats, Talents and Possibly Spells

Feats and talents represent the special abilities your character can learn. You start off with two general feats (or

one, if you are non-human), and continue to earn feats as your character increases in level. In addition, class levels grant characters access to certain feats, as well as talents. If you are playing a spellcasting class, you also need to select the initial spells your character knows.

Choose Your Character's Equipment

While your character is defined by actions rather than equipment, having the right tool for the job often helps. It certainly can't hurt.

Choose Your Character's Allegiance

Most heroes are guided by certain allegiances. Selecting allegiances helps you identify that which motivates your character.

Determine Your Character's Calculated Stats

Some stats are calculated, but once they are determined, these stats rarely change except under dire circumstances or due to level advancement. Finish up your character by figuring out and recording on your character sheet the following: your character's Hit Points, Dying Value, Dead Value, Base Speed, Action Points, Base Attack Bonus, Save Scores, etc.

Choose Your Character's Name

Select a good-sounding name that fits the campaign setting. Work with the GM, if you need a few suggestions. Try to be original; avoid using names from popular movie, comic book or literary characters.

Start Playing!

Now that you have a character created, play the game!

Ability Scores

In Fantasy Concepts Campaign Resource, all characters are initially defined by six different basic abilities – physical and mental qualities that all sentient characters in a given setting are assumed to possess. These six different basic abilities are:

Strength (STR): Strength is a measure of your character's muscle and physical power.

Dexterity (DEX): Dexterity is a measure of hand-eye coordination, agility, reflexes, and balance.

Constitution (CON): Constitution represents your character's overall physical health and stamina.

Intelligence (INT): Intelligence determines how well your character learns and reasons.

Wisdom (WIS): Wisdom is a measure of willpower, common sense, perception, and intuition.

Charisma (CHA): Charisma is a measure of a character's force of personality, personal magnetism, ability to lead, and physical attractiveness.

Ability Modifiers

Each ability score provides a modifier. The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table: Ability Score Modifiers

Ability	Modifier
0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

Note: This table can be further extrapolated for higher ability scores as necessary.

The Ability Score Purchase Pool

To keep characters balanced with one another, the initial ability scores for a character are purchased from an ability score pool of 25 points. Each ability score starts at 8 for free, and then must spend a number of points equal to the ability score's current ability modifier (minimum of 1) to advance one ability score point. No ability score may be increased above 18 using this method. Once the six basic ability scores have been created, they may be further modified by racial adjustments and other factors.

Table: Purchasing Ability Scores outlines the advancement cost from a specific ability score to the next and summarizes the cumulative cost to purchase an ability score to that particular level.

Table: Purchasing Ability Scores

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

The Default Array in Character Creation

Optionally, a character can assign the following array of six numbers to his or her ability scores in any order:

15, 14, 13, 12, 10, 8

Ability Scores and Ordinaries

Non-player characters created by the GM that are considered Ordinaries receive only 15 points to generate their ability scores, or use an NPC array :

13, 12, 11, 10, 9, 8

Changing Ability Scores

Once the initial ability scores are assigned, they can be modified later by the selection of the character's race, and by character advancement. At 4th level and every four character levels thereafter, an ability score can be increased by one point, without regards to the purchase cost used to generate the initial ability score values. Ability scores can increase with no limit.

“Two Bump” Optional Rule

Your GM may elect to implement the following optional rule. Instead of advancing one ability score, you may select two different ability scores to increase by one at each level you would normally be allowed to increase an ability score.

Character Level Dependent Benefits

In addition to class based bonuses as characters advance in levels, all characters receive other benefits as they gain levels. **Table: Character Level Dependent Benefits** sums up these changes.

Level: This column displays the character level.

XP: This column indicates the total number of experience points required to achieve a given character level. Multiclass characters should remember that this total reflects “character level”, not individual “class levels”.

Modifier: This column captures the character level modifier that is used elsewhere in the rules.

Feats: This column indicates the number of feats a character earns by virtue of their character level. These feats are in addition to those gained from class advancement or granted by race.

Ability: This column identifies when a character gains ability score increases, as explained earlier in this section.



Table: Character Level Dependent Benefits

Level	XP	Modifier	Feats	Ability
1	0	+0	1st	–
2	1001	+1	–	–
3	3001	+1	2nd	–
4	6001	+2	–	1st
5	10,001	+2	–	–
6	15,001	+3	3rd	–
7	21,001	+3	–	–
8	28,001	+4	–	2nd
9	36,001	+4	4th	–
10	45,001	+5	–	–
11	55,001	+5	–	–
12	66,001	+6	5th	3rd
13	78,001	+6	–	–
14	91,001	+7	–	–
15	105,001	+7	6th	–
16	120,001	+8	–	4th
17	136,001	+8	–	–
18	153,001	+9	7th	–
19	171,001	+9	–	–
20	190,001	+10	–	5th

Multiclass Characters

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities. As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

Character Level vs. Class Level

"Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained. "Class level" is the character's level in a particular class. For a hero whose levels are all in the same class, character level and class level are the same.

Gaining a New Level

The following changes occur when your character gains a new level. Remember, if a character gains a new class (as mentioned under Multiclass Characters), the character's abilities are the sum of the abilities provided by each of his or her classes. In general, a character can have levels in as many different classes as there are classes. Characters do not suffer a penalty to their experience awards for multiclassing.

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

Base Attack Bonus (BAB): Add the base attack bonuses for each class to get the hero's base attack bonus.

Save Scores: Select the best of each Save Score bonus from all of the character's classes for each Save Score category.

Skills: If the character is selecting a new character class, then the character may elect to select the Skill Training feat instead of one of the new class's starting feats as outlined

below, and thus gain a new skill from the new class's skill list.

Starting Feats: The character gets to select only one of the starting feats from the new character class. Alternately, the GM may allow the character to take the Skill Training feat in one of the new class's skills instead of taking one of the starting feats of the new character class.

Feats: A multiclass character receives a new feat every three character levels, regardless of individual class level. Taking first class level in a new class does not entitle a character to receive the two feats that a beginning character gets at first character level, since "character level" and "class level" are not the same thing.

Ability Increases: A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level. If the GM has implemented the "**Two Bump**" Option Rule, then the character advances two different ability scores by +1 every four character levels instead of just one ability score.



All characters are motivated by something. In Fantasy Concepts, these motivations are recorded as allegiances.

The Basics of Allegiance

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character will rarely have no allegiances (as a free spirit or a lone wolf will almost always have a single allegiance to Self), and may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance. If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level. Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after immigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Ideals: This describes one's dedication to a particular ideal, virtue or even vice. Some dedicate themselves to one (or more) of the traditional Seven Heavenly Virtues (Abstinence, Chastity, Diligence, Humility, Kindness, Liberality and Patience) or the Seven Deadly Sins (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath), while others practice Philanthropy, World Domination, Manifest Destiny or any of a number of ideals.

Self: This describes a dedication to self preservation, and overall a general selfish outlook on life. These are the type of people that refuse to do anything unless there's something in it for them. Not common among true heroes, some character concepts can start off with an allegiance of Self, and then change over time as the character develops true allegiances with others.

Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Opposed Allegiances

A number of game mechanics in Fantasy Concepts refer to opposing allegiances. GMs are encouraged to determine a minimum of one opposed allegiance, and preferably more, for each allegiance in use within their specific fantasy campaign setting.

Allegiances and Alignment

Some D20-based Open Gaming systems use a concept called alignment instead of allegiances. For GMs that wish to continue to use alignment instead of allegiances, simply restrict allegiance selection to only the alignments allowed within their fantasy campaign setting.

Fantasy Concepts assumes that the Human race is the basis for all character abilities. Therefore, the base character race within the Fantasy Concepts is Human. Other character races may be defined by the GM in accordance with the campaign setting. A few classic examples inspired by other D20-based Open Gaming systems are included below.

Humans

Humans appear in almost every fantasy campaign setting, and are typically assumed to be one of the most prolific races, with the ability to dwell in almost any climate or environment. Although the appearance of different human sub-races may vary from world to world, they typically share the same racial traits with one another.

Humans have the following racial traits:

Medium Size: As Medium creatures, humans have no special bonuses or penalties due to their size.

Speed: Human base land speed is 6 squares.

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

Bonus Trained Skill: Humans gain one additional trained skill at 1st character level. This skill must be chosen from the character's list of class skills.

Bonus Talent: Humans may select a bonus talent at first character level from the Human Racial Talent Path or, unlike other races, from the talents available from their character class instead of selecting a racial talent.

Automatic Language: Regional.

Dwarves

Dwarves are much like humans, but generally living underground or in mountainous areas. They are famed miners and smiths although, like humans, they specialize in any number of trades. Generally shorter than humans, they are on average stockier and hairier, usually sporting full beards. In most campaigns, dwarven smiths have created some of the greatest and most powerful items of power.

Dwarves tend to be long-lived, living nearly four times the age of man (about 250 years), but are not prolific breeders, having children rarely and spaced far apart, and having few women among them. Dwarven children are cherished by their parents, and are defended at all costs from the dwarves' traditional enemies, which are typically giants and vile humanoids.

Dwarves have the following racial traits:

Ability Modifiers: +2 Constitution, -2 Dexterity.

Dwarves are stalwart but not particularly agile.

Medium Size: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

Speed: Dwarf base land speed is 4 squares.

Darkvision: Dwarves ignore concealment from darkness, including total concealment. However, they cannot perceive colors in total darkness.

Stability: A dwarf may choose to reroll any check to avoid being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground), keeping the better of the two results.

Resistance: Dwarves receive a +2 racial bonus to all Save Scores against poisons and spells.

Bonus Talent: Dwarves may select a bonus talent at first character level from the Dwarf Racial Talent Path.

Automatic Languages: Regional and Dwarven.

Elves

Often depicted in fantasy campaigns as nature spirits that have come to live in the World of Man for so long that they have lost much of their fey nature, elves are often pictured as youthful-seeming men and women of great beauty living in forests and other natural places, underground, or in wells and springs. Elves tend to be beautiful, fair and slender, possessing unusual speed and agility, and generally prefer to fight with the bow. Tribal elves might use a spear, while the more civilized tend to prefer blades.

Elves have the following racial traits:

Ability Modifiers: +2 Dexterity, -2 Constitution. Elves are agile but not particularly resilient.

Medium Size: As Medium creatures, elves have no special bonuses or penalties due to their size.

Speed: Elf base land speed is 6 Squares.

Low-Light Vision: Elves ignore concealment (but not total concealment) from darkness.

Sleep Immunity: Immunity to magic sleep effects.

Resistance: Elves gain a +2 racial bonus to Save Scores against enchantment spells or effects.

Perceptive: Elves may re-roll Notice checks when used to notice target or search.

Bonus Talent: Elves may select a bonus talent at first character level from the Elf Racial Talent Path.

Automatic Languages: Regional and Sylvan.

Gnomes

Gnomes are commonly portrayed in fantasy campaigns as large-headed humanoids standing about three feet in height, and display such characteristics such as a cheery temperament, a high degree of intelligence coupled with curiosity and poor judgment, and an unusual talent when it comes to either using magic or inventing and building technology, depending on the setting. Some fantasy campaigns may also attribute a strong prankster nature to gnomes, or emphasize the strong connection to the earth that gnomes share with dwarves.

Gnomes have the following racial traits:

Ability Modifiers: +2 Constitution, -2 Strength.

Gnomes are generally resilient but somewhat weak.

Small Size: As Small creatures, gnomes gain +1 size bonus to their Reflex Score and attack rolls, and +5 size bonus on Sneak checks. However their lifting and carrying limits are three-quarters of those of a Medium character.

Speed: Gnomes base land speed is 4 Squares.

Low-Light Vision: Gnomes ignore concealment (but not total concealment) from darkness.

Resistance: Gnomes gain a +2 racial bonus to Save Scores against illusion spells or effects.

Speak With Burrowing Mammals: As a standard action, gnomes may spend an action point to speak with burrowing animals for the duration of a scene or encounter. This is considered a spell-like ability, and any required magic checks are modified by Charisma.

Bonus Talent: Gnomes may select a bonus talent at first character level from the Gnome Racial Talent Path.

Automatic Languages: Regional and Gnome.

Half-elves

The offspring of an elf and a human, fantasy campaigns tend to promote half-elves for their combination of human strength with elvish wisdom, blending the heritage of this half-breed race, and have often portrayed them as outcasts from either society. Depending on the intensity of the discrimination associated with a half-elf's outcast status among both elves and humans, a separate community for social exiles may exist in some fantasy campaigns, typically led by an accomplished half-elf.

Half-elves have the following racial traits:

Medium Size: As Medium creatures, half-elves have no special bonuses or penalties due to their size.

Speed: Half-elf base land speed is 6 Squares.

Low-Light Vision: Half-elves ignore concealment (but not total concealment) from darkness.

Sleep Immunity: Immunity to magic sleep effects.

Resistance: Half-elves gain a +2 racial bonus to Save Scores against enchantment spells or effects.

Perceptive: Half-elves may re-roll Notice checks when used to notice target or search.

Elven Blood: For all effects related to race, a half-elf is considered an elf, except where specifically noted otherwise.

Bonus Talent: Half-elves may select a bonus talent at first character level from the Half-elf Racial Talent Path.

Automatic Languages: Regional and Sylvan.

Half-orcs

The half-orc is born of mixed orc and human parentage. Typically born in wild frontiers where human and orc tribes come into contact, half-orcs are between six and seven feet tall and usually weigh between 180 and 250 pounds. Half-orcs have greenish skin, jutting jaws, prominent teeth and coarse body hair. Due to their orcish blood, half-orcs are on poor terms with some of the other races. Relations are particularly troubled with elves and dwarves, due to racial enmity between orcs and these races. Half-orcs have no native lands; they most often live among orcs. When not living among orc tribes, half-orcs almost always live in human lands, as humans are more accepting of half-orcs than other races. In many fantasy campaigns, half-orcs are frequently rejected by civilized society. They are drawn to violent careers suitable to their temperament and physical

strength. They often find companionship among adventurers, many of whom are fellow wanderers and outsiders.

Half-orcs have the following racial traits:

Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma. Half-orcs are strong, but not particularly smart nor charismatic. A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

Medium Size: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

Speed: Half-orcs base land speed is 6 Squares.

Darkvision: Half-orcs ignore concealment from darkness, including total concealment. However, they cannot perceive colors in total darkness.

Intimidating Presence: Half-orcs may re-roll Influence checks when used to intimidate others and keep the better result.

Orcish Blood: For all effects related to race, a half-orc is considered an orc, except where specifically noted otherwise.

Bonus Talent: Half-orcs may select a bonus talent at first character level from the Half-orc Racial Talent Path.

Automatic Languages: Regional and Orcish.

Halflings

Halflings, which closely resemble humans except for being half the height, are a race found in many fantasy campaigns. The majority of halflings tends to live quiet lives in their homes away from adventure and, despite being well suited for the task of thievery, do not pursue a life of larceny. However, a number of halflings have become disenchanting with the sedentary ways of their people, becoming troublesome opportunists, nomadic wanderers, and seekers of wealth.

Halflings have the following racial traits:

Ability Modifiers: +2 Dexterity, -2 Strength. Halflings are agile but somewhat weak.

Small Size: As Small creatures, halflings gain +1 size bonus to their Reflex Score and attack rolls, and +5 size bonus on Sneak checks. However their lifting and carrying limits are three-quarters of those of a Medium character.

Speed: Halflings base land speed is 4 Squares.

Resistance: Halflings gain a +1 racial bonus to all Save Scores and a +2 morale bonus to their Save Scores against fear spells or effects.

Improved Athletics: Halflings may choose to reroll any Athletics checks, but the result of the reroll must be accepted even if it is worse.

Bonus Talent: Halflings may select a bonus talent at first character level from the Halfling Racial Talent Path.

Automatic Languages: Regional and Halfling.

The character classes of Fantasy Concepts define a character's role and the special abilities they can learn. This section provides specific details on the character classes available within Fantasy Concepts.

Class Descriptions

Each character class is described in a similar format.

Ability: This entry tells which ability is typically associated with that class.

Hit Die: The die type used by characters of the class to determine the number of hit points gained per level. At first character level, the character receives a number of hit points equal to three times the maximum value from the class's hit die, modified by the character's Constitution modifier. At subsequent levels, the character receives a number of hit points equal to half the maximum of the class's hit die, plus one, adjusted by the character's Constitution modifier.

Trained Skills: This section of a class description gives the number of known (trained) skills the character starts with at 1st character level. A character's Intelligence modifier is applied to determine the total number of starting skills a character possesses at 1st character level. (A character will always have at least one trained skill at first level, even for a character with an Intelligence penalty.)

Save Score Bonuses: This section outlines the Save Score bonuses gained by a character with levels in this class. When multiclassing, characters should modify their Save Scores using only the highest bonus in each Save Score from their multiple classes. These bonuses are not cumulative for multiclass characters.

Starting Feats: The bonus starting feats gained at 1st character level in the class. Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats.

Bonus Feats: Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the description of each class. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

Talents: Every basic class offers a selection of talents to choose from. A character gains a talent at first class level and every odd class level thereafter, as outlined in the description of each class. Some talents have prerequisites that must be met before a character can select them.

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

- **Level:** The character's level in the class.
- **BAB:** The character's base attack bonus.
- **Class Features:** Level-dependent class features, each explained in the section that follows.

The Aristocrat

The Aristocrat prefers to resolve problems through teamwork and negotiations. Where others rely upon themselves, Aristocrats rely upon their natural ability to interact with others, either influencing or manipulating others' reactions, or organizing group efforts to accomplish a desired goal. Confident in his or her own abilities, the Aristocrat shines when working with a crowd.

Ability: Charisma

Hit Die: 1d8 (24 + Con modifier at first character level; 5 + Con modifier at second character level and later.)

Trained Skills: 6 + Int modifier (or 7 + Int modifier if human). The Aristocrat's class skills (and the key ability for each skill) are Craft (Int), Deception (Cha), Handle Animal (Cha), Heal (Wis), Influence (Cha), Initiative (Dex), Knowledge (any) (Int), Notice (Wis), Perform (Cha), and Ride (Dex).

Save Score Bonuses: The Aristocrat gains a +2 bonus to his Reflex Score and a +1 bonus to his Will Score.

Starting Feats: The Aristocrat gains the following bonus feats at first character level:

- Linguist
- Armor Proficiency (light, medium)
- Weapon Group Proficiency (Clubs, plus any one other)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Aristocrat gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Aristocrat class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

The Aristocrat may select from the following feats at bonus feats: Attack Focus, Armor Proficiency (all), Connections, Dumb Luck, Iron Will, Jack of All Trades, Lightning Reflexes, Linguist, Mounted Combat, Mounted Shot, Natural Tactician, Oathbound, Ride-By Attack, Skill Focus, Skill Training, Spirited Charge, Trample Weapon Group Proficiency (all).

Talents: The Aristocrat gains a talent at first class level and every odd class level thereafter, as outlined in the Aristocrat class table. Some talents have prerequisites that must be met before a character can select them.

The Aristocrat may select talents from the following talent paths: Courtier Talent Path, Inspiration Talent Path, Leadership Talent Path. Characters may also select talents

from their racial talent paths in place of class talents, at their discretion.

Table: The Aristocrat

Level	BAB	Class Features
1st	+0	Save score bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus Feat



The Expert

The Expert prefers to resolve problems through the use of precision and skill. Experts rely on speed, agility and adaptability to overcome most obstacles. Physically and mentally flexible, the Expert finds that often the best way to defeat an obstacle is to go around it.

Ability: Dexterity

Hit Die: 1d6 (18 + Con modifier at first character level; 4 + Con modifier at second character level and later.)

Trained Skills: 8 + Int modifier (or 9 + Int modifier if human). The Expert's class skills (and the key ability for each skill) are Craft (any) (Int), Deception (Dex), Deduction (Int), Influence (Cha), Initiative (Dex), Knowledge (any) (Int), Notice (Wis), Perform (any) (Cha), and any four other skills selected from the Skill chapter.

Save Score Bonuses: The Expert gains a +2 bonus to his Reflex Score and a +1 bonus to his Fortitude Score.

Starting Feats: The Expert gains the following bonus feats at first character level:

- Skill Focus
- Armor Proficiency (light)
- Weapon Group Proficiency (Clubs, plus any one other)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Expert gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Expert class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

The Expert may select from the following feats at bonus feats: Acrobatic Defense, Agile Riposte, Combat Expertise, Connections, Dodge, Dumb Luck, Elusive Target, Fleet of Foot, Improved Aim, Improved Disarm, Jack of All Trades, Lightning Reflexes, Linguist, Master Healer, Pinpoint Shot, Point Blank Shot, Quick Draw, Ride-By Attack, Run, Shot on the Run, Skill Focus, Skill Training, Spring Attack, Team Fighting, Two-Weapon Defense, Two-Weapon Fighting, Unbalance Opponent, Weapon Finesse.

Talents: The Expert gains a talent at first class level and every odd class level thereafter, as outlined in the Expert class table. Some talents have prerequisites that must be met before a character can select them.

The Expert may select talents from the following talent paths: Nimble Talent Path, Skill Mastery Talent Path, Sneak Attack Talent Path. Characters may also select talents from their racial talent paths in place of class talents, at their discretion.

Table: The Expert

Level	BAB	Class Features
1st	+0	Save score bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent

6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus Feat

The Mystic

The Mystic often intuits a solution to a problem, usually the right one. Mystics find strength in the ideals and moral values that resonate deeply within their souls. Guided by strong personal convictions, the Mystic relies on wisdom, enlightenment and insight, acting on faith where others might hesitate.

Ability: Wisdom

Hit Die: 1d8 (24 + Con modifier at first character level; 5 + Con modifier at second character level and later.)

Trained Skills: 6 + Int modifier (or 7 + Int modifier if human). The Mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Deduction (Int), Handle Animal (Cha), Heal (Wis), Influence (Cha), Knowledge (any) (Int), Notice (Wis), Ride (Dex), Stamina (Con), and Survival (Wis).

Save Score Bonuses: The Mystic gains a +1 bonus to his Fortitude Score and a +2 bonus to his Will Score.

Starting Feats: The Mystic gains the following bonus feats at first character level:

- Linguist
- Armor Proficiency (light)
- Weapon Group Proficiency (Clubs, plus any one other)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Mystic gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Mystic class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

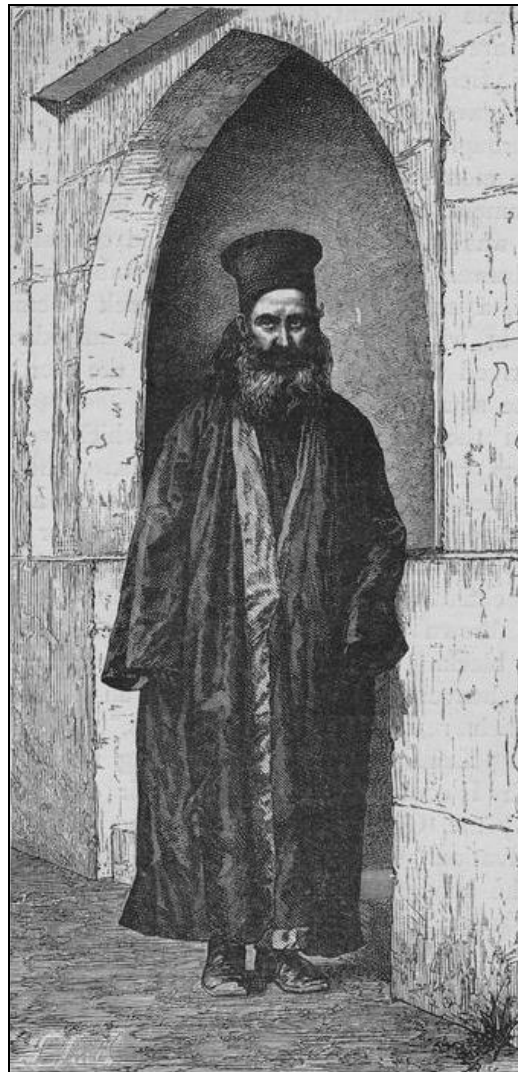
The Mystic may select from the following feats at bonus feats: Attack Focus, Augment Summoning, Blind-Fight, Cast on the Run, Favored Enemy Spell, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Improved Subdual, Improved Unarmed Strike, Iron Will, Linguist, Master Healer, Oathbound, Skill Focus, Skill Training, Spell Focus, Spell Penetration.

Talents: The Mystic gains a talent at first class level and every odd class level thereafter, as outlined in the Mystic class table. Some talents have prerequisites that must be met before a character can select them.

The Mystic may select talents from the following talent paths: Blessed Gifts Talent Path, Divine Magic Talent Path, Healing Talent Path, Zen Talent Path. Characters may also select talents from their racial talent paths in place of class talents, at their discretion.

Table: The Mystic

Level	BAB	Class Features
1st	+0	Save score bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus Feat



The Outlander

The Outlander prefers to resolve problems by outlasting them. Outlanders derives both pride and satisfaction from their physical fortitude and unrelenting stubbornness. Relying on sheer determination, the Outlander can endure tremendous pain and physical hardship to overcome obstacles.

Ability: Constitution

Hit Die: 1d10 (30 + Con modifier at first character level; 6 + Con modifier at second character level and later.)

Trained Skills: 4 + Int modifier (or 5 + Int modifier if human). The Outlander's class skills (and the key ability for each skill) are Athletics (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Notice (Wis), Ride (Dex), Sneak (Dex), Stamina (Con) and Survival (Wis).

Save Score Bonuses: The Outlander gains a +1 bonus to his Will Score and a +2 bonus to his Fortitude Score.

Starting Feats: The Outlander gains the following bonus feats at first character level:

- Improved Recovery
- Armor Proficiency (light)
- Weapon Group Proficiency (Clubs, plus any two others)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Outlander gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Outlander class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

The Outlander may select from the following feats at bonus feats: Armor Proficiency (all), Attack Focus, Cleave, Controlled Charge, Die Hard, Disease Resistance, Dodge, Extra Attack, Far Shot, Great Fortitude, Improved Aim, Improved Bull Rush, Improved Damage Threshold, Improved Overrun, Improved Recovery, Improved Shield Bash, Improved Sunder, Mounted Combat, Mounted Shot, Point Blank Shot, Poison Resistance, Power Attack, Precise Shot, Ride-By Attack, Run, Shield Proficiency, Skill Focus, Skill Training, Spirited Charge, Toughness, Trample, Two-Weapon Defense, Two-Weapon Fighting, Unbalance Opponent, Weapon Group Proficiency (all).

Talents: The Outlander gains a talent at first class level and every odd class level thereafter, as outlined in the Outlander class table. Some talents have prerequisites that must be met before a character can select them.

The Outlander may select talents from the following talent paths: Berserker Talent Path, Survivalist Talent Path, Resistance Talent Path, Resilient Talent Path. Characters may also select talents from their racial talent paths in place of class talents, at their discretion.

Table: The Outlander

Level	BAB	Class Features
1st	+1	Save score bonuses, starting feats, talent
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus Feat

The Scholar

The Scholar prefers to resolve problems through the application of logic and arcane lore. The Scholar's greatest strengths lie in his or her vast intellect and the ability to collate, process and interpret information rapidly. Scholars often possess an unquenchable thirst for knowledge, magical and otherwise, and challenging puzzles that stretch his or her mental faculties.

Ability: Intelligence

Hit Die: 1d6 (18 + Con modifier at first character level; 4 + Con modifier at second character level and later.)

Trained Skills: 6 + Int modifier (or 7 + Int modifier if human). The Scholar's class skills (and the key ability for each skill) are Agility (Dex), Concentration (Con), Craft (any) (Int), Deception (Dex), Deduction (Int), Influence (Cha), Initiative (Dex), Knowledge (any) (Int), and Notice (Wis).

Save Score Bonuses: The Scholar gains a +1 bonus to his Reflex Score and a +2 bonus to his Will Score.

Starting Feats: The Scholar gains the following bonus feats at first character level:

- Linguist
- Skill Focus
- Weapon Group Proficiency (Clubs)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Scholar gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Scholar class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

The Scholar may select from the following feats at bonus feats: Armored Caster, Augment Summoning, Cast on the Run, Favored Enemy Spell, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Iron Will, Jack of

All Trades, Lightning Reflexes, Linguist, Natural Researcher, Natural Tactician, Skill Focus, Skill Training, Spell Focus, Spell Penetration.

Talents: The Scholar gains a talent at first class level and every odd class level thereafter, as outlined in the Scholar class table. Some talents have prerequisites that must be met before a character can select them.

The Scholar may select talents from the following talent paths: Arcane Magic Talent Path, Sage Lore Talent Path, Strategy Talent Path. Characters may also select talents from their racial talent paths in place of class talents, at their discretion.

Table: The Scholar

Level	BAB	Class Features
1st	+0	Save score bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+1	Talent
4th	+2	Bonus feat
5th	+2	Talent
6th	+3	Bonus feat
7th	+3	Talent
8th	+4	Bonus feat
9th	+4	Talent
10th	+5	Bonus feat
11th	+5	Talent
12th	+6	Bonus feat
13th	+6	Talent
14th	+7	Bonus feat
15th	+7	Talent
16th	+8	Bonus feat
17th	+8	Talent
18th	+9	Bonus feat
19th	+9	Talent
20th	+10	Bonus Feat

The Warrior

The Warrior prefers direct solutions to problems. If a matter can't be resolved quickly and effectively, then the Warrior often pursues a straightforward physical resolution.

Physically oriented, Warriors traditionally enjoy combat, hard labor and physical exertion.

Ability: Strength

Hit Die: 1d10 (30 + Con modifier at first character level; 6 + Con modifier at second character level and later.)

Trained Skills: 4 + Int modifier (or 5 + Int modifier if human). The Warrior's class skills (and the key ability for each skill) are Athletics (Str), Craft (any) (Int), Handle Animal (Cha), Influence (Cha), Initiative (Dex), Ride (Dex), Stamina (Con), and Survival (Wis).

Save Score Bonuses: The Warrior gains a +1 bonus to his Reflex Score and a +2 bonus to his Fortitude Score.

Starting Feats: The Warrior gains the following bonus feats at first character level:

- Shield Proficiency
- Armor Proficiency (light, medium)
- Weapon Group Proficiency (Clubs, plus any three others)

Multiclassing characters taking the first level in this class after first character level only gain one of these starting feats. Optionally, multiclassing characters taking the first level of this class may select the Skill Training feat in one of the class skills listed above.

Bonus Feats: The Warrior gains a bonus feat at second class level and then at every even class level thereafter, as outlined in the Warrior class table. These bonus feats are in addition to the feats that all characters receive as they attain new character levels. Some feats have prerequisites that must be met before a character can select them.

The Warrior may select from the following feats at bonus feats: Acrobatic Defense, Armor Proficiency (all), Agile Riposte, Attack Focus, Blind-Fight, Cleave, Combat Expertise, Controlled Charge, Die Hard, Dodge, Elusive Target, Extra Attack, Far Shot, Grappling Finesse, Great Fortitude, Hold the Line, Improved Aim, Improved Bull Rush, Improved Damage Threshold, Improved Disarm, Improved Grab, Improved Overrun, Improved Point Blank Shot, Improved Recovery, Improved Shield Bash, Improved Subdual, Improved Sunder, Improved Throw, Improved Trip, Improved Unarmed Strike, Mounted Combat, Mounted Shot, Natural Tactician, Oathbound, Opportune Attack, Pinpoint Shot, Point Blank Shot, Power Attack, Precise Shot, Prone Combat, Quick Draw, Rank Fighting, Ride-By Attack, Run, Shield Proficiency, Shot on the Run, Skill Focus, Skill Training, Sniper, Spirited Charge, Spring Attack, Team Fighting, Toughness, Trample, Two-Weapon Defense, Two-Weapon Fighting, Unbalance Opponent, Weapon Finesse, Weapon Group Proficiency (all).

Talents: The Warrior gains a talent at first class level and every odd class level thereafter, as outlined in the Warrior class table. Some talents have prerequisites that must be met before a character can select them.

The Warrior may select talents from the following talent paths: Armor Mastery Talent Path, Avenger Talent Path, Protective Talent Path, Puissance Talent Path, Weapon Mastery Talent Path. Characters may also select talents from their racial talent paths in place of class talents, at their discretion.

Table: The Warrior

Level	BAB	Class Features
1st	+1	Save score bonuses, starting feats, talent
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus Feat



Feats enable you to direct the growth of your character and to develop unique competencies to set your character apart from ordinary folk, and your fellow heroes. Feats can improve your offensive options, your defensive capabilities, or even open up entirely new abilities.

Feats are not typically as powerful as talents, but they are generally more inclusive. As long as your character meets the prerequisites, you can select any feat, regardless of your class. Talents represent abilities that are only available to a chosen few (the adherents of a particular class or race) while feats can be learned by anyone.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, talent, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if he or she has lost a prerequisite. Unless it is specifically stated otherwise in the feat's description, a character may not select a feat more than once.

Bonus Feats

Feats are further categorized according to class (Aristocrat, Expert, Mystic, Outlander, Scholar, Warrior). To determine if a feat appears on the list of bonus feats for your class, simply look for the appropriate tag. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites. This designation simply means that the feat appears on the list of bonus feats for the class listed.

General Proficiency Feats

Acrobatic Defense (Expert, Warrior)

You are an expert at using acrobatics to defend yourself from attacks.

Prerequisite: Acrobatics as a trained skill

Benefit: When in light armor or no armor, your dodge bonus when fighting defensively or when using the total defense standard action increases to +2.

Normal: You normally have a +2 dodge bonus to your Reflex Score when fighting defensively, and a +4 dodge bonus to your Reflex Score when using the total defense standard action. If you have Skill Focus in Acrobatics, you gain a +4 dodge bonus to your Reflex Score when fighting defensively, and a +8 dodge bonus to your Reflex Score when using the total defense standard action.

Action Boost

You have the ability to alter your luck drastically in dire circumstances.

Benefit: When you spend an action point, you roll d8s instead of d6s for the action result.

Agile Riposte (Expert, Warrior)

Skilled in melee, you have the ability to parry and return an opponent's attack.

Prerequisite: Dodge

Benefit: If an opponent makes a melee attack or melee touch attack against you and misses, you may spend an action point to make a reactive attack against that opponent. Resolve and apply the effects from both attacks simultaneously.

Armor Proficiency (heavy)

You are proficient in wearing heavy armor.

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium)

Benefit: When the character wears a type of armor with which the character is proficient, the character suffers only the armor check penalty listed for the armor and only for those skills to which the armor check penalty applies.

Normal: A character who wears armor with which he or she is not proficient applies its armor check penalty to attack rolls and to any skill check that involves movement, including Ride.

Armor Proficiency (light)

You are proficient in wearing light armor.

Benefit: When the character wears a type of armor with which the character is proficient, the character suffers only the armor check penalty listed for the armor and only for those skills to which the armor check penalty applies.

Normal: A character who wears armor with which he or she is not proficient applies its armor check penalty to attack rolls and to any skill check that involves movement, including Ride.

Armor Proficiency (medium)

You are proficient in wearing medium armor.

Prerequisite: Armor Proficiency (light)

Benefit: When the character wears a type of armor with which the character is proficient, the character suffers only the armor check penalty listed for the armor and only for those skills to which the armor check penalty applies.

Normal: A character who wears armor with which he or she is not proficient applies its armor check penalty to attack rolls and to any skill check that involves movement, including Ride.

Armored Caster (Scholar)

You can cast spells with somatic components without being hindered by your armor.

Prerequisite: The ability to cast arcane spells

Benefit: You do not suffer the spell failure chance associated with any armor worn with which you are proficient.

Normal: Light armor carries a 10% chance of spell failure when casting arcane spells with a somatic component. Medium armor carries a 25% chance of spell failure, and heavy armor carries a 40% chance of spell failure.

Attack Focus (Aristocrat, Mystic, Outlander, Warrior)

You possess an unusual prowess with a specific weapon group, unarmed attack or grapple.

Prerequisite: Proficient with weapon group

Benefit: The character adds +1 to all attack rolls he or she makes using the selected weapon group. You may select unarmed attack or grapple in place of a weapon group.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon group.

Augment Summoning (Mystic, Scholar)

You have a natural ability to conjure strong and stalwart creatures.

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Blind-Fight (Mystic, Warrior)

You are adept at fighting in conditions where you can not see.

Benefit: In melee combat, every time the character misses because of concealment, the character can re-roll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Cast on the Run (Mystic, Scholar)

You are able to cast a spell while moving.

Prerequisite: Ability to cast spells, Dodge

Benefit: When using a standard action to cast a spell, the character can move both before and after casting as part of his or her move action, provided that the character's total distance moved is not greater than his or her speed. A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Cleave (Outlander, Warrior)

You are capable of plowing through your foes on the field of battle.

Prerequisite: Power Attack

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Combat Expertise (Expert, Warrior)

You are capable of turning your offensive abilities into defensive abilities.

Benefit: When you attack defensively in melee, you gain a +4 bonus to your Reflex Score instead of the usual +2 bonus to your Reflex Score. This bonus to your Reflex Score is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while making a melee attack to take a -4 penalty on attacks and gain a +2 dodge bonus to your Reflex Score.

Connections (Aristocrat, Expert)

You have established a number of useful and helpful contacts among a selected community of people. (This community must meet with GM approval).

Benefit: Select a specific community of people. You may reroll any Influence skill checks used to gather information when utilizing contacts from the selected community, and keep the better result.

Special: A character can gain this feat multiple times. Each time the character takes this feat, the character must select a different community of people.



Controlled Charge (Outlander, Warrior)

You can still remain defensive when charging.

Benefit: You are able to make a charge attack without suffering a -2 penalty to your Reflex Score.

Die Hard (Mystic, Outlander, Warrior)

Your force of will allows you to continue fighting when others would have fallen.

Prerequisite: Skill Focus (Stamina)

Benefit: When you drop below zero hit points, you automatically stabilize. You don't have to attempt a Stamina skill check to stabilize each round. In addition, you may choose to only gain one Penalty Level instead of five Penalty Levels when you drop below zero hit points and, assuming you have fewer than five Penalty Levels, you may choose to act, although you are limited to only one Standard Action per round while below zero hit points. You must make this decision as soon as your hit point total drops below zero (even if it isn't your turn). If you do not choose to act, you immediately receive five Penalty Levels and fall unconscious. While below zero hit points, if you perform any action deemed as strenuous, typically Standard Actions such as casting a quickened spell, you take one point of damage after completing the act. If your hit point total reaches -10, you immediately die.

Disease Resistance (Outlander)

You are naturally resistant to disease.

Benefit: You gain a +5 bonus on all Fortitude saves against disease.

Dodge (Expert, Outlander, Warrior)

You are accomplished at dodging the attacks of your foes.

Benefit: The character gains a +1 dodge bonus to your Reflex Score.

Special: A condition that makes the character lose his or her Dexterity bonus to your Reflex Score also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Dumb Luck (Aristocrat, Expert)

You are unnaturally lucky.

Benefit: You may spend an action point to reroll any D20 die roll, and take the higher of the two die rolls. This may be applied to any attack roll, skill check, ability check, level check or any other D20 roll.

Elusive Target (Expert, Warrior)

You are difficult for ranged attacks to hit.

Prerequisite: Dodge

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Extra Attack (Outlander, Warrior)

You may make an extra attack during a round of combat with a specific weapon.

Prerequisite: Proficient with chosen weapon

Benefit: Choose a specific weapon. As part of a full round action, you may make an additional attack when wielding that weapon, but you suffer a -4 penalty on all attack rolls that round. This penalty remains until the beginning of your next round.

Normal: You may only make a single attack with a weapon, and doing so is a standard action.

Special: You may select this feat multiple times. Each time, you may select the same weapon again, or you may select a different weapon. If you select a different weapon, the feat functions as described above. If you are selecting the same weapon, you may gain a third attack with the same weapon, but all attack rolls made that round suffer a -8 penalty (instead of the -4 penalty mentioned above). You may only select this feat twice for each specific weapon.

Far Shot (Outlander, Warrior)

Your ranged attacks are more accurate over long distances.

Prerequisite: Point Blank Shot

Benefit: When the character uses a ranged weapon, the range penalty is reduced by one step closer to Point Blank range. However, no ranged weapon may attack beyond its maximum range.

Favored Enemy Spell (Mystic, Scholar)

You are adept at casting spells against your favored enemies.

Prerequisite: Favored Enemy, ability to cast arcane or divine spells

Benefit: When casting a spell against your favored enemies, you can either add half your favored enemy bonus to the spell's power check or your full favored enemy bonus to the amount of damage inflicted by the spell.

Fleet of Foot (Expert)

You can turn corners without losing momentum.

Prerequisite: Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

Normal: Without this feat, you can run or charge only in a straight line.

Grappling Finesse (Warrior)

You are very agile while grappling.

Benefit: You may use your Dexterity modifier instead of your Strength modifier when making grapple checks. In addition, you may retain any dodge bonuses to your Reflex Score against all opponents while grappling.

Great Fortitude (Outlander, Warrior)

You are known for your physical stamina.

Benefit: You gain a +2 bonus on your Fortitude Score.

Greater Spell Focus (Mystic, Scholar)

You have a greater ability with a specific school of magic.

Benefit: Add +1 to the power check for all spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

Greater Spell Penetration (Mystic, Scholar)

You have a greater ability to penetrate spell resistance.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Hold the Line (Warrior)

You can attack charging opponents.

Benefit: You may make a reactive attack, once a round, against a charging opponent who enters an area you threaten. Your reactive attack happens immediately before the charge attack is resolved.

Improved Aim (Expert, Outlander, Warrior)

You can maintain your aiming bonus while moving.

Prerequisite: Far Shot

Benefit: You may move up to 30 feet (6 squares) while aiming without losing your aiming bonus. If you are attacked or your concentration is otherwise disrupted, you may make a Concentration check (DC 15 or 10 + damage dealt) to retain your aiming bonus.

Normal: If you move or if your concentration is disrupted, you lose your aiming bonus.



Improved Bull Rush (Outlander, Warrior)

You are quite accomplished at pushing others back in combat.

Prerequisite: Power Attack

Benefit: You gain a +4 bonus on your Grapple check when attempting to push back the defender.

Improved Counterspell (Mystic, Scholar)

You are able to counterspell more effectively than most.

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

Improved Damage Threshold (Outlander, Warrior)

You are more resistant to massive damage.

Benefit: The character increases his or her massive damage threshold by 5 points.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Disarm (Expert, Warrior)

You are very skilled at disarming your opponents.

Prerequisite: Combat Expertise

Benefit: You gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Improved Grab (Warrior)

You are very skilled at grappling others.

Prerequisite: Improved Unarmed Strike

Benefit: You gain a +4 bonus on all Grapple checks involving grabbing or pinning someone, whether you are the attacker or the defender.

Improved Overrun (Outlander, Warrior)

You possess an incredible ability to overrun your opponents.

Prerequisite: Power Attack

Benefit: When you attempt to overrun an opponent, you gain a +4 bonus on your Grapple check to knock down your opponent.

Improved Point Blank Shot (Expert, Warrior)

You have learned how to trade accuracy for damage with your ranged attacks.

Prerequisite: Point Blank Shot

Benefit: As a standard action, you may choose to make a more precise ranged attack against a target within Point Blank range. To do so, you make a single attack roll at a -2 penalty, but deal +1 die of damage (based on the weapon) with a successful hit. The penalty on attacks remains until your next turn.

Special: You may not use this ability against targets that are immune to critical hits.

Improved Precise Shot (Warrior)

You are capable of ignoring cover and concealment when attacking at range.

Prerequisites: Point Blank Shot, Precise Shot

Benefit: Your ranged attacks ignore the Reflex Score bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks. In addition, when you shoot or throw ranged weapons at a grabbed opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grab (either as the grabber or the grabbed) must roll randomly to see which combatant the attack strikes.

Improved Recovery (Outlander, Warrior)

You are adept at recovering from penalties in combat.

Prerequisite: Stamina as a trained skill

Benefit: You only need to spend two swift actions to perform the Recover action.

Normal: You have to spend three swift actions to perform the Recover action.

Improved Shield Bash (Outlander, Warrior)

You can remain defensive when you shield bash an opponent.

Prerequisite: Shield Proficiency

Benefit: When you perform a shield bash, you do not lose the shield bonus to your Reflex Score.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to your Reflex Score until his or her next turn.

Improved Subdual (Mystic, Warrior)

You are skilled in making subduing attacks.

Benefit: When using a weapon in an attempt to subdue an opponent, you automatically inflict one Penalty Level with your attack, but the attack does half normal damage (to a minimum of one point). The full damage is used to determine if the attack has bypassed the Massive Damage Threshold before it is halved and applied to the target's hit point total.

Improved Sunder (Outlander, Warrior)

Your attacks are devastating against weapons and other objects that are carried or held by your foes.

Prerequisite: Power Attack

Benefit: You gain a +4 bonus on the Grapple check may to sunder an object held or carried by another character. In addition, you deal double normal damage to objects, whether they are held or carried or not.

Improved Throw (Warrior)

You are accomplished at throwing others in combat.

Prerequisite: Dodge

Benefit: You gain a +4 bonus on your Grapple check when attempting to throw a grabbed defender.

Improved Trip (Warrior)

You have an uncanny ability to trip others in combat.

Prerequisite: Combat Expertise

Benefit: You gain a +4 bonus on your Grapple check when attempting to trip an opponent.

Improved Unarmed Strike (Mystic, Warrior)

Your unarmed strikes are devastating to others.

Benefit: When making an unarmed attack, you deal 1d6 + your Strength modifier in damage. (Small creatures may deal a base of 1d4 points of damage, while large creatures inflict 1d8.)

Normal: Unarmed attacks normally deal damage equal to 1d3 + Strength modifier. (Small creatures normally deal 1d2 points of damage, while large creatures inflict 1d4 points of damage.)

Iron Will (Aristocrat, Mystic, Scholar)

You are known for the strength of your willpower.

Benefit: You gain a +2 bonus on your Will Score.

Jack Of All Trades (Aristocrat, Expert, Scholar)

You've picked up a smattering of even the most obscure skills.

Benefit: You attempt use the Trained Only aspects of any skill, even if you are untrained in the skill.

Lightning Reflexes (Aristocrat, Expert)

You are known for your amazing reflexes.

Benefit: You gain a +2 bonus on your Reflex Score.

Linguist (Aristocrat, Expert, Mystic, Scholar)

You are a talented linguist, and so you pick up new languages quickly and easily.

Benefit: You may add a number of languages equal to one plus your Intelligence bonus (if any) to the list of those languages you know how to speak. If your Intelligence is 10 or higher, you may read and write in these languages as well.

Special: You may select this feat multiple times, and the effects stack.

Master Healer (Expert, Mystic)

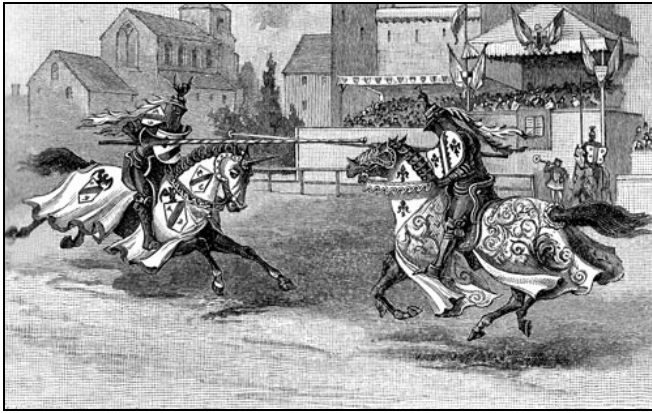
You know how to provide safe medical treatment to creatures of types different from your own.

Prerequisites: Heal as a trained skill, Knowledge (Nature) as a trained skill.

Benefits: You can, without penalty, use the Heal skill to perform surgery on a living creature regardless of its type.

Normal: Characters without this feat suffer a -5 penalty using the Heal skill on creatures of a different type.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.



Mounted Combat (Aristocrat, Outlander, Warrior)

You are accomplished in combat from the back of a mount.

Prerequisite: Ride as a trained skill

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride skill check result is greater than the opponent's attack roll. (Essentially, the Ride skill check result becomes the mount's your Reflex Score if it's higher than the mount's regular Reflex Score.)

Mounted Shot (Aristocrat, Outlander, Warrior)

You are accomplished in ranged combat from the back of a mount.

Prerequisite: Ride as a trained skill, Mounted Combat

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Natural Researcher (Scholar)

You are skilled at sifting and analyzing data and information from various available resources.

Prerequisite: Deduction as a trained skill

Benefit: The character receives a +5 bonus to all Deduction skill checks when conducting research on a particular topic.

Natural Tactician (Aristocrat, Scholar, Warrior)

You are skilled at applying your knowledge of techniques and strategies for disposing and maneuvering forces in combat.

Prerequisite: Knowledge (History) as a trained skill

Benefit: When you issue commands during combat, you may use your Knowledge (History) in the same manner as an Aid Another check to resolve checks related to your commands. The benefit granted by your Knowledge (History) skill roll may only be applied to one roll, and must be applied within the duration of the current encounter to be effective. This feat may be used multiple times on multiple groups within the same encounter. However, once a group has a bonus related to this feat, it may not receive the benefit of this feat again until the current bonus has been applied to an appropriate check roll.

Special: The bonus granted by this feat may also be used in the resolution of large-scale combats, at the discretion of the GM.

Oathbound (Aristocrat, Mystic, Warrior)

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

Prerequisite: At least one declared allegiance (other than Self).

Benefit: Choose one of your allegiances (other than Self).

The allegiance you select becomes your primary allegiance and you will never break it. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 morale bonus on attack rolls made against sentient (Int 3+) creatures that do not have this allegiance.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

Opportune Attack (Warrior)

You have the capacity to make attacks of opportunity.

Benefit: Outside of your turn, if an enemy moves out of a square that you currently threaten, or if the enemy performs a non-attack standard or full round action that distracts them such that they have let their guard down (as determined by your GM), you may elect to make a single reactive melee attack against that enemy. The results of this reactive melee attack are resolved immediately.

Normal: Characters without this feat cannot make attacks of opportunity.

Special: You may gain this feat multiple times. Each time you take this feat, you may make an additional attack of opportunity before your next round begins.

Pinpoint Shot (Expert, Warrior)

You take aim with ranged weapons more accurately when staying still.

Prerequisite: Point Blank Shot, Precise Shot

Benefit: When using the aim action immediately preceding a ranged attack, you may choose to gain an additional +2 to your ranged attack, but you are considered flat-footed until your next turn.

Special: When using this feat you lose the benefits of the Uncanny Dodge talent.

Point Blank Shot (Expert, Outlander, Warrior)

You are incredibly accurate at point blank range.

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within Point Blank range.

Poison Resistance (Outlander)

You have a broadband resistance to poison.

Benefit: You receive a +5 bonus to your Fortitude Score against poison.

Power Attack (Outlander, Warrior)

You can channel your ability to attack into incredible damaging force.

Benefit: As a standard action, you may choose to make a power attack. To do so, you make a single attack roll at a –2 penalty, but deal +1 die of damage (based on the weapon) with a successful hit. The penalty on attacks remains until your next turn.

Precise Shot (Outlander, Warrior)

Your ranged attacks are very precise.

Prerequisite: Point Blank Shot

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Prone Combat (Warrior)

You are able to fight from a prone position without penalty.

Benefit: You suffer no attack or Reflex Score penalties for being prone.

Normal: When prone you suffer a –4 to attack and your Reflex Score against melee opponents.

Quick Draw (Expert, Warrior)

You can rapidly draw your weapon.

Benefit: You can draw a weapon as a swift action, rather than as a move action.

Rank Fighting (Warrior)

You are trained to strike past friends using reach weapons.

Prerequisite: Weapon Proficiency with a reach weapon

Benefit: You can ignore the cover provided by a friend in-between you and your opponent when striking with a reach weapon.

Normal: A friend in the way of a reach weapon attack provides cover, giving a +4 bonus to the target's Reflex Score.

Ride-By Attack (Aristocrat, Outlander, Warrior)

You are trained in attacking stationary foes from the back of a moving mount.

Prerequisite: Ride as a trained skill, Mounted Combat

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed.

Run (Expert, Outlander, Warrior)

You are a long distance runner.

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Athletics check.

Shield Proficiency (Outlander, Warrior)

You are proficient with the use of shields.

Benefit: You can use a shield, even a tower shield, and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Shot on the Run (Expert, Warrior)

You are able to attack at range while moving.

Prerequisite: Point Blank Shot, Dodge

Benefit: When using a standard action with a ranged weapon, the character can move both before and after the attack as part of his or her move action, provided that the character's total distance moved is not greater than his or her speed. A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Skill Focus (Aristocrat, Expert, Mystic, Outlander, Scholar, Warrior)

You possess specialized knowledge in a field of expertise.

Prerequisite: Trained in a chosen skill

Benefit: Choose one skill in which you are trained. When using that skill, you gain a +5 bonus. This bonus stacks with the +5 bonus with a trained skill, bringing the cumulative bonus to +10.

Special: A character can select this feat multiple times. Each time, you must select a different trained skill to which the feat applies.

Skill Training (Aristocrat, Expert, Mystic, Outlander, Scholar, Warrior)

You have received extensive training in a new skill.

Benefit: Choose one skill. You are now considered trained in that skill.

Special: A character can select this feat multiple times. Each time, you must select a different skill to which the feat applies. When used as a bonus feat for a particular class, you may only choose skills from the list of class skills associated with that character class.

Sniper (Warrior)

You are trained to strike past friends using ranged weapons.

Prerequisite: Proficiency with a ranged weapon

Benefit: You can ignore the cover provided by an ally in-between you and your opponent when striking with a ranged weapon.

Normal: An ally in the way of a ranged weapon attack provides cover, giving a +4 bonus to the target's Reflex Score.

Spell Focus (Mystic, Scholar)

You have the ability to focus on a specific school of magic.

Benefit: Add +1 to your power checks on spells cast from the school of magic you select.

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

Spell Penetration (Mystic, Scholar)

You have a strong ability to penetrate spell resistance.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spirited Charge (Aristocrat, Outlander, Warrior)

You can make the most out of any mounted charge attack.

Prerequisite: Ride as a trained skill, Mounted Combat, Ride-By Attack

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Spring Attack (Expert, Warrior)

You are able to attack in melee while moving.

Prerequisite: Dodge

Benefit: When using a standard action with a melee weapon, the character can move both before and after the attack as part of his or her move action, provided that the total distance moved is not greater than the character's speed. A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.



Team Fighting (Expert, Warrior)

You know how to fight as a pair, group, and in formation.

Benefit: Two or more people can fight together as a team. The team members block and parry blows for each other.

Team members also work together to open up an opponent's

weaknesses. Team members need to be within each other's threatened area and every team member needs to have the feat. Each person having Team Fighting gets a +1 bonus on attack rolls and a +1 dodge bonus to their Reflex Score.

Also, if two people have Team Fighting they can switch carried items as a swift action. This would allow one person to reload a Heavy Crossbow or Repeating Crossbow while the other fires, thus one character could fire the Heavy Crossbow every round while the other person is loading.

Toughness (Outlander, Warrior)

You can take more damage than normal.

Benefit: You gain a +2 bonus to your Constitution for the purposes of determining hit points only.

Special: A character may gain this feat multiple times. Its effects stack. Any creature that does not have a Constitution score, such as undead, may not take this feat.

Trample (Aristocrat, Outlander, Warrior)

Your ability to direct your mount to trample others is uncanny.

Prerequisite: Ride as a trained skill, Mounted Combat

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Two-Weapon Defense (Expert, Outlander, Warrior)

When using two weapons, you can more easily defend yourself.

Prerequisite: Dexterity 15+, Two-Weapon Fighting

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 competence bonus to your Reflex Score. When you are fighting defensively or using the total defense action, this competence bonus increases to +2.

Two-Weapon Fighting (Expert, Outlander, Warrior)

You are adept at fighting with two weapons at the same time.

Benefit: Your penalties on attack rolls for fighting with two weapons are halved. In other words, fighting with two weapons incurs a -4 penalty on both attack rolls (or a -2 penalty if the off-hand weapon is considered light.)

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon as part of a full-round action. When fighting in this way, you suffer a -8 penalty with both attacks. If your off-hand weapon is considered light, the penalties are reduced to -4. (An unarmed strike or natural attack is always considered light.)

Unbalance Opponent (Expert, Outlander, Warrior)

You are adept at keeping an opponent off-balance.

Prerequisite: Dodge

Benefit: During your action, you designate an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting you. (If the opponent has a Strength penalty, he or she still takes that penalty.) The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on any action.

Weapon Finesse (Expert, Warrior)

You may use your dexterity to strike precisely with light weapons.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on

attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

Weapon Group Proficiency (Outlander, Warrior)

You understand how to use a specific group of weapons.

Benefits: Select a weapon group from the list below. You make attack rolls with a weapon from that group without suffering a -4 penalty. Weapon groups include the following: Archery, Axes, Blades, Clubs, Crossbows, Hinged Weapons, Picks, Polearms, Sickles, Siege Weapons, Spears and Thrown Weapons.

Normal: When using a weapon with which you are not proficient, you must take a -4 penalty on attack rolls. All characters are proficient with Clubs.

Special: This feat may be taken multiple times. Each time, it applies to a new weapon group.

Item Creation Feats

Item Creation feats may be taken by anyone with either the Arcane Mastery or Divine Mastery talent.

Craft Charged Item (Mystic, Scholar) [Item Creation]

With the right materials, prerequisites, time and money, you can make magical items that contain charges, such as wands.

Prerequisite: Ability to cast spells, Craft Spell-Completion Item

Benefit: A character with this feat can create any item that stores a spell that the item's owner can use a set number of times, as long as they meet the item's prerequisites - usually, as long as the item is based on a spell they can cast. Charged items are usually spell-trigger items, such as wands. Crafting a charged item takes one day for each 1,000gp of its base price. When the character creates the item, the creator sets its caster level, which must be sufficient to cast the spell, and no higher than the creator's own level. To create a charged item, the creator must spend 1/5 of the base price as a power component cost and use raw materials costing half of its base price.

To determine the base price of a charged item containing a single spell of 4th level or less, multiply the caster level by the spell level, then by 750gp. (Non-spell-trigger items should multiply by 850gp instead.) Treat 0-level spells as 0.5 for the purposes of determining base price.

For a charged item containing multiple spells, or spells above 4th level, the base price can be determined as follows: Multiply 375 gp by the level of the highest-level spell, then by the level of the caster. Then add 75% of the value of the next highest-level spell (281.25 gp X the level of the spell X the level of the caster), plus one-half of the value of any other spells (187.5 gp X the level of the spell X the level of the caster). If desired, a spell can be placed into the item at only half the normal cost, but then activating that particular ability costs 2 charges from the item. The caster level of all

spells in the item must be the same. To take advantage of these benefits, the minimum caster level must be at least 8th level.

Charged item containing multiple spells have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their spells and powers, unlike lesser charged items. The user can use their own caster level when activating the power of such an item if it is higher than the caster level of the item. Aspects of the spells from the item are dependant on caster level (range, duration, and so on), and they are harder to dispel and have a better chance of overcoming a target's spell resistance.

If any of the spells for a charged item has a material component cost, the creator must pay 50 times that cost, in addition to the normal costs outlined above. This cost is added to the base price of the item.

A standard, newly created charged item contains 50 charges.

Craft Constant Item (Mystic, Scholar) [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items like rings.

Prerequisite: Ability to cast spells, Craft Spell-Completion Item

Benefit: As long as she meets the item's prerequisites (usually that the item is based on a spell they can cast), a character with this feat can create any magic item of the following types:

- One whose powers are constant (like a ring of protection +1);

- One whose powers last until “turned off” (like a ring of invisibility);
- One whose powers can be accessed at will, with no limits based on uses per day or charges (like a pair of shoes that allows free use of the teleport spell); or
- One whose powers can be accessed a certain number of times per day (like a sword that allows the wearer to cast cure moderate wounds on himself once per day).

Crafting a constant item takes one day for each 1,000 gp of its base price. When the character creates the item, they set its caster level. The caster level must be sufficient for the creator to cast the spell in question and no higher than the character’s own level. To craft a constant item, the creator must spend 1/5 of its base price as a power component cost and use up raw materials costing half its base price.

To determine the base price of a constant item, multiply the caster level by the spell level. Multiply the result by 1,800 gp, unless the item is limited by uses per day, in which case multiply by the following instead:

5+ uses per day = 1,800 gp; 4 = 1,440 gp; 3 = 1,080 gp; 2 = 720 gp; 1 = 360 gp

Some items incur extra costs in special material components, as noted in the spell descriptions. Allow for these costs in addition to those derived from the item’s base price.

A character with this feat also can mend a broken constant item, if it is one she can make. Mending costs 1/10 the item’s base cost in power components, uses half its raw materials, and requires half the time it would take to craft the item in the first place.

Craft Magic Arms and Armor (Mystic, Scholar) [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical weapons and armor.

Prerequisite: Ability to cast spells, Craft Spell–Completion Item

Benefit: A character with this feat can create any magic weapon, armor or shield whose prerequisites she meets. Enhancing a weapon, suit of armor or shield takes one day for each 1,000 gp of the price of its magical features. To enhance a weapon, armor, or shield, the character must spend 1/5 of its features’ total price as a power component cost and use up raw materials costing half of this total price.

Creators use this feat to grant enhancement bonuses to weapons, shields, and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor enhancement bonuses add to your Reflex Score. The character can also add special abilities to a weapon, shield, or harness of armor, most of which have a “bonus equivalent” for determining price. For example, the keen special ability has an equivalent of +1 bonus. To give a weapon, shield, or armor harness a special ability, the weapon, shield or armor must also have at least a +1 enhancement bonus.

To create a magic weapon, shield, or armor harness, the creator’s caster level must be at least three times the

enhancement bonus given to the item. Thus, to create a +3 longspear, the creator’s caster level must be at least 9th level. This is true of special abilities with bonus equivalents as well. (All such bonuses are additive for determining the required creator’s caster level.)

The character can also mend a broken magic weapon, suit of armor, or shield, if it is one she can make. Mending costs 1/10 the item’s base cost in power components, uses half its raw materials, and requires half the time it would take to enhance the item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item the character provides. (Its cost is not included in the above cost.)

Craft Single–Use Item (Mystic, Scholar) [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items like potions.

Prerequisite: Ability to cast spells, Craft Spell–Completion Item

Benefit: A character with this feat can create a magic item that has a single use (such as a potion, a pinch of magical powder, or a glass ball meant to release a spell when it shatters) based on any spell the creator can cast. Creating the item takes one day. When the character creates the item, the creator sets its caster level. The caster level must be sufficient for them to cast the spell in question and no higher than the character’s own level. To create the single–use item, the creator must spend 1/5 of its base price as a power component cost and use up raw materials costing half its base price.

To determine the base price of a single–use item, multiply the caster level by the spell level. Multiply the result by 50 gp.

Any item that stores a spell with a costly material component also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item the character must expend the material component costs. Such costs are often added to the base price of the item.

Any character can use single–use items, but they always require some physical action, such as drinking a potion, breaking a seal, or rubbing on a salve. Performing the action takes a standard action in combat. When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on) but if they wish, and are willing to double the costs involved, the creator can leave some of those up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast charm person on anyone he wishes within range).

Craft Spell–Completion Item (Mystic, Scholar) [Item Creation]

With the right materials, prerequisites, time, and money, you can make magical items like scrolls.

Prerequisite: Ability to cast spells

Benefit: A character with this feat can create a spell–completion item (like a scroll) based on any spell they can

cast. Spell-completion items are those that require the user to be able to cast the spell they store. In effect, the stored spell is mostly cast already, the user simply finishes it. Creating the item takes one day for each 1,000 gp of its base price. When the character creates the item, the creator sets its caster level. The caster level must be sufficient for them to cast the spell in question and no higher than the character's own level. To create the single-use item, they must spend 1/5 of its base price as a power component cost and use up raw materials costing half its base price.

To determine the base price of a spell-completion item, multiply the caster level by the spell level, then multiply the result by 25 gp.

Any spell-completion item that stores a spell with a costly material component also carries a commensurate cost. In addition to the costs derived from the base price, when creating the item the character must expend the material component.



Metamagic Feats

Metamagic feats may be taken by anyone with either the Arcane Mastery or Divine Mastery talent.

Empower Spell (Mystic, Scholar) [Metamagic]

You can empower your spells to greater effect.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may empower a spell. All variable, numeric effects of an empowered spell are increased by one-half. Power checks and opposed rolls are not affected, nor are spells without random variables. An empowered spell may not be higher than two levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Enlarge Spell (Mystic, Scholar) [Metamagic]

You can double the range of your spells.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may enlarge a spell. You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell may not be higher than one level lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Extend Spell (Mystic, Scholar) [Metamagic]

You can double the duration of your spells.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may extend a spell. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell may not be higher than one level lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Heighten Spell (Mystic, Scholar) [Metamagic]

You can heighten the effectiveness of your spells.

Prerequisite: Ability to cast spells.

Benefit: You may cast a heightened spell three times per day. A heightened spell acts as if its effective level is the highest spell level you are capable of casting. The spell is treated as a spell of that highest level for purposes of power

checks and similar effects (such as overcoming a Globe of Invulnerability).

Mass Spell (Mystic, Scholar) [Metamagic]

You can make spells target more than one creature.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, when casting a spell that targets only one creature, you may instead make the spell target one creature/caster level, no two of which can be more than 30 ft. apart. If the spell's range is less than Close, then the range is increased to Close range. A mass spell may not be higher than four levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Maximize Spell (Mystic, Scholar) [Metamagic]

You can maximize the impact of your spells.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may maximize a spell. All variable, numeric effects of a spell modified by this feat are maximized. Power checks and opposed rolls are not affected, nor are spells without random variables. A maximized spell may not be higher than three levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Persistent Spell (Mystic, Scholar) [Metamagic]

You can make certain spells last for a full day.

Prerequisite: Ability to cast spells, Extend Spell.

Benefit: By spending an action point, you may cast a persistent spell. A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence of absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action. A persistent spell may not be higher than six levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Reach Spell (Mystic, Scholar) [Metamagic]

You can cast a touch spell at range.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may cast a reach spell. You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell may not be higher than two levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Repeat Spell (Mystic, Scholar) [Metamagic]

You can make a spell you cast go off twice.

Prerequisites: Ability to cast spells, any other metamagic feat.

Benefit: By spending an action point, you may repeat a spell. A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell may not be higher than three levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects. Repeat Spell cannot be used on spells with a range of touch.

Sacred Spell (Mystic) [Metamagic]

You can imbue your spells with sacred energy.

Prerequisite: Ability to cast spells.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell may not be higher than two levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects. Only divine spells can be cast as sacred spells.

Special: This feat may be taken more than once. Each time it is taken, you gain an additional three uses of this feat's benefits per day.

Silent Spell (Mystic, Scholar) [Metamagic]

You can ignore the verbal component of your spells when casting.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may cast a silent spell. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell may not be higher than one level lower than the highest

spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Still Spell (Mystic, Scholar) [Metamagic]

You can ignore the somatic component of your spells when casting.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may cast a stilled spell. A stilled spell can be cast with no somatic components. Armor spell failure chances do not apply to spells that have been stilled. Spells without somatic components are not affected. A stilled spell may not be higher than one level lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Transfer Spell (Mystic, Scholar) [Metamagic]

You can cast personal effect spells on others as touch spells.

Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you can transfer a personal spell. You can cast a spell with a range of Personal and use it on another person. This feat has no effect on spells with a range other than Personal. The target of the spell must accept the spell voluntarily. A transferred spell may not be higher than one level lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects.

Special: If used to transfer a divine spell to an opponent of the caster's faith, the caster's patron deity will probably refuse to grant the caster any further spells until the caster seeks atonement.

Widen Spell (Mystic, Scholar) [Metamagic]

You can widen the area of effect on your spells.

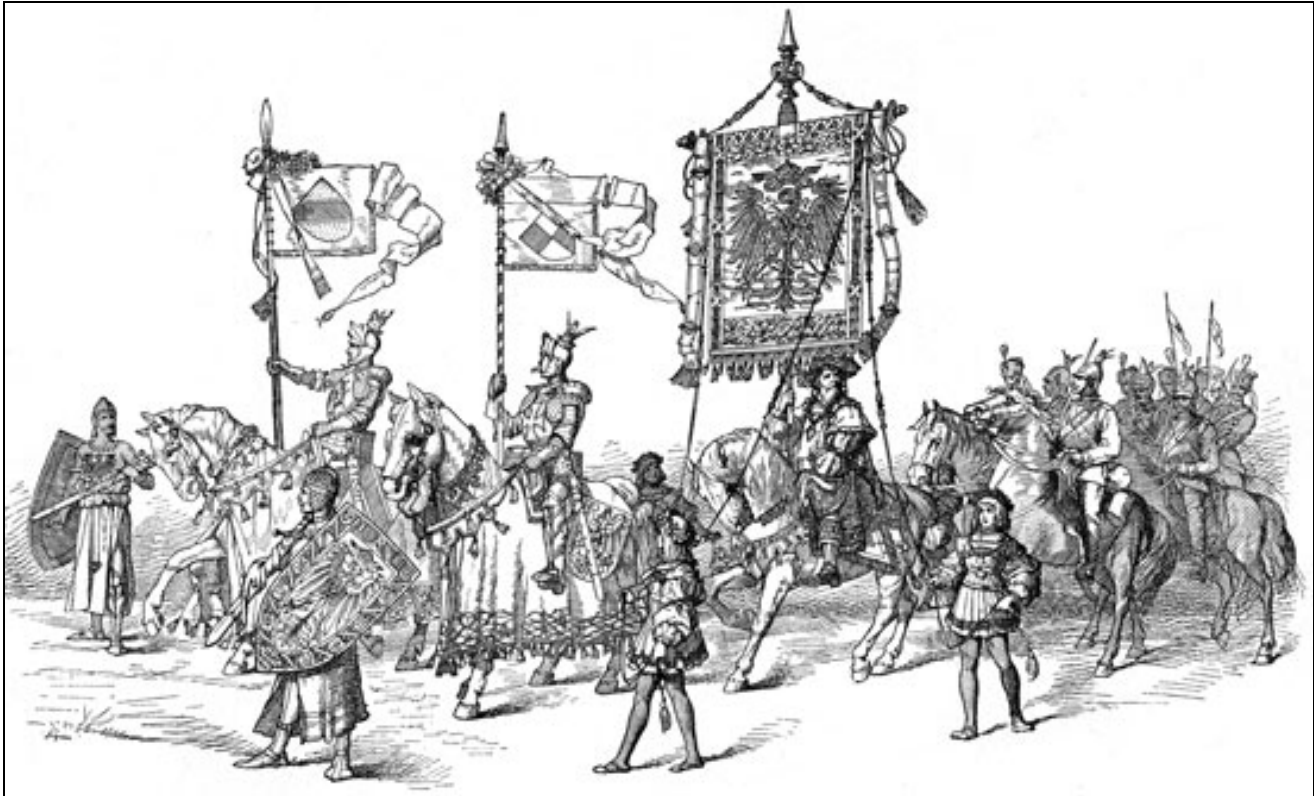
Prerequisite: Ability to cast spells.

Benefit: By spending an action point, you may cast a widened spell. You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell may not be higher than three levels lower than the highest spell level you may cast. When applying multiple metamagic feats to the same spell, these levels stack to determine the maximum level of spell that can be cast under these combined metamagic effects. Spells that do not have an area of one of these four sorts are not affected by this feat.

Talents are special abilities or qualities available only to heroes of a certain class. Unlike feats, which can be learned by anyone, talents represent special training available only to select members of a specific class or classes.

Like feats, many talents require certain prerequisites before they can be chosen. Talents form talent paths, where each talent requires, and builds upon, the preceding talent. Other talents may require talents, feats or other special conditions as prerequisites.

Finally, of particular note are advanced talents, marked as [Prestige]. Regardless of any other prerequisites, these Prestige talents require that the character advance to a minimum of 5th class level in the corresponding class.



Aristocrat Talents

The following talents are exclusive to the Aristocrat character class.

Courtier Talent Path

You have a natural talent for handling yourself in courtly situations.

Improved Deception

You are extremely talented at deceiving others.

Prerequisite: Deception as a trained skill

Benefit: You may choose to reroll any Deception skill check, but the result of the reroll must be accepted even if it is worse.

Improved Influence

You are extremely talented at influencing others.

Prerequisite: Influence as a trained skill

Benefit: You may choose to reroll any Influence skill check, but the result of the reroll must be accepted even if it is worse.

Intimidating Presence

You have a knack for intimidation.

Prerequisite: Influence as a trained skill

Benefit: When using the Influence skill to intimidate others, you may make such an attempt as a move action rather than a standard action.

Taunt [Prestige]

You have the extraordinary ability to goad and frustrate others by mere words alone.

Prerequisite: Improved Deception

Benefit: You have the ability to temporarily rattle an opponent through the use of insults and goading. Assuming that you share a language with the target, are within 30 feet, and can be heard by the target, you may spend a standard action to taunt an opponent. You must make a Deception

skill check against your target's Will Score. If you succeed, the target receives a Penalty Level if they currently have less than three Penalty Levels. A taunt can be attempted against a specific target any number of times.

Inspiration Talent Path

You are an inspiration to those around you.

Coordinate

You can coordinate your allies' efforts on the battlefield.

Benefit: You have a knack for getting people to work together. As a standard action, you can spend an action point to provide a +1 bonus on their attack rolls, weapon damage and skill checks to some of your allies within 30 feet. The bonus lasts for a number of rounds equal to your Charisma modifier. You can coordinate a number of allies equal to one-half your character level, rounded down. You may select this talent multiple times, and its effects stack. Each time you select this talent, the bonus you grant to attack rolls and skill checks increases by +1.

Inspire Courage

You can inspire courage in your allies.

Prerequisite: Coordinate

Benefit: As part of your efforts to coordinate your allies, you also inspire courage in those affected by your Coordinate talent. An affected ally receives a morale bonus equal to your Coordinate talent bonus on Defense Scores to resist and/or overcome charm and fear effects. Inspire courage is a mind-affecting supernatural ability.

Inspire Greatness [Prestige]

You can inspire your allies to greater combat prowess.

Prerequisite: Coordinate, Inspire Courage

Benefit: As part of your efforts to coordinate your allies, you also inspire greatness in those affected by your Coordinate talent. An affected ally gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply twice the target's Constitution modifier, if any, to the 12 temporary hit points that come from these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 morale bonus on their Massive Damage Threshold. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting supernatural ability.

Inspire Haste [Prestige]

You are able to inspire haste in your allies.

Prerequisite: Coordinate, Inspire Courage

Benefit: As a standard action, you can spend an action point to grant an extra move action to some of your allies within 30 feet. Your selected allies may take this extra move action on their next round. A character can not benefit from more than one extra move action during any one round. You can inspire haste in a number of allies equal to one-half your

character level, rounded down. Inspire haste is a mind-affecting supernatural ability.

Inspire Heroics [Prestige]

You can inspire tremendous heroism in your allies.

Prerequisite: Coordinate, Inspire Courage, Inspire Greatness

Benefit: As part of your efforts to coordinate your allies, you also inspire tremendous heroism in yourself or a single willing ally within 30 feet. A creature so inspired gains a +4 morale bonus on all Defense Scores for the duration of your Coordinate talent. Inspire heroics is a mind-affecting supernatural ability.

Leadership Talent Path

You have a talent for leadership and inspiration.

Bravery

You are known for your bravery.

Benefit: You gain a +2 bonus to all Defense Scores to resist and/or overcome fear effects. You may select this talent multiple times, and its effects stack. Each time you select this talent, your bonus to resist and/or overcome fear effects increases by +2.

Concerted Attack [Prestige]

You are able to improve your allies' flanking efforts.

Benefit: You can direct the efforts of your allies to gain an additional bonus to flanking efforts. When you are leading a flanking effort against a single opponent, your allies that are involved in the melee gain a +4 bonus on their attack rolls (instead of the usual +2 bonus to flanking). You must be able to effectively communicate with the other flanking members in order to grant them the bonus.

Improved Aid Another

Your knowledge of people allows you to better aid them.

Benefit: Your bonus on attempts to aid another increases by +1 on a successful Aid Another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Men-At-Arms [Prestige]

Given enough time, you can raise a small army.

Benefit: You can raise a group of fighting men (and women) from the surrounding area. To do so, you must spend 2d4 days doing nothing but spreading the word in the local region and rallying interest. On the morning following the conclusion of your efforts, you will have gathered together a fighting force of an Encounter Level (EL) equal to your class level plus your Charisma modifier. You are responsible for food and supplies for these men, and they will follow you so long as they are treated well.

Expert Talents

The following talents are exclusive to the Expert character class.

Nimble Talent Path

You have very talented natural reflexes and physical coordination.

Evasion

You can evade damage that affects the area you stand in.

Benefit: If you are exposed to any effect that normally inflicts half damage if the initial skill or power check exceeds your Reflex Score, you take no damage if the initial check does not exceed your Reflex Score. Evasion can only be used when wearing light armor or no armor.

Improved Evasion [Prestige]

Your evasive abilities are improved.

Prerequisite: Evasion

Benefit: This ability works like Evasion, except that while you still take no damage if the initial check does not exceed your Reflex Score, you only take half damage if the check exceeds your Reflex Score. If you are helpless, you cannot gain the benefit of Improved Evasion.

Improved Reaction

Your reflexes are highly attuned.

Benefit: You may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Increased Speed

You are faster than the average person.

Benefit: You increase your natural base speed by 10 feet. You may select this talent multiple times, and its effects stack. Each time you select this talent, your base movement rate increases by +10 feet.

Improved Uncanny Dodge [Prestige]

You can no longer be flanked.

Prerequisite: Uncanny Dodge

Benefit: You can no longer be flanked; you can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Sure-Footed

Your movement is not hampered by difficult terrain.

Benefit: Your movement rate is not reduced when moving over difficult terrain.

Normal: Characters move at half their movement rate through difficult terrain.

Uncanny Dodge

You possess an uncanny ability to dodge incoming attacks.

Benefit: You retain your Dexterity bonus to your Reflex Score regardless of being caught flat-footed or struck by a hidden attacker. (You still lose your Dexterity bonus to your Reflex Score if you are immobilized.)

Skill Mastery Talent Path

You have naturally adept at certain skills.

Greater Skill Focus

Your prowess with a specific skill borders on god-like.

Prerequisite: Skill Focus in a specific skill, Improved Skill Focus in a specific skill.

Benefit: Choose a skill that is the subject of one of your Improved Skill Focus talents. When making skill checks with that skill, you may choose to reroll any skill check, and may take the better of the two rolls.

Special: You may select this talent multiple times. Each time, it applies to another skill that is the subject of one of your Improved Skill Focus talents.

Improved Skill Focus

You rarely fail when using a specific skill.

Prerequisite: Skill Focus in a specific skill.

Benefit: Choose a skill that is the subject of one of your Skill Focus feats. When making skill checks with that skill, you may choose to reroll any skill check, but the result of the reroll must be accepted even if the result is worse.

Special: You may select this talent multiple times. Each time, it applies to another skill that is the subject of one of your Skill Focus feats.

Master Craftsman

You are considered a talented craftsman.

Benefit: You may perform the trained actions for any Craft skill, even if that Craft skill is not considered a trained skill to you.

Skill Mastery

You are never rushed in combat or dangerous situations.

Benefit: You may Take Ten when making skill checks with skills that you are not trained in.

Normal: You cannot Take Ten with a skill that you are not trained in.

Virtuoso Performer

You are considered a talented performer.

Benefit: You may perform the trained actions for any Perform skill, even if that Perform skill is not considered a trained skill to you.

Sneak Attack Talent Path

You are talented at attacking your opponents from a position of stealth.

Crippling Strike [Prestige]

Your sneak attacks weaken your enemy.

Prerequisite: Backstab, Sneak Attack

Benefit: You can sneak attack opponents with such precision that your blows weaken and hamper them.

Whenever you deal damage to an opponent as the result of a sneak attack, your opponent gains one Penalty Level, in addition to any others that may occur as a result of the attack.

Death Attack [Prestige]

Your stealth attacks can be deadly.

Prerequisite: Sneak Attack

Benefit: If you study your victim for 3 rounds and then make a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of either rendering your victim dead or giving the target five Penalty Levels (your choice). If your attack roll exceeds your victim's Fortitude Score, you gain the additional effect you desire. While studying the victim, you can undertake other actions so long as your attention stays focused on the target and the target does not detect you or recognize you as an enemy. Once you have completed the 3 rounds of study, you must make the death attack within the next 3 rounds. If a death attack is attempted and fails or if you do not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before you can attempt another death attack.

Sneak Attack

Your stealthy strikes are very damaging to your foe.

Benefit: If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals an extra +1d6 damage any time your target would be considered flat-footed. If you score a critical hit with a sneak attack, your extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the flat-footed target is within 30 feet. You can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment (as you cannot discern the vital location exactly), or when striking the limbs of a creature whose vitals are beyond reach. You may select this talent multiple times, and its effects stack. Each time you select this talent, your sneak attack bonus increases by +1d6.



Mystic Talents

The following talents are exclusive to the Mystic character class.

Blessed Gifts Talent Path

Your patron deity blesses you with special gifts. If you ever violate your patron's dogma, you are not able to use the benefits of any talent in this talent path until you atone.

Divine Grace

You are divinely graced by your patron deity.

Prerequisite: Oathbound

Benefit: You gain a +1 sacred bonus on all Defense Scores. This talent may be selected multiple times. Each time you take it, you gain an additional +1 sacred bonus on all Defense Scores, which stacks with previous Divine Grace talents (to a maximum of +5).

Divine Light

You have the divinely granted ability to cast a magical light.

Prerequisite: Oathbound

Benefit: By spending an action point, you can produce a light effect, as per the spell of the same name, as if you were a spellcaster of your character level. This is a standard action in combat.

Lay On Hands

You can heal your own wounds.

Prerequisite: Oathbound

Benefit: As a standard action in combat, you can spend an action point to heal a number of hit points of damage on yourself or others equal to your character level. Alternately, you may choose to use this healing power to deal damage to undead, which requires a successful melee attack against the targeted undead.

Remove Disease [Prestige]

You have the divinely granted ability to remove disease by touch.

Prerequisite: Oathbound, Lay On Hands

Benefit: By spending an action point, you can produce a remove disease effect, as per the spell of the same name, as if you were a spellcaster of your character level. This is a standard action in combat.

Turn Enemy

You have the divinely granted ability to turn your enemies.

Prerequisite: Oathbound

Benefit: Choose one of the following creature types: Elemental, Ooze, Outsider, Plant, Undead, or Vermin. (If you select Elemental or Outsider, you must select a specific subtype as well). As a standard action in combat, you can spend an action point to inflict 1d6 points of positive energy damage per character level to every creature of the selected type within sixty feet of you. In addition, you must also make a Power check (d20 + half your character level + your Charisma modifier) against the Will score of your enemies. If you fail against a particular enemy, that enemy only takes

half damage from your turn attempt. You may select this talent multiple times. Each time, you must select a new creature type to be affected by your turn enemy attempt. You may only attempt to turn one type of enemy per standard action, even if you are otherwise capable of turning multiple types.

Divine Magic Talent Path

Your patron deity blesses you with the ability to work magic in a divine manner. If you ever violate your patron's dogma, you are not able to use the benefits of any talent in this talent path until you atone.

Divine Mastery

You have the ability to cast spells in a divine fashion.

Benefit: You may cast spells in a divine manner, without having to prepare the spell ahead of time. With this talent, you may learn 0-level and 1st-level spells. You start with knowledge of a number of spells at each spell level equal to three plus your Wisdom modifier. You may learn more spells by spending a day per spell level in quiet contemplation and study, followed by a successful Knowledge (Religion) skill check. You are limited in the number of spells of a given spell level that you may learn; you may not exceed your Wisdom score. You use your Wisdom ability score when you need to modify your magic power checks when casting spells. Your spellcaster level is equal to your character level.

Special: This talent may be selected more than once. Each time this talent is selected, you gain the ability to cast spells of a spell level one higher. For example, when you take this talent a second time, you gain access to second level spells; taking it a third time grants access to third level spells, and so on. Each time you take this talent, you also automatically gain a number of spells at your new spell level equal to three plus your Wisdom modifier. You may not take this talent more than nine times, and you may not take it more times than your Wisdom score – 10.

Divine Focus

You have developed a strong focus on your ability to cast divine magic.

Prerequisite: Divine Mastery

Benefit: By spending an action point, you may reroll a magic check used to cast a divine spell, but the result of the reroll must be accepted even if it is worse.

Improved Divine Focus

Your ability to cast divine magic is legendary.

Prerequisite: Divine Mastery, Divine Focus

Benefit: By spending an action point, you may reroll a magic check used to cast a divine spell, and may take the better of the two rolls.

Healing Talent Path

You have a talent for healing.

Healing Knack

You have a knack for the healing arts.

Benefit: You may choose to reroll any Heal check, but the result of the reroll must be accepted even if it is worse.

Healing Touch [Prestige]

You are more proficient at restoring damage when healing others using your knowledge and skill.

Prerequisite: Healing Knack

Benefit: Your ability to restore damage with a healer's kit increases by +2 hit points. You may select this talent multiple times, and its effects stack. Each time you select this talent, your bonus increases by +2 points.

Major Medical Miracle [Prestige]

You are able to restore life to those who have died within the last three minutes.

Prerequisite: Healing Knack, Healing Touch, Minor Medical Miracle, Heal as a trained skill

Benefit: As Minor Medical Miracle, but you can restore life to a patient who has been dead for up to 3 minutes. The Heal skill check for a major medical miracle is 20 + half patient's negative hit point total, and the skill check must also equal or exceed the patient's Fortitude Score + 5. At the GM's discretion, a patient who has been brought back to life after an excessive period of brain death may experience side effects, both pleasant and unpleasant.

Minor Medical Miracle [Prestige]

You are able to restore life to the very recently dead.

Prerequisite: Healing Knack, Healing Touch, Heal as a trained skill

Benefit: As a full round action, you can restore life to a patient who has been dead (reduced to –Con score or fewer hit points) for up to 3 rounds. If you can treat the patient within 3 rounds, you may make a Heal skill check. The DC for this check is 15 + half patient's negative hit point total — for example, a patient at –10 hit points would require a DC20 check (15 + 5, half the negative hit points). You cannot take 10 or take 20 on this Heal skill check. Only other characters with Heal as a trained skill may use the Aid Another action to assist with this roll. This skill check must also equal or exceed the patient's Fortitude Score. If the save succeeds, the dead character is stabilized and brought back to one (1) hit point. If the check fails, the patient is beyond help.

Zen Talent Path

You have become one with your body, and react with insight and agility.

Deflect Arrows [Prestige]

You can deflect arrows and other ranged weapon attacks.

Prerequisite: Zen Defense, Improved Unarmed Strike

Benefit: When you would normally be hit with a ranged weapon, you may spend an action point to deflect the weapon with your bare hand, weapon, shield, or other suitable object, so that you take no damage from it. You must be aware of the attack and not be flat-footed.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by magical or supernatural effects can't be deflected.

Enlightened Precision [Prestige]

You strike with great precision in ranged combat.

Prerequisite: Zen Defense, Improved Unarmed Strike

Benefit: You are able to clear your mind and focus on your opponent. You gain a bonus to all ranged attack rolls equal to your Wisdom modifier.

Living Weapon

Your unarmed strikes deal more damage.

Prerequisite: Improved Unarmed Strike

Benefit: The damage for your unarmed strikes increases by one step, as if your size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 2d6, 2d8, 2d10, 4d6, 4d8 and so forth. You may choose this talent up to five times. Your unarmed damage increases one more step every time you select this talent.

Mystical Ki Strike [Prestige]

Your unarmed attacks are empowered by your inner life force.

Prerequisite: Improved Unarmed Strike, Living Weapon

Benefit: Your unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Quivering Palm [Prestige]

You have mastered the technique of the quivering palm

Prerequisite: Improved Unarmed Strike, Living Weapon (x3), Mystical Ki Strike

Benefit: By spending an action point, you may attempt to use the quivering palm technique on an unarmed attack. The action point must be spent before the attack roll is made. Constructs, oozes, plants, undead, incorporeal creatures, and creatures that are immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter you can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to your character level. To make such an attempt, you merely will the target to die (a swift action), and succeed in a power check (d20 + your character level modifier + your Wis modifier) against your target's Fortitude Score. If successful, the target dies. If the power check fails, the target is no longer in danger from that particular quivering palm attack, but another quivering palm attack may still affect it at a later time.

Slow Fall [Prestige]

You may slow your descent when falling next to a wall.

Prerequisite: Improved Unarmed Strike, Living Weapon

Benefit: So long as you are within reach of a wall or similar vertical surface, you may slow your descent when falling. Your falling damage is automatically reduced by a number of d6 equal to your character level modifier (half your character level). For example, if you were a 3rd level character, you would reduce your falling damage by 1d6, whereas you as a 12th level character would reduce your falling damage by 6d6.

Zen Defense [Prestige]

Your insight proves helpful in avoiding incoming attacks.

Benefit: When you are unencumbered and wearing no armor, you gain a bonus to your Reflex Score equal to your Wisdom modifier. These bonuses to Reflex Score apply even when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.



Outlander Talents

The following talents are exclusive to the Outlander character class.

Berserker Talent Path

This talent path allows you to draw combat prowess from your uncontrollable anger.

Rage

You have the ability to fly into a berserk rage.

Benefit: You can spend an action point to fly into a rage. In a rage, you temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on your Will Score, but you take a -2 penalty to your Reflex Score. The increase in Constitution increases your hit points by 2 points per level, but these hit points go away at the end of the rage

when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Ride). Also, you cannot use the Concentration skill, the Combat Expertise feat, nor any skill, talent or feat that requires concentration or mental faculties, entirely at the GM's discretion. You also cannot cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. A fit of rage lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier, although you may

prematurely end your rage. At the end of the rage, you lose the rage modifiers and restrictions and suffer two Penalty Levels that remain persistent for the duration of the current encounter. You can fly into a rage only once per encounter, but you may use your rage multiple times each day, provided you have the action points to spend. Entering a rage is a swift action, and as such, you can only do it during your action, not in response to someone else's action.

Greater Rage [Prestige]

When you rage, you become much more devastating in combat.

Prerequisite: Rage

Benefit: Your bonuses to Strength and Constitution during your rage each increase to +6 and your morale bonus on your Will Score increases to +3. The penalty to your Reflex Score remains at -2.

Tireless Rage [Prestige]

Your berserk rage no longer fatigues you.

Prerequisite: Rage, Greater Rage

Benefit: You are no longer fatigued at the end of your rage.

Resilient Talent Path

You have become so physically fit that your stalwart nature grants you certain advantages.

Deep Breather

You can hold your breath for a long time.

Benefit: You are able to hold your breath as if your Constitution score was 4 points higher. Furthermore, you get a +2 circumstance bonus to your Fortitude Score versus gas-based attacks and power checks.

Second Wind

Benefit: As a swift action, you can spend an action point to gain a second wind, even in the midst of combat. When you do this, you recover a number of hit points equal the action die plus your character level, similar to the usual "Healing After Combat" action point expenditure. This talent does not increase your hit points beyond your full normal total. In addition, this talent is not limited to be only immediately after a combat, unlike "Healing After Combat", but may be done at any time in which the character can take an action.

Stamina [Prestige]

Prerequisite: Toughness

Benefit: You recover twice as fast as normal. For example, you recover 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awaken in half the normal time after being knocked unconscious.

Stay in the Game [Prestige]

Prerequisite: Stamina, Toughness

Benefit: As a reaction, even when it is not your turn, you may roll an action die and add the result to your Massive Damage Threshold. This temporary boost to your Massive

Damage Threshold remains until the beginning of your next turn.

Resistance Talent Path

This talent path allows you to leverage your incredible physical stamina and endurance.

Acid Resistance

You are resistant to acid energy attacks.

Benefit: You gain Acid Resistance 2, which allows you to ignore two points of acid damage. Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your Acid Resistance by +2.

Cold Resistance

You are resistant to cold-based energy attacks.

Benefit: You gain Cold Resistance 2, which allows you to ignore two points of cold damage. Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your Cold Resistance by +2.

Damage Reduction

You are resistant to physical damage.

Benefit: You gain Damage Reduction 2/—, which allows you to ignore two points of damage from all physical melee and ranged weapons (but not energy attacks). Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your DR by +2/—.

Electricity Resistance

You are resistant to electricity energy attacks.

Benefit: You gain Electricity Resistance 2, which allows you to ignore two points of electricity damage. Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your Electricity Resistance by +2.

Fire Resistance

You are resistant to fire energy attacks.

Benefit: You gain Fire Resistance 2, which allows you to ignore two points of fire damage. Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your Fire Resistance by +2.

Sonic Resistance

You are resistant to sonic and concussion-based energy attacks.

Benefit: You gain Sonic Resistance 2, which allows you to ignore two points of sonic damage. Damage cannot be reduced to less than zero. You may choose this talent multiple times, and its effects stack. Each time you select this talent, increase your Sonic Resistance by +2.

Survivalist Talent Path

You are talented at surviving in the wilderness.

Swift Tracker [Prestige]

You are very talented at tracking.

Prerequisite: Survival as a trained skill

Benefit: You can move at your normal speed while following tracks without taking the normal +5 DC penalty. You only take a +10 DC penalty when moving at up to twice normal speed while tracking.

Camouflage [Prestige]

You are very talented at hiding in the wilderness.

Prerequisite: Survival as a trained skill, Swift Tracker

Benefit: You can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight [Prestige]

You can hide in plain sight.

Prerequisite: Survival as a trained skill, Swift Tracker, Camouflage

Benefit: While in any sort of natural terrain, you can use the Stealth skill even while being observed.

Trackless Step

You cannot be tracked.

Prerequisite: Woodland Stride, Survival as a trained skill

Benefit: You leave no trail in natural surroundings, so the DC for any effort to track you is increased by a +10 DC. You may choose to leave a trail if so desired.

Wild Empathy

You have the ability to improve the attitude of an animal.

Prerequisite: Handle Animal as a trained skill

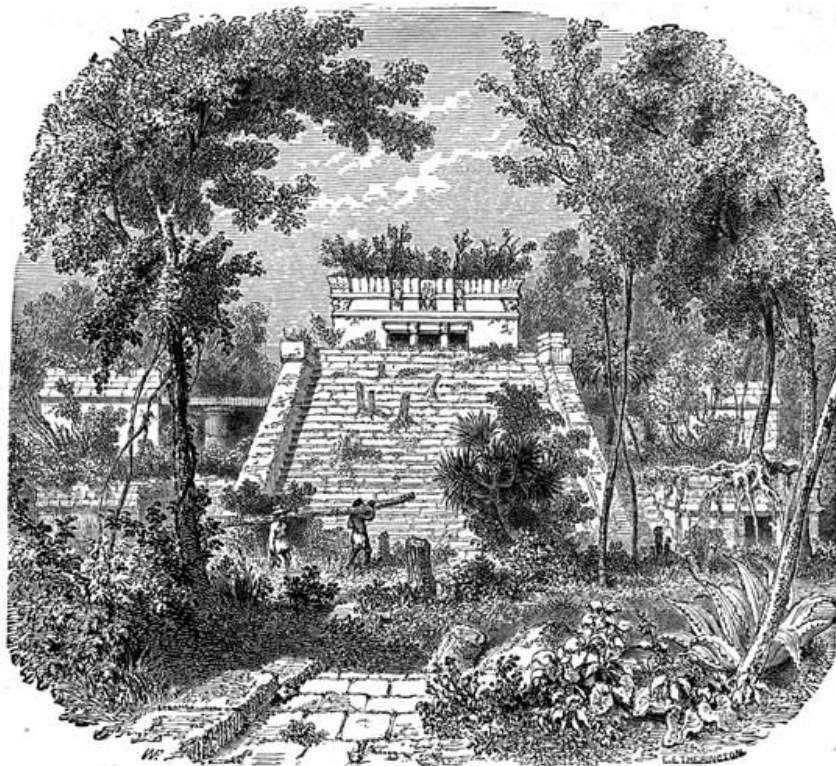
Benefit: You may make a Handle Animal skill check to influence the attitude of an animal. This works exactly the same way as an Influence skill check can adjust the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be able to study each other, which means that you must be within 30 feet of the animal under normal conditions. Generally, influencing an animal in this way takes one minute but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but the DC of your Handle Animal skill check increases by +5.

Woodland Stride

You are unimpeded by rough terrain.

Prerequisite: Survival as a trained skill

Benefit: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.



Scholar Talents

The following talents are exclusive to the Scholar character class.

Arcane Magic Talent Path

Your studious nature has allowed you to explore the arcane art of magic.

Arcane Mastery

You have the ability to cast spells in an arcane fashion.

Benefit: You may cast spells in an arcane manner, without having to prepare the spell ahead of time. With this talent, you may learn 0-level and 1st-level spells. You start with knowledge of a number of spells at each spell level equal to three plus your Intelligence modifier. You may learn more spells by spending a day per spell level in quiet contemplation and study, followed by a successful Knowledge (Arcana) skill check. You are limited in the number of spells of a given spell level that you may learn; you may not exceed your Intelligence score. You use your Intelligence ability score when you need to modify your magic power checks when casting spells. Your spellcaster level is equal to your character level.

Special: This talent may be selected more than once. Each time this talent is selected, you gain the ability to cast spells of a spell level one higher. For example, when you take this talent a second time, you gain access to second level spells; taking it a third time grants access to third level spells, and so on. Each time you take this talent, you also automatically gain a number of spells at your new spell level equal to three plus your Intelligence modifier. You may not take this talent more than nine times, and you may not take it more times than your Intelligence score – 10.

Arcane Focus

You have developed a strong focus on your ability to cast arcane magic.

Prerequisite: Arcane Mastery

Benefit: By spending an action point, you may reroll a magic check used to cast an arcane spell, but the result of the reroll must be accepted even if it is worse.

Improved Arcane Focus

Your ability to cast arcane magic is legendary.

Prerequisite: Arcane Mastery, Arcane Focus

Benefit: By spending an action point, you may reroll a magic check used to cast an arcane spell, and may take the better of the two rolls.

Sense Magic

You have the innate ability to sense magical auras and dweomers.

Prerequisite: Arcane Mastery

Benefit: By spending an action point, you can sense magical auras and dweomers, as per the detect magic spell, as if you had cast the spell as a spellcaster of your character level. This is a standard action in combat.

Sage Lore Talent Path

You are known for your studious nature, and some consider you a wellspring of obscure facts, trivia and lore.

Education

You have achieved a well-rounded education.

Benefit: You may perform the trained actions for any Knowledge skill, even if that Knowledge skill is not considered a trained skill to you.

Improved Education

Your education has improved considerably.

Prerequisite: Education

Benefit: You may choose to reroll any Knowledge skill check, but the result of the reroll must be accepted even if it is worse.

Improved Obscure Knowledge

Your level of obscure knowledge is incredibly in-depth.

Prerequisite: Obscure Knowledge

Benefit: You may choose to reroll any Obscure Knowledge check, but the result of the reroll must be accepted even if it is worse.

Obscure Knowledge

You know many unusual facts of a legendary or historic nature.

Benefit: You may make a special Obscure Knowledge check with a bonus equal to 5 + half your character level modifier + your Intelligence modifier to see whether you know some relevant information about local notable people, legendary items, or noteworthy places. A successful Obscure Knowledge check will not reveal the exact powers of a supernatural or magical item but may give a hint as to its general function. You may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The Difficulty of the obscure knowledge check is determined by the GM, and should reflect the relative rarity of the desired information.

Pseudo-Eidetic Memory

Your mind is very good at recalling information that you have previously studied.

Benefit: You can more accurately recall information that you have previously studied, learned, or otherwise become aware of. You receive a +2 competence bonus to any Knowledge skill check or on Intelligence ability checks specifically to recall information.

Strategy Talent Path

You have the brainpower to see solutions in most situations.

Exploit Weakness

You can observe weaknesses in your opponents and exploit them in combat.

Benefit: After one round of combat, you can designate one opponent and try to find ways to gain an advantage by using brains over brawn. As a move action, you may elect to use your Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls against that one opponent for the rest of the combat, as you find ways to out-think your opponent and notice weaknesses in your opponent's fighting style.

Plan

You can develop plans of action that have an impact.

Benefit: Prior to a dramatic situation, either combat- or skill-related, you can develop a plan of action to help handle the situation. Using this talent requires preparation; you can't use this talent when surprised or otherwise unprepared for a particular situation. To come up with a plan, you must make a power check (d20 + your character level modifier + your Intelligence modifier); you can't take 10 or 20 on this check. The result of the power check provides you and your allies with a circumstance bonus as if you were performing

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

Trick

You can temporarily penalize an opponent, leaving them more vulnerable.

Benefit: You have the ability to temporarily confuse an opponent through the use of ploy and deception. Assuming that you share a language with the target, are within 30 feet, and can be heard by the target, you can spend a full-round action to trick an opponent. You must make a power check (d20 + your character level modifier + your Intelligence modifier) against your target's Reflex Score. If you are successful, your target receives a Penalty Level. A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.



Warrior Talents

The following talents are exclusive to the Warrior character class.

Armor Mastery Talent Path

You have an innate talent in using armor to its best advantage.

Armor Focus [Prestige]

Your focus on armor allows you greater flexibility while wearing armor.

Prerequisite: Armor proficiency (light), Armor Specialization

Benefit: When wearing armor with which you are proficient, you may treat the maximum Dexterity bonus of your armor as being +2 higher. You may select this talent multiple times, and its effects stack. Each time you select this talent, your effective maximum Dexterity bonus increases by another +2 bonus.

Armor Specialization

You are specialized in the defensive use of armor.

Prerequisite: Armor proficiency (light)

Benefit: When you determine your Reflex Score value, you may use the higher of either your armor's equipment bonus or half your character level. You must be proficient in the armor you are wearing.

Normal: Without this talent, when you determine your Reflex Score, you must use your armor's equipment bonus instead of half your character level, even if your armor's equipment bonus is lower.

Armored Movement [Prestige]

Your focus on armor allows you greater flexibility while wearing armor.

Prerequisite: Armor proficiency (light, medium), Armor Specialization, Armor Focus

Benefit: When wearing armor with which you are proficient, your base speed is not reduced.

Avenger Talent Path

You are talented in combat against specific types of enemies.

Favored Enemy [Prestige]

You have a favored enemy.

Benefit: You may choose a type of creature as a favored enemy: Aberration, Animal, Construct, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Outsider, Plant, Undead, or Vermin. (If you choose Humanoid or Outsider, you must also choose a sub-type). You may choose to reroll any Deception, Notice and Survival checks when using these skills against creatures of this type, but the result of the reroll must be accepted even if it is worse. In addition, you get a +2 bonus on weapon damage rolls against such creatures. You may choose this talent multiple times. Each time, you get to choose another favored enemy. If a specific creature falls into more than one

category of favored enemy, your bonuses do not stack; you simply use whichever bonus is higher.

Improved Favored Enemy [Prestige]

You are even more deadly against a specific favored enemy.

Prerequisite: Favored Enemy

Benefit: You may choose a type of creature that you already consider as a favored enemy. Against that creature type, you may reroll any Deception, Notice and Survival checks when using these and keep the higher of the two rolls as your result. In addition, you gain an extra +2 bonus on weapon damage rolls against such creatures, which stacks with the +2 bonus gained from the Favored Enemy talent. You may choose this talent multiple times. Each time, you may choose another favored enemy, gaining the benefits described above, or you may select a favored enemy that you have already improved, gaining only an additional +2 bonus to weapon damage rolls that stacks with bonuses gained from previous Favored Enemy and Improved Favored Enemy talents against the same creature type. If a specific creature falls into more than one category of favored enemy, your bonuses do not stack; you simply use whichever bonus is higher.

Smite Enemy [Prestige]

You smite your enemies before you.

Benefit: You may spend an action point to attempt to smite an opponent with an allegiance opposing one or more of yours with one normal melee attack. Against that opponent, you may add +4 to your attack roll, and you deal extra points of damage equal to your character level. If you accidentally smite a creature that does not have an allegiance opposing one or more of yours, the smite attempt has no effect, but the action point is still spent.

Protective Talent Path

You are talented in protecting others from harm.

Harm's Way

You can change places with someone you defend.

Benefit: Prior to combat (generally, when initiative is determined) you can specify one ally to protect. If you are adjacent to your ally and your ally is targeted by a direct melee or ranged attack (but not an area effect), you can spend an action point to switch places with your ally and subject yourself to the attack instead. You must declare your intention to place yourself in harm's way before the attack roll is made. If the attack hits you, you take damage normally. If the attack misses, it also misses the ally.

Protective Defense [Prestige]

Your defense of another decreases their chance to be hit.

Prerequisite: Harm's Way

Benefit: When you are defending an ally using the Harm's Way talent, you receive a +1 dodge bonus to your Reflex Score against any attack you intercept. You may select this talent multiple times. Each time you select this talent, the dodge bonus to your Reflex Score increases by +1 (to a maximum of +5).

Protective Strike [Prestige]

You may reactively strike someone that has struck the one you defend.

Prerequisite: Harm's Way

Benefit: While you are protecting your ally using the Harm's Way talent, an attack against your ally allows you to spend an action point to make a reactive attack against the opponent that made the original attack.

Puissance Talent Path

This talent path allows you to leverage your incredible physical prowess.

Extreme Effort

You can push yourself to make an extreme effort.

Benefit: You can push yourself to make an extreme effort related either to a Strength check (such as forcing a door or bending the bars of a jail cell) or an Athletics skill check. You must decide to use this ability before making the check. The effort requires a full-round action and provides a +2 bonus on the check. You may select this talent multiple times, and its effects stack. Each time you select this talent, your Strength bonus for Extreme Effort increases by +2.

Ignore Hardness

You can find the weakness in objects.

Benefit: You have an innate talent for finding weaknesses in objects. This allows you to ignore some of an object's hardness when making a melee attack to break it. You ignore 2 points of an object's hardness. You may select this talent multiple times, and its effects stack. Each time you select this talent, you ignore an additional 2 points of hardness.

Improved Carrying Capacity

You are skilled at carrying great loads over long distances.

Benefit: You may treat your Strength ability score as if it were four points higher for the purposes of improving your carrying capacity only. You may choose this talent multiple times, and its effects stack. Each time you select this talent, your effective Strength for calculating your carrying capacity increases by four more points.

Melee Smash

You strike with brutal force in melee.

Benefit: You have an innate talent that increases melee damage. You receive a +1 bonus on melee damage. You may select this talent multiple times, and its effects stack. Each time you select this talent, your bonus to melee damage increases by +1.

Weapon Mastery Talent Path

You have an innate talent when using specific weapons.

Attack Specialization [Prestige]

You are capable of greater damage with a specific weapon group, unarmed attack or grapple.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group

Benefit: Choose one weapon group with which you have chosen the Attack Focus feat. You can choose unarmed strike or grapple as your weapon group for purposes of this talent. You gain a +2 bonus on all damage rolls you make using weapons from the selected weapon group. This bonus stacks with other bonuses on damage rolls.

Special: You can gain Attack Specialization multiple times. Its effects do not stack. Each time you take this talent, it must be applied to a new weapon.

Greater Attack Focus [Prestige]

Your prowess with a specific weapon group, unarmed attack or grapple continues to improve.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group, Attack Specialization with selected weapon group

Benefit: Choose one weapon group for which you have already selected Attack Focus. You can also choose unarmed strike or grapple as your weapon group for purposes of this talent. You gain a +1 bonus on all attack rolls you make using the selected weapon group. This bonus stacks with other bonuses on attack rolls, including the one from Attack Focus.

Special: You can gain Greater Attack Focus multiple times. Its effects do not stack. Each time you take the talent, it applies to a new weapon group.

Greater Attack Specialization [Prestige]

Your capacity for greater damage with a specific weapon group, unarmed attack or grapple continues to improve.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group, Attack Specialization with selected weapon group, Greater Attack Focus with selected weapon group

Benefit: Choose one weapon group for which you have already selected Attack Specialization. You can choose unarmed strike or grapple as your weapon group for purposes of this talent. You gain a +2 bonus on all damage rolls you make using weapons of the selected group. This bonus stacks with other bonuses on damage rolls, including the one from Attack Specialization.

Special: You can gain Greater Attack Specialization multiple times. Its effects do not stack. Each time you take this talent, it must be applied to a new weapon.

Greater Improved Critical [Prestige]

You are proficient at inflicting critical hits.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group, Attack Specialization with selected weapon group, Greater Attack

Focus with selected weapon group, Improved Critical with selected weapon group

Benefit: When using the weapon group you selected for Improved Critical, on a critical hit, you may inflict triple damage instead of double damage.

Special: You can gain Greater Improved Critical multiple times. The effects do not stack. Each time you take the talent, it applies to a new weapon group.

Improved Critical [Prestige]

You are proficient at inflicting critical hits.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group, Attack Specialization with selected weapon group, Greater Attack Focus with selected weapon group

Benefit: When using the weapon group you selected, you may score a critical hit when you roll a natural 19 on your attack roll, so long as the attack roll would have hit your intended target. A natural 19 does not automatically hit your target.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the talent, it applies to a new weapon group. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Punishing Attack [Prestige]

Your strikes with a specific weapon group, unarmed attack, or grapple are particularly brutal.

Prerequisite: Proficiency with selected weapon group, Attack Focus with selected weapon group

Benefit: Choose one weapon group for which you have already selected Attack Focus. You can also choose unarmed strike or grapple as your weapon group for purposes of this talent. When determining if your opponent suffers a Penalty Level from this attack, you do so as if the opponent's Massive Damage Threshold were five lower.

Special: You can gain Punishing Attack multiple times. Its effects do not stack. Each time you take this talent, it applies to a new weapon group.



Racial Talents

The following talents are exclusive to specific races. Whenever you may select a talent based on a new level in your character class, you may choose to select a racial talent instead of a class talent, if you so desire.

Dwarf Racial Talent Path

Your dwarven nature has given you certain innate talents.

Child of the Earth

You are a child of the earth, and heal faster when you are underground.

Benefit: You heal twice as fast when you are underground. This does not apply to magical healing in any form or fashion.

Dwarven Racial Weapons

You are trained in the classic weapons of your race.

Benefit: Select one of the following weapon groups: Axes, Clubs, Crossbows, or Picks. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Giant Defender

You are adept at defending yourself from attacking giants.

Benefit: You receive a +5 dodge bonus to your Reflex Score against attacks from monsters of the Giant creature type. Any time you lose your Dexterity bonus (if any) to Reflex Score, such as when you are caught flat-footed, you also lose any dodge bonuses, as well.

Innate Craftsman

You are innately talented as a craftsman.

Prerequisite: At least one Craft skill as a trained skill.

Benefit: Select one Craft skill that you consider a trained skill. You automatically receive the Skill Focus feat, applied to that skill, as a bonus feat. You may select this talent multiple times. Each time, you must select a new Craft skill that is known to you, and gain a new Skill Focus feat as a bonus feat in regards to the selected skill.

Orc Slayer

You are talented in fighting the enemies of your race: orcs and goblinoids.

Benefit: You gain a +1 racial bonus on attack rolls against orcs and goblinoids.

Stonecunning

You possess an innate knowledge of stonework and mining construction.

Benefit: You may choose to reroll any Notice check to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. You can use the Notice skill to find stonework traps even if you are untrained. You can also

intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

Toughness

You can take more damage than normal.

Benefit: You gain a +2 bonus to your Constitution for the purposes of determining hit points only. You may take this talent multiple times, and its effects stack.

Elf Racial Talent Path

Your elven nature has given you certain innate talents.

Elven Racial Weapons

You are trained in the classic weapons of your race.

Benefit: Select one of the following weapon groups: Archery, Blades or Spears. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Improved Sneak

You are well practiced at stealth.

Prerequisite: Sneak as a trained skill

Benefit: You may choose to reroll any Sneak skill check, but the result of the reroll must be accepted even if it is worse.

Less Sleep

Your inborn connection with the fey realms allows you to function with less sleep than other mortal races.

Benefit: You only need half the normal amount of sleep to gain the benefits of a full night's rest.

Trackless Step

You cannot be tracked.

Prerequisite: Woodland Stride, Survival as a trained skill

Benefit: You leave no trail in natural surroundings, so the DC for any effort to track you is increased by a +10 DC. You may choose to leave a trail if so desired.

Weather Tolerance

You have an innate resistance to the effects of exposure.

Prerequisite: Stamina as a trained skill

Benefit: When attempting to resist the effects of exposure, you may choose to reroll any Stamina skill check, but the result of the reroll must be accepted even if it is worse.

Woodland Stride

You are unimpeded by rough terrain.

Prerequisite: Survival as a trained skill

Benefit: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or

suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.

Gnome Racial Talent Path

Your gnomish nature has given you certain innate talents.

Child of the Earth

You are a child of the earth, and heal faster when you are underground.

Benefit: You heal twice as fast when you are underground. This does not apply to magical healing in any form or fashion.

Giant Defender

You are adept at defending yourself from attacking giants.

Benefit: You receive a +5 dodge bonus to your Reflex Score against attacks from monsters of the Giant creature type. Any time you lose your Dexterity bonus (if any) to Reflex Score, such as when you are caught flat-footed, you also lose any dodge bonuses, as well.

Gnomish Racial Weapons

You are trained in the classic weapons of your race.

Benefit: Select one of the following weapon groups: Blades, Picks or Thrown. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Improved Sneak

You are well practiced at stealth.

Prerequisite: Sneak as a trained skill

Benefit: You may choose to reroll any Sneak skill check, but the result of the reroll must be accepted even if it is worse.

Innate Alchemist

You are innately talented as an alchemist.

Prerequisite: Craft(alchemy) as a trained skill

Benefit: You automatically receive the Skill Focus (Craft(alchemy)) feat as a bonus feat.

Kobold Slayer

You are talented in fighting the enemies of your race: kobolds and goblinoids.

Benefit: You gain a +1 racial bonus on attack rolls against kobolds and goblinoids.

Scent

You have the ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Benefit: You can detect opponents by sense of smell, generally within 30 feet through a normal use of the Notice skill. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or

troglodyte stench, can be detected at three times these ranges. If you move within 5 feet of the scent's source, you can pinpoint that source. You can identify familiar odors just as humans do familiar sights. You can also use the Survival skill for tracking, even if you are not trained in the use of Survival. Conditions that impact scent can provide modifiers to your Survival skill check, at the discretion of the GM. Water, particularly running water, ruins a trail for you.

Half-elf Racial Talent Path

Your half-elven nature has given you certain innate talents.

Elven Racial Weapons

You are trained in the classic weapons of the elven race.

Benefit: Select one of the following weapon groups: Archery, Blades or Spears. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Improved Influence

You are well practiced at influencing others.

Prerequisite: Influence as a trained skill

Benefit: You may choose to reroll any Influence skill check, but the result of the reroll must be accepted even if it is worse.

Improved Sneak

You are well practiced at stealth.

Prerequisite: Sneak as a trained skill

Benefit: You may choose to reroll any Sneak skill check, but the result of the reroll must be accepted even if it is worse.

Less Sleep

Your inborn connection with the fey realms allows you to function with less sleep than other mortal races.

Benefit: You only need half the normal amount of sleep to gain the benefits of a full night's rest.

Trackless Step

You cannot be tracked.

Prerequisite: Woodland Stride, Survival as a trained skill

Benefit: You leave no trail in natural surroundings, so the DC for any effort to track you is increased by a +10 DC. You may choose to leave a trail if so desired.

Weather Tolerance

You have an innate resistance to the effects of exposure.

Prerequisite: Stamina as a trained skill

Benefit: When attempting to resist the effects of exposure, you may choose to reroll any Stamina skill check, but the result of the reroll must be accepted even if it is worse.

Woodland Stride

You are unimpeded by rough terrain.

Prerequisite: Survival as a trained skill

Benefit: You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.

Half-orc Racial Talent Path

Your half-orcish nature has given you certain innate talents.

Orcish Racial Weapons

You are trained in the classic weapons of your race.

Benefit: Select one of the following weapon groups: Axes, Blades, Crossbows or Spears. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Orcish Attack Specialization

You are devastating in battle with your racial weapon.

Prerequisite: Weapon Group Proficiency in Axes, Blades, Crossbows or Spears

Benefit: Select one of the following weapon groups: Axes, Blades, Crossbows or Spears. You gain a +2 bonus on all damage rolls you make using weapons from the selected weapon group. This bonus stacks with other bonuses on damage rolls.

Scent

You have the ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Benefit: You can detect opponents by sense of smell, generally within 30 feet through a normal use of the Notice skill. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. If you move within 5 feet of the scent's source, you can pinpoint that source. You can identify familiar odors just as humans do familiar sights. You can also use the Survival skill for tracking, even if you are not trained in the use of Survival. Conditions that impact scent can provide modifiers to your Survival skill check, at the discretion of the GM. Water, particularly running water, ruins a trail for you.

Tough Hide

You have developed a very tough hide.

Benefit: You gain a +1 natural armor bonus to your Reflex Score.

Toughness

You can take more damage than normal.

Benefit: You gain a +2 bonus to your Constitution for the purposes of determining hit points only. You may take this talent multiple times, and its effects stack.

Weather Tolerance

You have an innate resistance to the effects of exposure.

Prerequisite: Stamina as a trained skill

Benefit: When attempting to resist the effects of exposure, you may choose to reroll any Stamina skill check, but the result of the reroll must be accepted even if it is worse.

Halfling Racial Talent Path

Your halfling nature has given you certain innate talents.

Low-Light Vision

You have developed the ability to see in low light conditions.

Benefit: You have low-light vision. You ignore concealment (but not total concealment) from darkness.

Halfling Racial Weapons

You are trained in the classic weapons of your race.

Benefit: Select one of the following weapon groups: Blades or Thrown. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Improved Notice

You are well practiced at noticing that which is not immediately obvious.

Prerequisite: Notice as a trained skill

Benefit: You may choose to reroll any Notice skill check, but the result of the reroll must be accepted even if it is worse.

Improved Sneak

You are well practiced at stealth.

Prerequisite: Sneak as a trained skill

Benefit: You may choose to reroll any Sneak skill check, but the result of the reroll must be accepted even if it is worse.

Stalwart Resistance

Your stout halfling lineage grants you some defense against spells and poison.

Benefit: You receive a +2 racial bonus to all defenses against poisons and spells.

Stonecunning

You possess an innate knowledge of stonework and mining construction.

Benefit: You may choose to reroll any Notice check to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. You can use the Notice skill to find stonework traps even if you are untrained. You can also intuit depth, sensing your approximate depth underground as naturally as a human can sense which way is up.

Human Racial Talent Path

Your human nature has given you certain innate talents.

Darkvision

As a result of dwarven or orcish lineage, you have developed the ability to see in the dark.

Benefit: You have darkvision. You ignore concealment from darkness, including total concealment. However, you cannot perceive colors in total darkness.

Improved Notice

You are well practiced at noticing that which is not immediately obvious.

Prerequisite: Notice as a trained skill

Benefit: You may choose to reroll any Notice skill check, but the result of the reroll must be accepted even if it is worse.

Low-Light Vision

As a result of an elven lineage, you have developed the ability to see in low light conditions.

Benefit: You have low-light vision. You ignore concealment (but not total concealment) from darkness.

Militia Weapons Training

You are trained in the weapons of the local militia.

Benefit: Select one of the following weapon groups: Archery, Blades, Crossbows or Polearms. You gain the Weapon Group Proficiency feat in your selected group as a bonus feat. You may select this talent multiple times. Each time, you must select a new weapon group, and you will gain the Weapon Group Proficiency feat in that weapon group.

Tough Hide

You have developed a very tough hide as a result of an orcish or ogrish lineage.

Benefit: You gain a +1 natural armor bonus to your Reflex Score.

Toughness

You can take more damage than normal.

Benefit: You gain a +2 bonus to your Constitution for the purposes of determining hit points only. You may take this talent multiple times, and its effects stack.



Skills provide additional detail for your character, giving the character competence that represents either natural aptitude or significant training. The Fantasy Concepts rules recognize the need for skills in creating a diverse range of character concepts, but take a more generic approach to the standard D20–based open gaming skill system in order to speed up character creation and game play. The core Fantasy Concepts skill system allows for a level of character customization, without focusing on the minutiae of skill points allocated at every character level. Like any other system in the Fantasy Concepts rules, the Gamemaster may elect to implement a different approach from the myriad of choices available among other D20–based Open Gaming systems if such is desired.

Level-Based Skills

Fantasy Concepts assumes that skills are based on a character’s level. Each character begins play knowing a number of skills based on the character’s starting class, modified by the character’s Intelligence modifier. This is detailed in the **Skills by Class Table**. A character will always know a minimum of one skill, regardless of Intelligence penalty.

Table: Skills by Class

Class	Number of Skills Known
Aristocrat	6 + Int modifier
Expert	8 + Int modifier
Mystic	6 + Int modifier
Outlander	4 + Int modifier
Scholar	6 + Int modifier
Warrior	4 + Int modifier
Commoner	2 + Int modifier

Trained Skills vs. Untrained Skills

Little difference exists between trained skills and untrained skills. The following consolidates the few differences:

- Trained skills gain a +5 bonus on skill checks.
- Characters may only take 10 with trained skills.
- Some skill–based actions are restricted to characters with the skill as a trained skill.

Making Skill Checks

When a character makes a skill check under the Fantasy Concepts rules system, use these formulas:

Trained Skills: 1d20 + one–half character level + ability modifier + 5
Untrained Skills: 1d20 + ability modifier

Character Level: The sum total of a character’s level, or hit dice in the case of monsters.

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

A character who wishes to specialize or branch out their skill knowledge can select the Skill Focus feat, which grants an additional +5 bonus to a trained skill, or Skill Knowledge, which grants an additional trained skill to the character.

Optional Rule: Competent Heroes

As an optional rule, heroes may receive their character level modifier (one–half character level) as an additional bonus to untrained skills.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Table: Difficulty Classes by Description

Description	Difficulty Class
Simple	10
Average	15
Difficult	20
Formidable	25
Staggering	30
Impossible	35
Hopeless	40

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character’s check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Rerolling

Some talents or feats grant the ability to reroll a particular skill check. In order to do so, you must declare the reroll after making the skill check, but before the results of the skill check are resolved. Depending on the nature of the granted ability, you must either accept the second roll as your skill check result, or keep the better of the two rolls. The specific action for rerolling in each case is outlined in the specific talent or feat description.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
- Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC has the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. Specific details are provided in the individual skill descriptions.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful.

Distractions or threats (such as combat) make it impossible for a character to take 10. Generally, you can only take 10 with a trained skill, although the GM may make exceptions with very routine tasks, in order to maintain the flow of the gaming session.

Taking 20

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task.

Ability Checks and Caster Level Checks

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Ride check generally does not influence the results of other characters Ride check.

Aid Another

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest bonus) is considered the leader of the effort and makes the check normally, while each helper makes the same check against Difficulty 10 (and can't take 10 on this check). Success grants the leader a +2 bonus for favorable conditions. For every 10 full points the helper's check exceeds the Difficulty, increase the bonus by +1, so a result of 20–29 grants a +3 bonus, 30–39 a +4, and so forth. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. The GM limits aid as appropriate for the task and conditions.

You cannot aid another if you are not capable of performing the same task yourself. For example, you cannot use Survival to aid another's use of the skill for tracking enemies if you do not have Survival as a trained skill.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Learning New Skills

If you are not interested in multiclassing but wish to learn new skills anyway, you have two options.

If you increase your intelligence modifier, you learn one additional skill. Make this skill choice using the class skill list of any of your existing classes. You can choose a class skill or a cross-class skill.

Alternately, you can take the Skill Training feat, which increases your character's number of trained skills.

Skill Format

Skill descriptions will use the following format:

Skill Name

(None; Cascade; Interaction; Tools Required; Armor Penalty)

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Armor Penalty: If this notation is included in the skill name line, the character suffers an armor check penalty to checks using this skill when wearing armor with which the character is not proficient. If this entry is absent, an armor check penalty does not apply. The standard armor check penalties are based on the armor type: light armor suffers a -2 penalty; medium armor suffers a -5 penalty; and heavy armor suffers a -10 penalty.

Cascade: If the skill has this notation, you must select a specialization or sub-skill. You may select this skill more than once, taking a different sub-skill each time.

Interaction: This notation indicates that this skill works best on those that speak a language in common with you. If you do not share a language with the person or people you are interacting with, your skill check suffers a +1 Difficulty Level penalty.

Tools Required: This notation indicates that tools are required in order to use this skill effectively.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Untrained Actions: What any character ("you" in the skill description) can do with a successful skill check and the check's DC.

Trained Actions: Actions that any character ("you" in the skill description) can perform if this skill is considered a trained skill for the character.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Skill Descriptions

Acrobatics

(Dexterity, Armor Penalty)

Characters adept at Acrobatics can balance on precarious surfaces, land softly when they fall short distances, and even tumble through an opponent's square in combat.

Untrained Actions: You may attempt the following actions untrained:

Avoid Being Tripped (Opposed; Str Check): You can make an Acrobatics check in place of the normal Strength or Dexterity check to avoid a trip attack (see Trip in the Combat section). You cannot use Acrobatics to make trip attacks, however.

Balance (DC 10): You may move along a narrow surface such as a ledge or wire (up to two size categories smaller than you) at half your normal speed. The DC increases by +5 for each size category that the surface is smaller than the minimum above, and increases a further +5 if the surface is uneven, angled or slippery. A failed check means you fall prone and must make a DC 15 Acrobatics check to catch the narrow surface.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Cross Difficult Terrain (DC 15): With a successful Acrobatics skill check, you can move at your normal speed through difficult terrain.

Kip-Up (DC 20): With a successful Acrobatics skill check, you can stand up from a prone position as a swift action instead of a move action.

Performance (Varies): You can use Acrobatics as if it were the Perform skill to impress an audience.

Reduce Falling Damage (DC 15): With a successful Acrobatics skill check, you may subtract 1d6 from your falling damage, plus 1d6 for every ten points you exceed the base DC by. If you make this check and suffer no damage from the fall, you land on your feet.

Tumble (DC 20): With a successful Acrobatics skill check, you can move through a space occupied by an opponent or obstacle (moving over, under, or around) at half speed. A failed roll means you don't get past the obstacle. The DC for this skill check increases by +2 for every additional opponent after the first.

Special: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Reflex Score, if the character has one), unless the character has Acrobatics as a trained skill. If the character takes damage, he or she must make an Acrobatics check again to remain standing. Moving twice in a round requires two checks, one for each move action.

A character with a Skill Focus in Acrobatics gains a +4 dodge bonus to Reflex Score (instead of the normal +2) when fighting defensively, and a +8 dodge bonus (instead of the normal +4) when engaging in Total Defense.

Agility

(Dexterity, Armor Penalty)

Characters adept at Agility can escape bonds, pick pockets and perform sleight of hand tricks.

Untrained Actions: You may attempt the following actions untrained:

Palm Or Conceal An Object (DC 10): With a successful Agility skill check, you can palm or conceal an object four size categories smaller than you as a standard action. If you are being observed, the DC increases by +5. You may be noticed if the observer makes a successful opposed Notice skill check.

Escape From A Grapple (Opposed, Grapple Check): With a successful Agility skill check opposed by your opponent's grapple check, you can escape from a grapple as a standard action.

Escape From A Net (DC 15): With a successful Agility skill check, you can escape from a net as a full round action.

Squeeze Through A Tight Space (DC 20): With a successful Agility skill check, you can squeeze through a tight space as a full round action.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Escape From Manacles (DC 25): With a successful Agility skill check, you can escape a pair of manacles over the course of one minute.

Escape From Ropes (Opposed, Dex Check+10): With a successful Agility skill check opposed by your opponent's Dex check +10, you can escape from ropes over the course of one minute.

Pick A Pocket (DC 20): With a successful Agility skill check, you can take something from another person in reach as a standard action. Whether you are successful or not, your target may perceive your effort if they make a successful opposed Notice skill check. This action may also be used to "plant" something on someone without the target knowing about it.

Special: A character can only squeeze out of a tight space if their head can fit through the space.

Athletics

(Strength, Armor Penalty)

Characters adept at Athletics can climb, jump and swim.

Untrained Actions: You may attempt the following actions untrained:

Climb (DC 10): With a successful Athletics skill check, you can climb a wall or steep slope at one-quarter your normal movement rate with proper climbing equipment. The DC increases by +5 each for the following special circumstances: climbing without proper equipment, if the surface has no real handholds or footholds, or if the surface is slippery. Climbing less than 10 feet drops the DC by 5. A failed Athletics skill check means you make no progress, and a skill check that fails by 5 or more means you fall from whatever height you attained (unless you are secured with some kind of harness or other equipment).

Long Jump (DC 5+distance): With a successful Athletics skill check, you can make a horizontal jump as part

of a move action. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The Difficulty of a long jump is 5 plus the distance in feet.

High Jump (DC 5+distance): With a successful Athletics skill check, you can make a vertical leap as part of a move action, such as to jump up to grasp something overhead, such as a tree limb or ledge. The Difficulty of a high jump is 10 plus twice the distance in feet.

Hop Up (DC 10): With a successful Athletics skill check, you can jump up onto an object of half your height or less as part of a move action. Doing this counts as 10 feet of movement.

Swim (DC 10): With a successful Athletics skill check, you can swim one-quarter of your speed as a move action or half your speed as a full-round action. If the check fails, you make no progress through the water. If the check fails by 5 or more, you go underwater. If you are underwater you must hold your breath to avoid drowning (see Suffocation). Rough water conditions increase the difficulty by +5, while stormy water increases the difficulty by +10.

Each hour you swim, make an Athletics skill check (Difficulty 15). If the check fails, you suffer a level of Fatigue damage. Unconscious characters go underwater and immediately begin to drown.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Rescuing Someone Who Can't Swim (DC 15): With a successful Athletics skill check, you can swim with another character who cannot swim (for whatever reason). Rough water conditions increase the difficulty by +5, while stormy water increases the difficulty by +10.

Special: While climbing, the character is flat-footed (the character loses his or her Dexterity bonus to Reflex Score, if the character has one). If the character takes damage while climbing, he or she must make an Athletics check again to avoid falling. Moving twice in a round requires two checks, one for each move action.

Any distance moved by jumping counts as movement made by the character. If a jump takes a character further than they could normally move in the round, they land (based on their success) and fall prone.

Craft

(Intelligence, Cascade, Tools Required)

Characters adept at Craft can create new equipment, as well as disable and repair equipment. This skill encompasses several categories, each of them treated as a separate skill: Craft (alchemy), Craft (leatherworking), Craft (metalsmithing), Craft (woodworking), Craft (stoneworking), Craft (art), and Craft (writing).

Untrained Actions: You may attempt the following actions untrained:

Appraise (DC 15): With a successful Craft skill check, you may appraise an item to determine its market value.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Making Items (DC 10+): With a successful Craft skill check, you can create new equipment. The Difficulty, time, and resources required to make an item depend on its

complexity. Creating a new item requires raw materials equal to half the value of the finished product. If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a usable end result, and any raw materials are wasted. The base DC of 10 is for a simple object, which can be made in an hour. A moderately complex object has a +5 DC to the base difficulty of the skill check and takes twelve hours to create. A complex object has a +10 DC to the base difficulty of the skill check and takes twenty-four hours to create. A highly advanced or overly complicated object has a +15 DC to the base difficulty of the skill check and takes sixty hours to create.

Creating Masterwork Items (DC 15+): With a successful Craft skill check, you can make a masterwork item. (Note that masterwork items have a higher market value, and therefore the raw materials costs increase as well). Masterwork items are especially well made and provide a +1 bonus when used. The difficulty of more complicated items increases in the same manner as *Making Items*, above.

Repairing Items (DC 10+): With a successful Craft skill check, you can repair an item. The actual DC for the skill check is equal to 5 less than the DC of creating the item (minimum DC 10), as explained in *Making Items*, above. With each success, you are able to restore a lost function or repair 2d6 points of damage to the item's hit point total.

Forgery (Opposed, Notice Check): With a successful Craft skill check, you can produce a forgery of another item using the rules for *Making Items*. The general effectiveness of your forgery is only determined when there's a chance for an observer to determine the authenticity of the work. At that point, you must make a Craft skill check opposed by your opponent's Notice skill check. If you are successful in your opposed skill check, then your forgery is indistinguishable from the original item by the observer. The GM can modify either the Craft or Notice check based on the conditions and the characters' familiarity with the original subject.

Opening A Lock (DC 20): With a successful Craft (metalsmithing) skill check, you may open an average lock. The Difficulty of the skill check increases with more complicated locks, at the GM's discretion.

Disable Device (DC 20): With a successful Craft skill check, you may disable a device. The actual DC for the skill check is equal to 5 less than the DC of creating the item (minimum DC 10), as explained in *Making Items*, above.

Concentration

(Constitution)

Characters adept at Concentration can avoid being distracted while engaged in some action that requires his or her full attention (such as making a Craft check to disable a trap or a Heal check on a fallen comrade in the midst of battle). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.

Untrained Actions: You may attempt the following actions untrained:

Maintain Focus On The Task At Hand (DC 10+): With a successful Concentration skill check, you can

maintain your focus on the task at hand and continue to perform your action in spite of distractions, such as damage, vigorous motion or harsh weather. If the check fails, the action you're attempting also fails. The check Difficulty depends on the nature of the distraction. Actions that can be disrupted by damage have a base difficulty of 10 plus the amount of damage you have taken (or half the damage if the source of damage is a continuous effect). Vigorous motion starts at a base difficulty of 10, and increases by +5 to +10 as the severity of the movement increases, at the GM's discretion. Harsh weather follows the same pattern as vigorous motion.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

None

Deception

(Charisma, Interaction*, Tools Required*)

Characters adept at Deception can bluff others, feint in combat, disguise themselves and subtly communicate through innuendo.

Untrained Actions: You may attempt the following actions untrained:

Bluff (Opposed, Notice Check): When you make a successful Deception skill check opposed by your opponent's Notice skill check, you can have the target react as you want, at least for a short time (usually 1 round or less), or the target believes something you want him to believe. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against you: the bluff is hard to believe, or the action the bluff requires goes against the target's self-interest, nature, or orders. The GM may offer adjustments to the target's Notice skill check (ranging from -10 to +10) to reflect these special circumstances.

Creating a Diversion to Hide (Opposed, Notice Check): When you make a successful Deception skill check opposed by your opponent's Notice skill check, you can use Deception to help you hide. A successful Deception check gives you the diversion needed to attempt a Sneak check while people are aware of you.

Innuendo (DC 10): With a successful Deception skill check, you can send secret messages while talking about other things. The Difficulty for a basic message is 10. Complex messages gain a +5 to +10 modifier to the skill check's DC. The recipient of the message, and anyone listening in, makes a Notice check against the same Difficulty to understand your message. Whether trying to send or understand a message, a failure by 5 or more points means the receiver misinterprets the message in some fashion.

Seduction (Opposed, Notice Check): When you make a successful Deception skill check opposed by your opponent's Notice skill check, you can use Deception to convince someone else you are a potential romantic partner, provided they are attracted to members of your gender and race. Success improves the target's attitude like a use of the Influence skill. Seduction is a one-time modification of the target's attitude, not a long-term change.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Feint (Opposed, Initiative Check): When you make a successful Deception skill check opposed by your opponent's Initiative skill check, you can mislead an opponent in combat as a standard action. If you are successful, your target is considered to be flat-footed for your next attack against them.

Disguise Yourself (Opposed, Notice): You are skilled at disguising yourself. The general effectiveness of your disguise is only determined when there's a chance for an observer to penetrate your disguise. At that point, you must make a Deception skill check opposed by your opponent's Notice skill check. If you are successful, then your disguise has proven effective against that target. If you don't draw any attention to yourself, others don't get to make Notice checks. If you come to the attention of people who are suspicious, they get to make a Notice check.

The effectiveness of your disguise depends in part on how much you attempt to change your appearance. The GM may offer adjustments to the target's Notice skill check (ranging from -10 to +10) to reflect appropriate circumstances, such as the appropriateness of the disguise or attempts to impersonate a specific person.

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

Deduction

(Intelligence, Tools Required*)

Characters adept at Deduction can appraise the value of items, investigate a scene for clues, and research information.

Untrained Actions: You may attempt the following actions untrained:

Search A Square (DC 10): With a successful Deduction skill check, you can search a square as a full round action. Concealed items may only be found if you succeed in an opposed Deduction skill check against the concealing character's Agility skill check.

Gather Clues (DC 15): With a successful Deduction skill check, you may analyze a scene for clues or information. The GM may adjust the difficulty of this action by +5 to +10, depending on the conditions of the scene.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Perform Research (DC 10): With a successful Deduction skill check, you can research general information on a particular topic. The GM may adjust the difficulty of this action by +5 to +10, based on the availability and focus of the desired information. This action typically requires access to written information, such as a library.

Handle Animal

(Charisma)

Characters adept at Handle Animal can train animals.

Untrained Actions: You may attempt the following actions untrained:

Handle an Animal (DC 10): This means to command an animal to perform a task or trick it knows as a move action. If the animal's condition is something other than normal (it's fatigued or injured, for example), the Difficulty increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Animal (DC 20): Pushing an animal as a full-round action means getting it to perform a task or trick it doesn't know but is physically capable of doing. If the check is successful, the animal performs the task or trick on its next action.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Teach an Animal a Trick (DC 15+): You can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check (Difficulty 15 for simple tricks, 20 or more for complex tricks). An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

Train an Animal (DC 20): Rather than teaching an animal individual tricks, you can train an animal for a general purpose, like combat, guarding, riding, and so forth. This requires a Difficulty 20 skill check. Essentially, an animal's purpose represents a set of tricks fitting a common scheme. An animal can be trained for one purpose only.

Heal

(Wisdom)

Characters adept at Heal can treat injuries, poisons and diseases. Attempting to perform Heal actions on yourself increases the difficulty by +5. When attempting to perform Heal actions on a creature type other than your own, the difficulty increases by +5, unless you have the Master Healer feat.

Untrained Actions: You may attempt the following actions untrained:

Stabilize (DC 15): With a medical kit, you can tend to a character who is dying. As a standard action, a successful Heal check stabilizes the dying character.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Diagnosis (DC 10): You can diagnose injuries and ailments with an eye toward providing treatment. At the GM's discretion, a successful diagnosis can provide a +2 bonus on Heal checks for treatment.

Provide Care (DC 15): Providing care means treating a wounded person for a day or more or providing routine medical care. If successful, the patient recovers at twice the normal rate. You can tend up to half your character level (minimum one) in patients at one time.

Restore Health (DC 15): With a first aid kit and a successful Heal skill check, you can restore 1d4 hit points to

a stabilized individual as a full round action. You can't restore health to an unconscious character who is dying without stabilizing the character first. You may only restore health to any specific character once per day.

Revive (DC 15): With a first aid kit, you can remove the dazed, stunned, or unconscious condition from a character. This check is a standard action. A successful check removes the condition. You can't revive an unconscious character who is dying without stabilizing the character first.

Treat Disease (DC 15): You can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you can first make a Heal check requiring 10 minutes. If your skill check succeeds, your check results replaces your patient's Fortitude Score for the next disease check the patient makes.

Treat Pain (DC 15): With a first aid kit and a successful Heal skill check, you can remove all persistent Penalty Levels related to pain over the course of ten minutes, as well as any non-persistent Penalty Levels.

Treat Poison (DC 15): You can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, you first make a Heal check as a standard action. If your skill check succeeds, your check results replaces your patient's Fortitude Score for the next poison check the patient makes.

Special: The Heal skill cannot be used on nonliving or inorganic creatures, such as constructs or undead.

Influence

(Charisma, Interaction)

Characters adept at Influence can be diplomatic or intimidating in order to change other's reactions, and can gather information.

Untrained Actions: You may attempt the following actions untrained:

Influence Someone's Attitude (Opposed, Influence check): When you make a successful Influence skill check opposed by your opponent's Influence skill check, you can change others' attitudes. A successful skill check shifts the opponent's attitude one category in the direction that you desire. In negotiations, all participants roll opposed Influence checks to see who gets the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party.

Gather Information (DC 10+): With a successful skill check, you can get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The higher the check result, the more complete the information. Information ranges from general to protected, and the Difficulty increases accordingly for the type of information you want to gather, increasing the difficulty of the skill check by +5 to +15, at the GM's discretion.

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and require you to locate someone who has access to such information. Protected information is

even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance someone takes note of anyone asking about restricted or protected information. The GM decides when this is the case. In some situations, opposed Influence checks are appropriate to see if someone else notices your inquiries (and you notice theirs).

Intimidate Another (Will Score): With a successful Influence check against a target's Will Score (modified by morale bonuses against fear, if applicable), you may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in your presence. (That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated.) Your target will only cooperate so much and won't necessarily obey your every command or do anything that would directly endanger himself.

If you perform some action that makes you more imposing, you gain a +2 bonus on your Influence check. If your target clearly has a superior position, you suffer a -2 penalty on your Influence check. If your Influence check fails by 5 or more, the target may actually do the opposite of what you wanted.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Demoralizing An Opponent In Combat (Will Score): With a successful Influence check against a target's Will Score (modified by morale bonuses against fear, if applicable), you can use Influence in combat as a standard action to demoralize a single opponent, shaking their confidence. A successful skill check indicates that your target is shaken (-2 on all attack rolls, checks, and defenses) for one round.

Special: A character immune to fear effects can't be intimidated. In addition, a character may add a +2 bonus to his or her Influence check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

Initiative

(Dexterity, Armor Penalty)

Characters adept at Initiative can act quickly, relying on their highly trained reflexes to do such things as catch them when they fall, strike first in combat and surprise others in non-combat situations.

Untrained Actions: You may attempt the following actions untrained:

Catching Yourself When Falling (DC 25): With a successful Initiative skill check, you can arrest your fall about halfway down (if there's an appropriate handhold to grasp) and suffer no damage.

Catching Someone Else Falling (DC 20): It's somewhat easier to catch someone else who falls, assuming they are within arm's reach. With a successful Initiative skill check, you catch the person and neither of you suffer damage. If you fail the check, you do not catch the other person. If you fail by 5 or more, you fall as well.

Act First Outside Of Combat (Opposed, Initiative):

When you make a successful Initiative skill check opposed by your opponent's Initiative skill check, you can act first and with surprise in an otherwise non-confrontational, non-combat situation. If the intended action will initiate a combat, the action is treated as the surprise round in which only you can act, and all other participants may then determine initiative afterwards as per a standard combat.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

None

Knowledge

(Intelligence, Cascade, Tools Required*)

Characters adept at Knowledge are highly educated in an area of specialization. This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below:

The eight Knowledge categories, and the topics each one encompasses, are as follows.

- **Arcana** (ancient mysteries, arcane spellcraft, the occult, supernatural creatures)
- **Engineering** (buildings, aqueducts, bridges, fortifications)
- **Geography** (lands, terrain, climate, people)
- **History** (wars, colonies, migrations, founding of cities)
- **Local** (legends, personalities, inhabitants, laws, customs)
- **Nature** (animals, monsters, plants, seasons and cycles, weather)
- **Nobility** (lineages, heraldry, family trees, mottoes, personalities)
- **Religion** (deities, mythology, religious tradition, holy symbols, divine spellcraft)

Untrained Actions: You may attempt the following actions untrained:

Recall Easy Answers (DC 10): With a successful Knowledge skill check, you can recall the answers to easy questions within a particular field of study, that which is assumed to be common knowledge.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Recall More Difficult Answers (DC 15+): With a successful Knowledge skill check, you can recall the answers to easy questions within a particular field of study. At his discretion, the GM may increase the difficulty of the skill check by +5 to +10 to reflect the difficulty of the answer sought.

Plan a Travel Route (DC 20): With a successful Knowledge (Geography) skill check, you can plot a course or plan a travel route to a destination up to two days away. The GM may increase the difficulty of this action by +5 to +10 for destinations further away.

Notice

(Wisdom)

Characters adept at Notice can perceive unobtrusive details or people trying to be sneaky, and to sense another's motives through body language and inflection.

Untrained Actions: You may attempt the following actions untrained:

Notice Something Unusual (DC 10+): With a successful Notice skill check, you may notice something unusual or not obvious, such as something hidden from view. Notice checks generally suffer a penalty of -1 per 10 feet between you and the thing you're trying to notice. If you're distracted, you take a -5 penalty on Notice checks. Making out details – such as clearly hearing conversation or reading text – requires that you to beat the Difficulty of the Notice check by 10. The GM might make Notice checks secretly so you don't know whether there was something to notice. In certain situations, your Notice check may be opposed by an opponent's Sneak or Agility skill check.

Sense Another's Motives (Opposed, Deception check): With a successful Notice skill check opposed by an opponent's Deception skill check, you can avoid the effects of some interaction skills. You can also use the skill to tell when someone is behaving oddly or assess their trustworthiness.

Evaluate A Social Situation (DC 20): With a successful Notice skill check, you can make an assessment of a social situation. With a successful check (Difficulty 20), you can get a feeling when something is wrong. You can also tell if someone is trustworthy and honorable (or not) with an opposed Notice and Deception check.

Notice Supernatural Influence (DC 20): You can make a Notice skill check to recognize that someone is acting under supernatural influence. This may be an opposed skill check against your target's Deception skill if the target is actively attempting to avoid detection of this influence.

Notice Innuendo (DC 10): With a successful Notice skill check, you can understand a secret message delivered by another while talking about other things. The Difficulty for a basic message is 10. Complex messages gain a +5 to +10 modifier to the skill check's DC. Whether you are trying to understand a message, a failure by 5 or more points means that you misinterpret the message in some fashion.

Resist Interaction (Opposed, Deception or Influence check): When you make a successful Notice skill check opposed by your opponent's Deception or Influence skill check, you can resist or ignore the effects of certain skill actions, such as Bluff or Intimidate. If the result of your check exceeds your opponent's check result, you are unaffected.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

None

Perform

(Charisma, Cascade, Interaction, Tools Required*)

Characters adept at Perform can entertain others. This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

- **Acting:** You can perform drama, comedy, or action-oriented roles with some level of skill.
- **Comedy:** You are a comedian, capable of performing a stand-up routine or skit for an audience.
- **Dance:** You are a dancer, capable of performing rhythmic and patterned movements to music.
- **Oratory:** You can deliver dramatic and effective speeches and monologues.
- **Percussion Instruments:** You can play percussion instruments, such as drums, cymbals, triangle, xylophone, and tambourine.
- **Singing:** You can sing with some level of skill.
- **Stringed Instruments:** You can play stringed instruments, such as banjo, guitar, harp, and violin.
- **Wind Instruments:** You can play wind instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Untrained Actions: You may attempt the following actions untrained:

Perform On An Amateur Level (DC 10): With a successful Perform skill check, you may perform on an amateur level. Your audience is appreciative, but not otherwise impressed, by your work.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Perform On A Professional Level (DC 15): With a successful Perform skill check, you may perform on a professional level. Your audience enjoys your performance, but it isn't exceptional. The higher your skill check, the better your performance is perceived, and the greater an impression you make upon them.

Ride

(Dexterity, Cascade)

Characters adept at Ride can handle mounts in one of five specializations: land-based, flying, swimming, burrowing and climbing. Animals ill suited as mounts provide a -2 penalty on their rider's Ride check. Routine tasks, such as ordinary movement, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface) or when you are riding in a dramatic situation (being chased or attacked, for example, or trying to reach a destination in a limited amount of time). Easy riding maneuvers, like staying in the saddle in a fight or guiding a mount with your knees, are usually automatically successful.

Untrained Actions: You may attempt the following actions untrained:

Avoiding Damage While Falling (DC 15): With a successful Ride skill check, you may avoid taking 1d6 damage when falling from a mount as a reaction.

Control A Panicking Mount (DC 20): With a successful Ride skill check as a move action, you may control a panicking mount.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Use A Mount As Cover While Riding (DC 15): With a successful Ride skill check, you may use your mount as cover while still riding it as a reaction.

Urging Your Mount To Jump (DC 15): With a successful Ride skill check as a move action, you may urge your mount to leap over obstacles during its own movement.

Fast Mount (DC 20): With a successful Ride skill check, you can mount or dismount as a swift action instead of a move action. If you fail the skill check, mounting or dismounting still takes a move action. If you have no more actions in the round, you fall during the attempt.

Special: If you are riding bareback, the difficulty of your Ride skill checks increases by +5.

Stamina

(Constitution, Armor Penalty)

Characters adept at Stamina have a very high endurance, and are more capable of engaging in fatiguing actions for longer period of time than others normally would.

Untrained Actions: You may attempt the following actions untrained:

Continue Running (DC 10): With a successful Stamina skill check, you may continue running for another minute. The difficulty increases by +1 per additional check.

Sleep Well In Medium Armor (DC 10): With a successful Stamina skill check, you may sleep comfortably in medium armor and awaken well rested, assuming that no other distractions occur.

Sustain A Forced March (DC 10+): With a successful Stamina skill check, you can sustain another hour of forced marching. The difficulty increases by +2 per additional hour.

Resolve An Overland Chase (Opposed, Stamina check): With a successful Stamina skill check opposed by your opponent's Stamina check, you may resolve an overland chase through sheer endurance. If the person or creature being chased succeeds, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Continue Holding Your Breath (DC 10): With a successful Stamina skill check, you can hold your breath for one more round before suffocation begins. The difficulty of the check increases by +1 per additional check.

Avoid Damage From Starvation Or Thirst (DC 10+): With a successful Stamina skill check, you can avoid damage from starvation or thirst. The difficulty increases by +1 per additional check.

Resist Damage From Suffocation (DC 10+): With a successful Stamina skill check, you can avoid damage from suffocation for one more round. The difficulty increases by +1 per additional hour.

Avoid Damage From An Avalanche (DC 15): With a successful Stamina skill check, you can avoid damage from being buried alive under an avalanche for one more round.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

None

Sneak

(Dexterity, Armor Penalty)

Characters adept at Sneak can hide and move silently, avoiding detection by all but the most observant.

Untrained Actions: You may attempt the following actions untrained:

Move Stealthily (Opposed, Notice check): With a successful Sneak skill check opposed by your target's Notice skill check, you can avoid the detection of anyone who might notice you. While using Sneak, you can move up to half your normal speed at no penalty. At more than half and up to your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to use Sneak while attacking, moving all out, or charging.

Hide (Opposed, Notice check): With a successful Sneak skill check opposed by your target's Notice skill check, you can hide yourself to prevent being discovered by anyone who might notice you. If others have spotted you, you can't use Sneak to remain unseen. You can run around a corner so you are out of sight and then use Sneak to hide, but others then know at least where you went. Note you can't hide if you have no cover or concealment (since that means you're standing out in the open). You may use Deception to create a diversion to hide.

Tailing Someone (Opposed, Notice check): With a successful Sneak skill check opposed by your target's Notice skill check, you can tail someone at your normal speed without being noticed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is not worried about being followed, you automatically succeed at your Sneak skill check. Checks must be made every time the target changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets a Notice check after each hour of being tailed. If the subject notices you, you can make a Deception check, opposed by Notice. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Bluff check, or being noticed a second time, means the subject knows something is up.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

None

Special: Apply the following modifier from your size category to your Sneak checks to represent the difficulty and ease of noticing smaller and larger targets, respectively: Fine +20, Diminutive +15, Tiny +10, Small +5, Medium +0, Large -5, Huge -10, Gargantuan -15, Colossal -20.

Survival

(Wisdom)

Characters adept at Survival can survive in the wilderness and provide for themselves and others.

Untrained Actions: You may attempt the following actions untrained:

Feed Yourself In The Wild (DC 10): With a successful Survival skill check, you can keep yourself and others safe and fed in the wild. You may move up to 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 your check result exceeds 10.

Protect Yourself From Severe Weather (DC 15): With a successful Survival skill check, you can gain a +2 bonus on your Fortitude Score against severe weather while moving up to half your overland speed, or a +4 bonus if stationary. You may grant the same bonus to one other character for every point your check result exceeds 15.

Avoid Getting Lost In The Wild (DC 15): With a successful Survival skill check, you can avoid getting lost and avoid natural hazards, such as quicksand.

Trained Actions: You may only attempt the following actions if this is a trained skill for you:

Tracking (DC 15+): With a successful Survival skill check, you can track creatures in the wilderness. You must make another Survival check every time the tracks become difficult to follow. While tracking, you move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to your speed with a -20 penalty on the check). The GM may increase the difficulty of the skill check by +5 to +15 based on the quality of the ground and the prevailing conditions, at his discretion.

If you fail a Survival check, you can retry after one hour (outdoors) or 10 minutes (indoors) of searching.

This chapter examines equipment and its use within the Fantasy Concepts rules system. Some fantasy campaigns may have different lists of available equipment or monetary values, so please check with your Gamemaster during character creation.

Starting Equipment

Unless otherwise stated by the GM, assume a character owns at least the following: one backpack, one belt pouch, one bedroll, flint and steel, two torches, ten days worth of trail rations, 50 feet of hempen rope, one waterskin and one outfit of normal clothes (chosen from any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit). Both Scholars and Mystics start with one spell component pouch. Mystics also start with one holy symbol appropriate to their patron deity. Experts begin play with one set of thieves' tools, if they are trained in the Craft (metalsmithing) skill.

In addition, the character possesses the starting wealth level appropriate for a PC of their character level in the **Table: Suggested Starting Wealth by Level**. It is suggested that you use these funds to purchase an appropriate weapon or two, the best armor you can afford, and other miscellaneous equipment as is available at the start of the game, and then save the rest.

The ability to purchase of magic items before the character begins play is a decision left up to the GM, as fits his or her campaign model. Also, your GM may give you other guidelines for your character's starting wealth and equipment during character creation, as befits his or her campaign setting and the initial adventure scenario.

Table: Suggested Starting Wealth by Level

Level	PC Starting Wealth	NPC Starting Wealth
1	100	25
2	800	200
3	2700	675
4	6400	1600
5	12500	3125
6	21600	5400
7	34300	8575
8	51200	12800
9	72900	18225
10	100000	25000
11	133100	33275
12	172800	43200
13	219700	54925
14	274400	68600
15	337500	84375
16	409600	102400
17	491300	122825
18	583200	145800
19	685900	171475
20	800000	200000

Wealth and Money

Wealth and money are a common goal in many fantasy campaigns.

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table: Coins

	— Exchange Value —			
	CP	SP	GP	PP
Copper piece (cp) =	1	1/10	1/100	1/1,000
Silver piece (sp) =	10	1	1/10	1/100
Gold piece (gp) =	100	10	1	1/10
Platinum piece (pp) =	1,000	100	10	1

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Loot

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Equipment Tables

Equipment is described by a number of statistics, as shown in the various Equipment Tables for each section. All of the general equipment tables follow the same basic format, however.

Item: The specific piece of equipment.

Cost: This is the cost in gold pieces (gp) required to purchase a normal example of the item.

Weight: This is the average weight in pounds (lbs) of a normal example of the item.

General Equipment

This section covers the wide variety of general gear available to adventurers within the typical fantasy campaign.

Adventuring Gear

A few of the pieces of adventuring gear found on **Table: Goods and Services** are described below, along with any special benefits they confer on the user (“you”).

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature’s Reflex Score. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to their Reflex Score. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals one point of damage and one Penalty Level, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least one point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Dexterity check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Craft (metalsmithing) skill depends on the lock’s quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Agility skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist’s fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1–1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.

Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Special Substances and Items

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. This effort automatically succeeds, unless a power check (d20+5) exceeds the character's Reflex Score, in which case the character keeps on burning. Rolling on the ground provides the target a +2 bonus to the character's Reflex Score. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on your Fortitude Score against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a continual flame spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent

to it. Doing so is a ranged attack. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Power Components: Power components are used in the creation of magic items, and are sometimes required as special components in the casting of certain spells. The GM may determine the exact nature of power components with their own campaigns, and these may range from harvested souls to liquid manna to natural magical ores. Power components can be found in their natural state in remote locations. When a surplus is discovered, they are often refined and sold on the market in one of three different forms. As a solid, power components can be formed into coin-sized disks. In darker planes, the power components found within a harvested soul are often forged into such coins, and are used as currency. Alternately, solid power components are formed into heavier bars, which represent a hundred times as much power component material concentrated into a single unit that is easier to transport. Sometimes, power components exist in a more concentrated liquid form, and may be purchased in individual vials containing ten times as much power component power as that found in a disk.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a fog cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and may not move unless the GM fails a power check (d20+5) against the creature's Reflex Score. Even if a creature can move, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it is unable to fly (assuming it uses its wings to fly) and falls to the ground move unless the GM fails a power check (d20+5) against the creature's Reflex Score. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting

who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack, with a power check (d20+5) against the Fortitude Score of each creature within a 10-foot-radius spread. Each creature for which the power check succeeds is deafened for 1 hour, and gains two Persistent Penalty Levels that remain until hearing is restored, either naturally or magically. A deafened creature, in addition to the obvious effects, has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as their Reflex Score 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Power component, bar	500 gp	2 lb.
Power component, disk	5 gp	1/50 lb.
Power component, vial	50 gp	—
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Any of these tools and skill kits can be of particular assistance to an Expert or other specialist.

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork

artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Athletics skill checks used to climb.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Deception checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses divine energy. A Mystic uses it as the focus for his spells and special abilities. Each religion has its own holy symbol.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Craft skill checks used to appraise any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Craft skill checks used to appraise items that are valued by weight, including anything made of precious metals.

Thieves' Tools: This kit contains the tools you need to use the Craft (metalsmithing) skill for opening locks or disabling small devices. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Craft (metalsmithing) skill checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on appropriate Craft (metalsmithing) checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—

Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb.
Musical instrument, masterwork	100 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

Clothing

Below are descriptions of various outfits and articles of clothing for characters.

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Mystic's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and

boots. This outfit grants a +5 circumstance bonus on Fortitude Scores when determining the impact of exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Mystic's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

Food, Drink, and Lodging

This section covers basic room and boarding costs.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.

Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear

This section covers gear related to mounts.

Barding, Medium Creature and Large Creature:

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on **Table: Armor and Shields**.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on **Table: Armor and Shields** (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

	Base Speed		
Barding (40 ft.)	(50 ft.)	(60 ft.)	
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on **Table: Donning Armor**. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport

This section details costs related to transports.

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages,

as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Services and Spellcasting

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a power component. If the spell includes a power component, add the cost of the component to the cost of the spell.

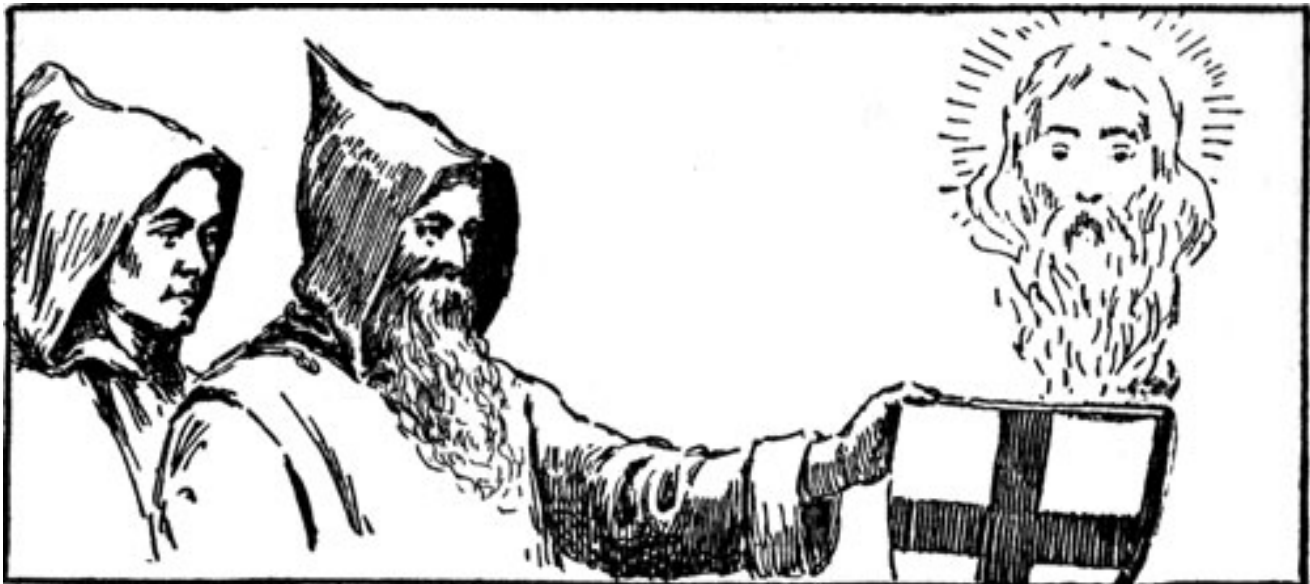
Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to

pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

Services and Spellcasting

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster level x5 gp
Spell, 1st-level	Caster level x10 gp
Spell, 2nd-level	Caster level x20 gp
Spell, 3rd-level	Caster level x30 gp
Spell, 4th-level	Caster level x40 gp
Spell, 5th-level	Caster level x50 gp
Spell, 6th-level	Caster level x60 gp
Spell, 7th-level	Caster level x70 gp
Spell, 8th-level	Caster level x80 gp
Spell, 9th-level	Caster level x90 gp



Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, melee weapons, and explosives and splash weapons.

Weapons Table

Weapon	Damage	Range	Damage Type	Size	Type	Cost
Axe, Battle	1d8	—	Slashing	Medium	Axes	10 gp
Axe, Great	1d12	—	Slashing	Large	Axes	20 gp
Axe, Hand	1d6	—	Slashing	Small	Axes	6 gp
Axe, Throwing	1d6	General	Slashing	Small	Axes, Thrown	8 gp
Bow, Long	1d8	Heavy	Piercing	Large	Archery	75 gp
Bow, Long, Composite	1d8	Heavy	Piercing	Large	Archery	100 gp
Bow, Short	1d6	Moderate	Piercing	Medium	Archery	30 gp
Bow, Short, Composite	1d6	Moderate	Piercing	Medium	Archery	75 gp
Chain	1d6/1d6	—	Bludgeoning	Large	Hinged	25 gp
Club, Large	1d8	—	Bludgeoning	Large	Clubs	5 gp
Club, Small	1d6	—	Bludgeoning	Medium	Clubs	—
Club, War	1d8	General	Bludgeoning	Medium	Clubs, Thrown	10 gp
Crossbow, Heavy	1d10	Heavy	Piercing	Medium	Crossbows	50 gp
Crossbow, Light	1d8	Moderate	Piercing	Medium	Crossbows	30 gp
Dagger	1d4	General	Piercing	Tiny	Blades, Thrown	2 gp
Flail, Heavy	1d10	—	Bludgeoning	Large	Hinged	15 gp
Flail, Light	1d8	—	Bludgeoning	Medium	Hinged	8 gp
Glaive	1d10	—	Slashing	Large	Polearms	8 gp
Javelin	1d6	Spear	Piercing	Medium	Spears, Thrown	1 gp
Kama/Sickle	1d6	—	Slashing	Small	Sickles	2 gp
Lance, Heavy	1d8	—	Piercing	Medium	Spears	10 gp
Lance, Light	1d6	—	Piercing	Small	Spears	6 gp
Mancatcher	1d4	—	Bludgeoning	Large	Polearms	10 gp
Nunchaku	1d6	—	Bludgeoning	Small	Hinged	2 gp
Pick, Light	1d4	—	Piercing	Small	Picks	4 gp
Pick, Military	1d6	—	Piercing	Medium	Picks	8 gp
Pick, War	1d10	—	Piercing	Large	Picks	25 gp
Quarterstaff	1d6/1d6	—	Slashing	Medium	Clubs	—
Rapier	1d6	—	Piercing	Medium	Blades	20 gp
Sap	1d6	—	Bludgeoning	Small	Clubs	1 gp
Scythe	2d4	—	Piercing, Slashing	Large	Sickles	18 gp
Shuriken	1	General	Piercing	Tiny	Thrown	1 gp
Sling	1d4	Light	Bludgeoning	Medium	Thrown	—
Spear	1d8	—	Piercing	Large	Spears	5 gp
Spear, Short	1d6	Spear	Piercing	Medium	Spears	1 gp
Sword, Great	2d6	—	Slashing	Large	Blades	50 gp
Sword, Long	1d8	—	Slashing	Medium	Blades	15 gp
Sword, Short	1d6	—	Slashing	Small	Blades	10 gp
Trident	1d8	General	Piercing	Medium	Spears, Thrown	15 gp
Warhammer	1d8	—	Bludgeoning	Medium	Clubs	12 gp
Whip	1d2	3 squares	Slashing	Small	Hinged	1 gp

Weapon Size and Damage

Some creatures are smaller or larger than humans. When a creature of unusual size uses a weapon, it is scaled up or down in size to fit the creature's size. Consult the **Weapon Damage by Size** table when converting a weapon for an unusually large or small creature. For each step smaller, convert the original damage to smaller damage. For each step larger, convert the original damage to larger damage.

Weapon Damage by Size Table

Smaller	Original	Larger
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	1d10
1d8	1d10	2d6
1d10	1d12	2d8

Ranged Weapons

Ranged weapons are used in ranged combat. The feat that provides proficiency with these weapons varies from weapon to weapon, and is summarized in the Compiled Weapon Table.

Ranged Weapon Descriptions

The following are notes on ranged weapons from the Compiled Weapons Table.

Axe, Throwing: A small axe designed specifically for throwing.

Bow, Long: A bow requires two hands to use.

Bow, Long, Composite: A bow requires two hands to use. A composite bow reduces the distance of the target by two squares before determining the target's range category.

Bow, Short: A bow requires two hands to use.

Bow, Short, Composite: A bow requires two hands to use. A composite bow reduces the distance of the target by two squares before determining the target's range category.

Club, War: A blunt object designed for throwing, this category includes boomerangs.

Crossbow, Heavy: A crossbow requires two hands to use. Turning a crank draws the bow. Loading a crossbow is a full-round action.

Crossbow, Light: A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action.

Dagger: This category of weapon includes hunting knives, butterfly or "balisong" knives and switchblades.

Javelin: This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Shuriken: A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Sling: A long strip of cloth or leather used to propel bullets or stones as projectiles.

Spear, Short: A smaller spear that can be thrown.

Trident: This three-tined piercing weapon can be thrown just as a short spear can be, but its range increment is shorter because it's not as aerodynamic.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon, and is summarized in the Compiled Weapon Table.

Melee Weapon Descriptions

The following are notes on melee weapons from the Compiled Weapons Table.

Axe, Battle: The battle-axe has a large metal head and is popular with those who like to leave big, bloody wounds.

Axe, Great: This big, heavy axe is a favorite of anybody who wants the capability to deal out incredible damage.

Axe, Hand: This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Axe, Throwing: This light hand axe is designed specifically to be thrown.

Chain: Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon. The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent. When using a chain, the character gets a +2 equipment bonus on his or her grapple check when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

Club, Large: A two-handed version of a regular club.

Club, Small: Almost anything can be used as a club, from lead pipes to a police baton.

Club, War: Also called a morningstar, this weapon combines the impact of a club with the piercing force of spikes.

Dagger: This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles).

Flail, Heavy: With a flail, you gain a +2 bonus on your grapple check when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Flail, Light: With a flail, you gain a +2 bonus on your grapple check when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Kama: A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Lance, Heavy: A lance deals double damage when used from the back of a charging mount or vehicle (like a chariot). A heavy lance has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Lance, Light: A lance deals double damage when used from the back of a charging mount or vehicle (like a chariot). A heavy lance has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Light lances are primarily for Small riders.

Mancatcher: A mancatcher polearm is designed to capture opponents with a minimum of harm. A wielder who hits an opponent with a mancatcher may also immediately make a grapple check against the target's Grapple Defense. The mancatcher has reach and cannot be used against adjacent opponents. A mancatcher can only be used against opponents within one size category of the wielder.

Nunchaku: A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Pick, Light: A pick is designed to concentrate its force on a small, penetrating point. It is a small, one-handed instrument that includes rock cutting picks and picks designed for combat.

Pick, Military: A larger one-handed pick designed specifically for combat.

Pick, War: This is a heavy, two-handed tool commonly used for mining and digging dirt. The version listed here is strengthened for martial use.

Quarterstaff: You can strike with either end of a quarterstaff, allowing you to take full advantage of openings in your opponent's defenses. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

Rapier: The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Sap: This weapon, essentially a smaller version of a club, deals a Penalty Level with a successful attack and, after comparing damage against the target's Massive Damage Threshold to determine if an extra Penalty Level is earned, deals half damage to the target's hit points.

Scythe: The scythe can be a powerful weapon in the right hands. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Spear: This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Spear, Short: A smaller spear that can be thrown.

Sword, Great: This huge sword, including the Scottish claymore, can deal tremendous damage in the right hands.

Sword, Long: This classic, straight blade is the weapon of knighthood and valor.

Sword, Short: This sword is popular with heroes for its concealability.

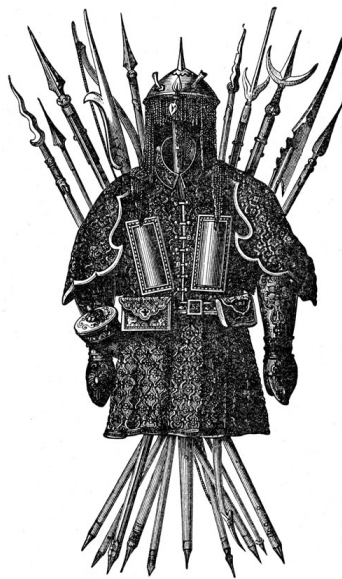
Trident: This three-tined piercing weapon can be thrown just as a short spear can be, but its range increment is shorter because it's not as aerodynamic.

Warhammer: The warhammer is a classic bludgeoning weapon.

Whip: Whips deal a small amount of damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet (3 squares) and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a grapple check against the target's Grapple Defense + 5. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip to disarm a foe, a character gets a +2 bonus on your grapple check when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).



Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Type	Equipment Bonus	Max Dex Bonus	Check Penalty	Spell Failure	Cost	Proficiency
Padded	+1	+8	-2	10%	5 gp	Light
Leather	+2	+6	-2	10%	10 gp	Light
Studded leather	+3	+5	-2	10%	25 gp	Light
Chain shirt	+4	+4	-2	10%	100 gp	Light
Hide	+3	+4	-5	25%	15 gp	Medium
Scale mail	+4	+3	-5	25%	50 gp	Medium
Chain mail	+5	+2	-5	25%	150 gp	Medium
Breastplate	+5	+3	-5	25%	200 gp	Medium
Splint mail	+6	+0	-10	40%	200 gp	Heavy
Banded mail	+6	+1	-10	40%	250 gp	Heavy
Half-plate	+7	+0	-10	40%	600 gp	Heavy
Full plate	+8	+1	-10	40%	1500 gp	Heavy
Buckler	+1	—	-1	5%	15 gp	Shield
Light shield	+1	—	-1	5%	9 gp	Shield
Heavy shield	+2	—	-2	15%	20 gp	Shield
Tower shield	+4	+2	-10	50%	30 gp	Shield

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, light armor is just the ticket.

Chain Shirt: This armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's somewhat heavy, making it uncomfortable to wear for long periods of time.

Leather Armor: This armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Padded: Padded armor features layers of cloth and batting. Armor used for training attack dogs and extremely heavy winter clothing fall under this classification of armor.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets. Some heavily studded motorcycle gear can be considered studded leather.

Medium Armor

Most medium armor is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Breastplate: A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without overly restricting movement.

Chain Mail: This armor is a complete suit of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. Primitively individuals that are unconcerned about appearance or hygiene commonly wear hide armor.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. A suit of this armor includes gauntlets.

Half-Plate: This armor is a combination of chain mail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

Plate Mail: This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints. It includes gauntlets.

Shields

You strap a shield to your forearm and grip it with your hand.

Small Shield: A small shield's low weight lets you carry other items in that hand (although you cannot use weapons). You may shield bash, but you lose the shield's shield bonus to their Reflex Score when doing so.

Large Shield: A large shield is too heavy for you to use your shield hand for anything else. You may shield bash, but you lose the shield's shield bonus to their Reflex Score when doing so.

Buckler: This small metal shield is strapped to your forearm. You can use a melee weapon without penalty. You can also use an off-hand weapon, but you suffer a -1 penalty on attack rolls because of the extra weight on your arm. This penalty stacks with those for fighting with your offhand and for fighting with two weapons. In any case, if you use a weapon in your off-hand, you don't get the buckler's shield bonus for the rest of the round.

Tower Shield: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your Reflex Score. However, you can instead use it as total cover, though you must give up any attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.



Masterwork Items

Masterwork items are finely crafted versions of standard equipment. You cannot add the masterwork quality to an item after it has been created; the item must be originally conceived and constructed as a masterwork item in order to gain the benefits of being a masterwork item.

Masterwork Weapons

A masterwork weapon provides a +1 enhancement bonus on attack rolls. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it. The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp). All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Masterwork Armor

Masterwork armor functions like normal armor, except that its armor check penalty is lessened by 1. A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield. The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon. All magic armors and shields are automatically considered to be of masterwork quality.

Masterwork Equipment

Masterwork equipment bestows a +2 circumstance bonus on all skill checks made while properly utilizing that equipment.

Masterwork equipment costs 50 gp over and above the normal cost of such equipment, or double its market value, whichever is higher.

Concealed Weapons and Objects

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult, and increases the Notice check against an opposed Agility check by +5. The Notice check is further affected by +5 per size category above small, and -5 per size category below small. Circumstance modifiers, such as baggy clothing, may also apply, at the GM's discretion.

Carrying Capacity

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

Table: Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.
16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

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

If the weight of the character's gear falls in his or her medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An encumbered character performs as if his or her Dexterity modifier were no higher than +2. In addition, the character takes a -2 encumbrance penalty on attack rolls and skill checks involving the following skills: Acrobatics, Athletics and Stealth. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily

encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a -4 encumbrance penalty on attack rolls and a -5 encumbrance penalty on skill checks involving the following skills: Acrobatics, Athletics and Stealth. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4.

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

Lifting and Dragging

A character can lift up to his or her maximum load over his or her head.

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

A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on **Table: Carrying Capacity** are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength: For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.



This chapter contains the rules for resolving combat scenarios and similar physical conflicts that the characters may encounter over the course of a Fantasy Concepts campaign.

The Combat Round

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following manner.

1. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they make an Initiative skill check. In the order of skill check results (from highest to lowest), combatants who started the battle aware of their opponents each take one standard action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round. When surprise is involved, each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. At the beginning of the first standard round of combat, combatants who have not yet made an Initiative skill check do so. If there is no surprise, then all combatants are not considered flat-footed. If a surprise round has already taken place, each combatant that has not acted is considered flat-footed until he or she acts.
3. Combatants act in order of their Initiative skill check results, from highest to lowest. Specific actions can change the order of initiative in future rounds.
4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

A General Note on Combat Penalties

Within Fantasy Concepts, combat penalties tend to follow a pattern: 0, -1, -2, -4, -8 and so on. As a situation gets worse, the penalty doubles. As the situation gets better, the penalty halves. The authors find that this is an intuitive process, and provides consistency within the rules. This should make it easier for the Gamemaster and the players to predict system penalties, making the rules easier to manage during combat.

Optional Rule: Combat Consistency

The "Combat Consistency" Optional Rule is introduced for those that feel combat penalties should remain consistent with those of the remainder of the Fantasy Concepts system. Gamemasters that elect to use the "Combat Consistency" Optional Rule simply replace any combat-oriented -4 penalty with a -5 penalty, which remains consistent with the +/- 5 difference between skill difficulty levels. By inference, any combat-based penalty of -8 should be replaced with a -10 penalty instead, and so on. In addition, combat related bonuses increase in a like manner, such as the +4 size

modifier for Diminutive creatures, which would increase to +5.

This optional rule leads to a grittier game, but some GMs prefer that internal consistency with the rest of the Fantasy Concepts system.

Combat Statistics

This section summarizes the fundamental combat statistics.

Attack Bonus

A character's attack bonus with a melee weapon is:

$\text{Melee Attack Bonus} = \text{Base attack bonus} + \text{Strength modifier} + \text{size modifier}$
--

With a ranged weapon, a character's attack bonus is:

$\text{Ranged Attack Bonus} = \text{Base attack bonus} + \text{Dexterity modifier} + \text{range penalty} + \text{size modifier}$

Strength Modifier: Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Size Modifier: Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Reflex Score against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are.

Table: Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Dexterity Modifier: Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Range Penalty: Ranged weapons, those that inflict damage at a distance, have four range categories: **Point Blank**, **Short**, **Medium** and **Long**. The specific ranges for these weapons are captured in the table below. Weapons fired in Short range suffer a -2 range penalty, Medium range suffers a -4 range penalty and Long range suffers a -8 range penalty. Point Blank range does not impose any range

penalty, but the feat Point Blank Shot grants a bonus to attack and damage for ranged attacks that fall within Point Blank range.

Table: Range Values By Weapon Type

Weapon Type	Point Blank (+0)	Short (-2)	Medium (-4)	Long (-8)
General	0–4	5–6	7–8	9–10
Thrown	squares	squares	squares	squares
Spear-like	0–8	9–12	13–16	17–20
Thrown	squares	squares	squares	squares
Light	0–8	9–16	17–40	41–80
Ranged	squares	squares	squares	squares
Moderate	0–16	17–32	33–80	81–160
Ranged	squares	squares	squares	squares
Heavy	0–24	25–48	49–120	121–240
Ranged	squares	squares	squares	squares

Grapple Check

Grappling is a generic term for unarmed melee attacks that have some effect other than damage. This can represent brawling, wrestling, martial arts maneuvers and other specialized forms of unarmed combat. In order to be successful in an action involving grappling, the character must succeed in a Grapple check against an enemy's Grapple Defense.

Grapple Check Modifier = Base attack bonus + Strength modifier + grapple size modifier

Grapple Defense = 10 + a character's Grapple check modifier

Grapple Size Modifier: Creatures have a different size modifier based on their relative mass when determining a grapple check. These modifiers are summed up in **Table: Grapple Size Modifiers** below.

Table: Grapple Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

Damage

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. Damage is deducted from the target's current hit points.

Melee and Thrown Weapons = Weapon base damage + Strength bonus + enhancement bonus + BAB bonus

Ranged Weapons = Weapon base damage + enhancement bonus + BAB bonus

Minimum Weapon Damage: If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

BAB Bonus: When a character hits with a weapon of any type, add his or her base attack bonus (BAB) to the damage.

Strength Bonus: When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage.

Wielding a Weapon With Two Hands: When a character deals damage with a weapon that he or she is wielding two-handed, add two times the character's Strength bonus.

Multiplying Damage: Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits & Critical Misses: Attack rolls are subject to automatic hits and automatic misses, as well as critical hits and misses, as described in the Basics chapter. Critical hits result in double damage.

Defense Scores

Generally, when a character is subject to a physical or magical attack, the check associated with that attack is compared to the character's defense scores to avoid or reduce the effect. An attack roll or power check that equals or exceeds the character's defense score penetrates the character's defenses, and they suffer the effects associated with the attack roll or power check. A natural twenty (20) on the die roll indicates an automatic success, and in combat, a critical hit against the defending character. A natural one (1) on the die roll indicates an automatic failure.

The three different kinds of defense scores are Fortitude, Reflex and Will.

Fortitude Score

This defense score measures a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis.

Fortitude Score = 10 + Constitution modifier + character level modifier + highest class bonus + other modifiers

Character Level Modifier: The character level modifier is equal to half the character's character level. This is details on the Experience Table in the Character Creation chapter.

Reflex Score

This defense score demonstrates a character's ability to avoid physical attacks, such as personal combat or explosions.

Reflex Score = 10 + Dexterity modifier + armor bonus + shield bonus + character level modifier (if no armor bonus) + size modifier + highest class bonus + dodge bonuses + other modifiers

Dexterity Modifier: Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your Reflex Score.

Character Level Modifier: The character level modifier is equal to half the character's character level. This is details on the Experience Table in the Character Creation chapter. For a character's Reflex score, the character level modifier is only added when the character is not wearing armor.

Armor Bonus: If a character wears armor, it provides a bonus to his or her Reflex Score, replacing the character level modifier that serves as the basis for other defense scores. This bonus represents the armor's ability to protect the character from blows. Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Reflex Score.

Shield Bonus: Shields bestow a bonus to Reflex Score similar to that of armor, and acts much like an armor bonus, as described above.

Size Modifier: The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

Dodge Bonuses: Some other Reflex Score bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity or class bonus to Reflex Score.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Other Modifiers: Many other factors modify your Reflex Score, such as enhancement bonuses, deflection bonuses and natural armor.

Flat-footed Reflex Score

Sometimes a character is not able to defend themselves properly from an incoming attack, such as when they are not expecting an attack or are in a situation where they cannot dodge effectively. In these cases, the attacker makes a standard attack roll (either ranged or melee) against your Flat-footed Reflex Score. Your Flat-footed Reflex Score does not include your Dexterity modifier or dodge bonuses. All other modifiers, such as your size modifier, armor bonus,

shield bonus, natural armor bonus and deflection bonus (if any) apply normally.

Flat-footed Reflex Score = 10 + armor bonus + shield bonus + character level modifier (if no armor bonus) + size modifier + highest class bonus + other modifiers

Will Score

This defense score reflects a character's resistance to mental influence and domination as well as many other magical effects.

Will Score = 10 + Wisdom modifier + character level modifier + highest class bonus + other modifiers

Character Level Modifier: The character level modifier is equal to half the character's character level. This is details on the Experience Table in the Character Creation chapter.

Massive Damage Threshold

Regardless of how many hit points a character might have, each character only has so much damage they can take at any one time before it begins to suffer penalties from the strain and/or trauma of the wounds. The Massive Damage Threshold (MDT) indicates the amount of damage at which a character suffers a penalty, represented in Fantasy Concepts as Penalty Levels. Each time the character suffers damage from one attack that equals or exceeds their MDT, they gain one Penalty Level.

Massive Damage Threshold (MDT) = Fortitude Score + MDT size modifier + other modifiers

MDT Size Modifier: Creatures larger than Medium size gain a special MDT size modifier. Large creatures gain a +5 bonus to their MDT, which doubles at each increment in size above that. Thus, Huge creatures gain a +10 bonus to MDT, Gargantuan creatures gain a +20 bonus and Colossal creatures gain a +40 bonus.

Other Modifiers: The Improved Damage Threshold feat increases the MDT by +5.

Speed

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, or six squares, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving a standard action to attack. The character can, however, use his or her standard action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Reflex Score (see Run).

Injury and Death

An adventurer's life is full of danger and hardship. Their lives are threatened, often daily, by hazardous environments, raging monsters and skillful combatants. Sometimes they escape with nothing but a small scratch, while other times, they come face to face with their own mortality. Danger is a common work condition, and death can be seen as a career-ending injury. Reflecting all of the variables involved into a game system can be a rather difficult job. In order to facilitate faster game play, Fantasy Concepts has reduced the sheer complexities of attempting to emulate the myriad of possible physical trauma that could be encountered into a single simplified concept: hit points.

Hit Points

In a nutshell, hit points measure how hard a character is to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. Hit points are based on the character's class and level, as well as the character's Constitution modifier. When a character's current hit point total drops to zero (0), the character receives five Penalty Levels and falls unconscious. When the character suffers enough damage to drop him or her to -10 hit points or below, the character is dead, with one exception. A character may expend an action point to avoid dying. Doing so places the character at -9 hit points and stabilizes the character. Assuming that no additional damage is inflicted, the character will eventually regain consciousness and begin the healing process.

Temporary Hit Points

Certain effects can give temporary hit points to a character. When a character gains temporary hit points, make a note of his or her current hit points before adding the temporary hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop.

When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score – even a temporary one – can give the character more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal hit points go down accordingly.

Natural Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through magic healing (somewhat faster). In any case, a character can't regain hit points past his or her full normal total.

Natural Healing: A character recovers 1 hit point per character level per evening of rest (8 hours of sleep). If a character undergoes complete bed rest (doing nothing for an entire day), they recover two times their character level in hit points. For example, a 5th-level hero recovers 10 hit points per day of bed rest.

Healing Ability Damage: Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Unconscious Characters

An unconscious character falls prone, cannot take any actions and is considered helpless. If a character is unconscious and has zero or fewer hit points, he or she is considered to be dying. A dying character loses one hit point every round at the beginning of their turn in initiative until he or she becomes stable or dies.

Becoming Stable

Each round, a dying character may attempt a Stamina skill check (DC 15) to stabilize. If the check fails, the character loses 1 hit point and must make another skill check on his or her turn the next round. If the Stamina skill check succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

As always, if a character suffers enough damage to drop to -10 hit points or below, they may elect to spend an action point to avoid dying. Spending an action point places the character at -9 hit points and becomes.

Other characters can stabilize a dying character by making a Heal skill check (DC 15), or by applying a magical effect to the character that restores at least one hit point.

Regaining Consciousness

If no one tends to an unconscious yet stable character, he or she remains unconscious for 1 hour, at which point he or she makes a Stamina skill check (DC 15). If the skill check succeeds, the stable character regains consciousness. If the check fails, then the character remains unconscious. An unaided stable, conscious character that has negative hit points (and is stable) doesn't heal naturally. Instead, each day the character makes a Stamina skill check (DC 15) to start recovering hit points naturally that day; if the skill check fails, he or she loses another hit point. Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points. Other characters may use the Heal skill to tend to an unconscious character normally.

A character that regains consciousness gains a number of hit points equal to their character level. If this does not bring the character's current hit point total above zero, the hit point total is increased enough to one hit point.

Penalty Levels

Fantasy Concepts abstracts the wide and various effects of severe pain and trauma, brought about by wounds or other conditions, into a central game mechanic referred to as Penalty Levels. A healthy character starts the game with no

Penalty Levels, but can accumulate them in due course as part of the hazardous nature of an adventuring lifestyle.

When a character has one Penalty Level, he or she suffers a –1 penalty on all d20–based rolls (such as attack rolls, skill check, power checks or ability checks) and a –1 penalty on all of their Defense Scores. With each new Penalty Level, the penalties double: the penalty increases to –2 for two Penalty Levels, –4 for three Penalty Levels and –8 for four Penalty Levels. At five Penalty Levels, the character is suffering an intolerable amount of pain and so falls unconscious. A character may never have more than five Penalty Levels. Any additional Penalty Levels gained beyond five are ignored and do not accumulate.

Persistent Penalty Levels

Under certain circumstances, Penalty Levels are based on an ongoing condition that cannot be easily removed. These Penalty Levels are called Persistent Penalty Levels. In most cases, Persistent Penalty Levels may not be removed until the ongoing condition that initially caused the Penalty Levels is removed. For example, Penalty Levels associated with poison or disease cannot be removed while the character continues to suffer the effects of the poison or disease.

In some cases, Persistent Penalty Levels may have other requirements that must be accomplished before they can be removed, such as having eight hours of uninterrupted and restful sleep. The circumstances that grant such Persistent Penalty Levels also includes a description of what must be done before these Penalty Levels may be removed.

Any character that has Persistent Penalty Levels will not regain any hit points through natural healing. Hit points may still be regained though magical means.

Gaining Penalty Levels

Characters may gain Penalty Levels in a number of ways.

Suffer Massive Damage: Every time a character suffers enough damage to equal or exceed their Massive Damage Threshold, the characters gains one Penalty Level.

Zero Hit Points And Below: Every time a character drops to zero hit points or below, the character automatically gains five Penalty Levels and falls unconscious.

Removing Penalty Levels

Characters may remove Penalty Levels in a number of ways. The following means do not work on Persistent Penalty Levels.

Recover Action: Every time a character takes the Recover Action, they may remove one Penalty Level.

Eight Hours of Uninterrupted Rest: A character that has eight hours of uninterrupted rest may remove all Penalty Levels.

The following methods work on Persistent Penalty Levels as well.

Healing Magic: A character removes one Penalty Level for each level of a healing spell used to regain hit points magically. For example, a 1st level *cure light wounds* spell

removes one Penalty Level, while a 2nd level *cure moderate wounds* spell removes two Penalty Levels.

Initiative

Every round, each combatant gets to do something. The combatants' Initiative skill checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Skill Checks: At the start of a battle, each combatant makes a single Initiative skill check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same Initiative skill check result, the combatants who are tied go in order of Initiative skill rating. If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, if the character is surprised, he or she is considered flat-footed until the character has had a chance to act (specifically, until the character's first turn in the initiative order).

Joining A Battle: If characters enter a battle after it has begun, they roll their Initiative skill check at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll their Initiative skill check. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants: Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants in a situation involving surprise are considered flat-footed because they have not acted yet. Until they act, unaware combatants in these circumstances use their Flat-footed Reflex Scores.

Attacks of Opportunity

While many D20–based Open Gaming systems implement a combat system that allow attacks of opportunity, the Fantasy Concept rules do not normally use attacks of opportunity. Only characters with the Opportune Attack feat may make attacks of opportunity.

Iterative Attacks

While many D20-based Open Gaming systems implement a combat system that promotes iterative attacks at higher levels, the Fantasy Concepts system does not generally allow more than one attack per round. There are a few exceptions to that:

1. **Two-Weapon Fighting:** Characters may use the Two-Weapon Fighting feat to attack with a second weapon as part of a full-round action.
2. **Extra Attack Feat:** Character may select the Extra Attack feat to make two attack rolls with a single weapon as part of a full-round action.
3. **Multiple Natural Weapons:** Creatures with multiple natural weapons may make a separate attack with each natural weapon as part of a full-round action. (Otherwise, creatures, like characters, do not gain iterative attacks with an individual weapon and thus are also limited to one attack per round.)
4. **Spend an Action Point:** Heroic characters may spend an action point to gain another standard action in a round, which could be used to make a second attack with a readied weapon or natural attack of the character's choice.



Combat Round Actions

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in one round.

Each round's activity begins with the character with the highest Initiative skill check result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, the character performs his or her entire round's worth of actions. (For exceptions, see the Ready and Delay actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Full-Round Action

Coup De Grace; Reload a Ranged Weapon¹; Run; Two-Weapon Fighting

Standard Action

Activate Magic Item; Aid Another; Attack; Begin/Finish Full-Round Action; Bull Rush; Cast a Spell; Charge; Concentrate; Deal Damage to a Grabbed Foe; Disarm; Dismiss a Spell; Escape a Grab; Feint; Grab; Overrun; Pin a Grabbed Foe; Ready; Sunder; Total Defense; Trip; Use a Feat, Skill or Special Ability

Move Action

Brace; Climb; Command; Crawl; Move; Move an Object; Move with a Grabbed Foe; Mount or Dismount a Steed; Open A Door; Pick Up an Object; Ready or Unready an Item; Redirect a Spell Effect; Reload a Ranged Weapon¹; Stand Up; Withdraw

Swift Action

Aim (2); Delay; Drop an Object; Fall Prone; Heroic Strike; Recover (3); Speak

Notes: ¹See the description of this action for specifics.

Activate Magic Item (Standard Action)

As a standard action, you may activate a magic item that requires activation. Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods and staves.

Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration. You lose the spell if your concentration is broken.

Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration.

Aid Another (Standard Action)

In combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you are in position to attack an opponent with which an ally is engaged in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against a base Reflex Score (or Grapple Defense) of 10. If you succeed, you don't actually damage the opponent—but your ally gains either a +2 circumstance bonus to attacks against that opponent or a +2 circumstance bonus to Reflex Score (or Grapple Defense) against that opponent (your choice) on your ally's next turn. For every 10 points higher than the base of 10, you may increase the circumstance bonus by +1.

Aim (Two Swift Actions)

With two consecutive swift actions, you can aim a ranged attack. You may ignore all cover bonuses (except for Total Cover) to your target's Reflex Score on your next attack. You lose this bonus if you lose sight of your target or perform another action before making your ranged attack.

Attack (Standard Action)

As a standard action, you may make an attack against a target within range. You must make an attack roll against your target's Reflex Score. If the attack roll equals or exceeds your target's Reflex Score, then you have successfully hit. If you are making a ranged attack against an opponent engaged in melee combat with an ally, you take a –4 penalty to your attack roll, unless your target is two or more size categories larger than any ally engaged with the target.

Fight Defensively: You can choose to fight in a defensive manner. You suffer a –4 penalty on attack rolls, but you also gain a +2 dodge bonus to your Reflex Score until the beginning of your next round. If you have Skill Focus in Acrobatics, this bonus increases to +4.

Fight Wildly: You may choose to fight wildly. You gain a +2 bonus on attack rolls, but you suffer a –4 penalty to your Reflex Score until the beginning of your next round.

Begin/Finish Full-Round Action (Standard Action)

As a standard action, you may begin a full-round action at the end of your turn, or end a full-round action at the beginning of your turn after starting the action. If you start a full-round action at the end of the round, the next action you must take is to complete it.

Brace (Move Action)

As a move action, you can brace a ranged weapon before firing, using a wall, tripod or other stable surface to brace on. As long as you do not move or otherwise lose your concentration, and the target does not move more than five feet, you receive a +1 circumstance bonus to your next ranged attack roll against that target. This may be continued through multiple rounds by using multiple standard actions, so long as your target does not move and you do nothing to

spoil your aim. These bonuses stack, but cannot exceed your base attack bonus. Once you have made an attack roll, you lose your bracing bonus and must start over.

Bull Rush (Standard Action)

As a standard action, you can attempt to push or move an opponent back. First, you move into the defender's square, and then make grapple check against the defender's Grapple Defense, and the defender gains a +4 bonus to their Grapple Defense if they have more than two legs or are considered extra stable for some reason. This maneuver can be performed as part of a charge; if so, you gain a +2 on your grapple check from the charge. If you are successful in your grapple check, you push the defender back 5', plus an extra 5' for every five point of success, provided that you continue to move with the defender. If you fail, you move back out of the defender's square. If that space is occupied, you fall prone.

Cast a Spell (Standard Action)

As a standard action, you can cast any spell with a casting time of one standard action. (Most spells require one standard action to cast.) You retain your Dexterity bonus to Reflex Score while casting. You must be able to concentrate in order to cast a spell, and you must be able to fulfill all of the spell's components (consult the Magic Overview chapter and the specific spell description for more details.)

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates.

Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Charge (Standard Action)

As a standard action, you can charge an opponent. In order to charge, you must be able to move at least 10', all of it in a straight line, towards your opponent. This movement cannot occur over rough terrain. Charging grants you a +2 on your attack rolls (or a +2 on your grapple check for Bull Rush), but you suffer a –2 to your Reflex Score until the beginning of your next turn.

Climb (Move Action)

As a move action, you may move up to one-quarter your speed while climbing. While climbing, you are considered flat-footed. You can climb at one-half your speed as a move action if you accept a –5 penalty to your Athletics check.

Command (Move Action)

As a move action, you can issue a command to a minion or a group of followers. If you want to issue different commands to different groups, each one requires a move action.

Concentrate (Standard Action)

As a standard action, you may concentrate to maintain a particular effect or focus intently on a task. If anything happens that may disrupt your concentration, you have to make a Concentration check to maintain it.

Coup De Grace (Full-Round Action)

As a full-round action, you may perform a coup de grace on a helpless opponent in an adjacent square (for both melee and ranged weapons) or a square that you threaten (for melee weapons with reach). You automatically hit the target with a critical success. If the damage equals or exceeds the target's Fortitude Score, they die. You can't deliver a coup de grace against a creature that is immune to critical hits.

Crawl (Move Action)

As a move action, you may move five feet (one square) while prone.

Deal Damage to a Grabbed Foe (Standard Action)

As a standard action, you may attempt to deal damage to a grabbed foe. You must succeed at a grapple check against your target's Grapple Defense. If you are successful, you may inflict damage from your choice of either your unarmed strike or one of your natural attacks. Attempting this action does not release a grabbed foe, even if the effort is unsuccessful.

Delay (Swift Action)

As a swift action, you can voluntarily lower your initiative count and take your turn after another character has completed their action for the turn. If two or more characters are delaying, the one with the highest Initiative skill rating may go first.

Disarm (Standard Action)

As a standard action, you can attempt to disarm an opponent using a melee weapon or a natural attack (such as an unarmed strike). You and the defender must make an opposed attack roll. If you are using your weapon two-handed, you gain a +4 circumstance bonus to your attack roll. If you are using a light weapon or a natural attack, you suffer a -4 penalty to your attack roll. The defender modifies their attack roll in a similar fashion. You cannot disarm a natural attack or unarmed strike. If you are successful in the opposed attack roll, the defender is disarmed, and the weapon falls to the ground at the defender's feet. If you are unarmed, you may keep the weapon instead of letting it drop to the ground. If you fail, the defender keeps their weapon. If you critically fail, then you drop your weapon instead.

Dismiss a Spell (Standard Action)

As a standard action, you may dismiss a spell you have previously cast, so long as it is marked as being dismissible.

Drop an Object (Swift Action)

As a swift action, you may drop an item that you are holding into the space you currently occupy.

Drop Prone (Swift Action)

As a swift action, you may drop into the prone position in the space you currently occupy. (It costs a move action to stand back up.)

Escape a Grab (Standard Action)

As a standard action, you can attempt to escape a grab. To escape a grab, you must succeed in a grapple check against your foe's Grapple Defense. If you are attempting to escape multiple foes, your opposed grapple check must equal or exceed the Grapple Defenses of all foes that have grabbed you. Multiple allies working together in a grab may elect to use the Aid Another action instead of making individual grapple checks against a foe. If you are successful in escaping, you move into the closest empty square (your choice if there are multiple squares available).

Fall Prone (Swift Action)

As a swift action, you may fall prone.

Feint (Standard Action)

As a standard action, you can attempt to bluff an opponent engaged in melee with you. You must make an opposed Deception skill check against the defender's Notice skill check. You suffer a -4 penalty if your opponent is not humanoid and a -8 penalty if your opponent has an Intelligence score of 2 or less. If you are successful, then your opponent is considered flatfooted against your next melee attack against them. You must take your attack as your next standard action, or you lose the benefit of your success.

Grab (Standard Action)

As a standard action, you can attempt to grab an opponent. To grab an opponent within reach, you must succeed in a grapple check against your target's Grapple Defense. Your opponent cannot be more than two size categories larger than you. Multiple allies working together in a grab may elect to use the Aid Another action instead of making individual grapple checks against a foe. If you are successful in grabbing your opponent, the smaller grappler moves into the larger grappler's square (or the defender's square, if both are the same size). When involved in a grab, either as the grabber or the grabbed, you are considered flatfooted to everyone who is not engaged in the grab.

Heroic Strike (Swift Action)

As a swift action, you can spend an action point to "strike true" against an opponent with damage reduction. By

spending an action point after you successfully strike the opponent, your weapon deals damage normally, as if it had all the criteria necessary (magic, silver, good, etc.) to bypass the opponent's DR. You gain the benefits of Heroic Strike only for that single attack.

Move (Move Action)

As a move action, you may move up to your speed. The actual distance you move may be limited based on difficult terrain conditions. Not matter how difficult the terrain, so long as movement is possible, you may still move five feet in any direction as a full-round action.

Move a Heavy Object (Move Action)

As a move action, you can lift, drag or topple a heavy object. You must devote your attention (and usually both hands) to the task.

Move with a Grabbed Foe (Move Action)

As a move action, you may move yourself and a grabbed foe up to your half your base speed. Performing this action does not release a grabbed foe.

Mount or Dismount a Steed (Move Action)

As a move action, you may mount or dismount from a steed. You can mount or dismount as a swift action with a Ride check against a DC 20 (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

Open a Door (Move Action)

As a move action, you can open a normal (unlocked, unstuck) door.

Overrun (Standard Action)

As a standard action, you can attempt to move through a square (or squares) occupied by an opponent. If your opponent allows it, then you are automatically successful, but do not get to knock your opponent prone (see below). If the opponent decides not to allow you to move through their square, then you make a grapple check against your target's Grapple Defense. If you are charging, you gain a +2 circumstance bonus to your grapple check. The defender gains an additional +4 circumstance bonus to their Grapple Defense if they have more than two legs or are considered extra stable. You may not attempt to overrun someone who is more than one size category larger than you. If you are successful, you knock the defender prone and can continue your move through the occupied square. If you fail, you stop in the square you occupied just before attempting to move through your opponent's square. If that square is occupied, you are knocked prone.

Pick Up an Object (Move Action)

As a move action, you can pick up an object in the same space as you.

Pin a Grabbed Foe (Standard Action)

As a standard action, you may attempt to pin a grabbed foe. You must succeed at a grapple check against your target's Grapple Defense. If you are successful, your opponent is now pinned and cannot perform physical actions other than attempting to escape the grab. Attempting this action does not release a grabbed foe, even if the effort is unsuccessful.

Ready (Standard Action)

As a standard action, you can prepare to take an action later. You may ready a single standard, move or swift action, by specifying the action and what circumstances would trigger this action to occur. Then, at any point before your next turn, if the circumstances occur, you may take the readied action. If you take your readied action, your initiative result will shift to the point where you took the readied action. In the event that your readied action never takes place before your next turn, then you do not take the readied action and do not change your initiative.

Ready or Unready an Item (Move Action)

As a move action, you can either ready or unready an item, such as a weapon, a shield or a stored item.

Recover (Three Swift Actions)

After spending three swift actions within consecutive rounds, if needed, you remove one Penalty Level. You cannot remove Persistent Penalty Levels, however, through the use of this action.

Redirect a Spell Effect (Move Action)

As a move action, you can redirect a spell effect if the spell's description defines the effect as redirectable.

Reload a Ranged Weapon (Move/Full-Round Action)

As a move action, you can reload a light crossbow. As a full-round action, you can reload a heavy crossbow.

Run (Full-Round Action)

As a full-round action, you may move up to four times your base speed in a straight line (or three times your speed if you are wearing heavy armor). You may not run around corners or obstacles, across difficult terrain, or when you can't see where you are going. You are considered to be flat-footed while running unless you have the Run feat.

Speak (Swift Action)

As a swift action, you may speak, though your GM may limit the amount you can say during your turn. Issuing commands to followers in combat is a move action.

Stand Up (Move Action)

As a move action, you may stand up from being prone.

Sunder (Standard Action)

As a standard action, you can attempt to attack an item currently held, worn or used by an opponent in an attempt to damage or destroy it. In order to attack something that is currently being held by the defender, you and the defender must make a grapple check against your target's Grapple Defense. If you are using your weapon two-handed, you gain a +4 circumstance bonus to your attack roll. If you are using a light weapon or a natural attack, you suffer a -4 penalty to your attack roll. The defender modifies their Grapple Defense in a similar fashion. If you are attempting to sunder a carried or worn object, you must make an attack roll against the defender's Reflex Score + 5. If you are successful, the defender's item suffers damage from your attack.

Throw a Grabbed Foe (Standard Action)

As a standard action, you may attempt to throw a grabbed foe. You must be able to lift your opponent, and you succeed at a grapple check against your target's Grapple Defense. If you are successful, you may inflict 1d6 plus twice your Strength modifier points of damage onto your foe, and your foe lands prone in any empty square within reach, or one square beyond your natural reach. If you target another opponent to throw your foe into, then your grapple check must exceed the new opponent's Reflex Score in order to hit, and inflicts the same damage on the new opponent as it does on the thrown foe. If your grapple check exceeds the new opponent's Reflex Score by five or more points, the new opponent is knocked prone as well. Attempting this action releases a grabbed foe, even if the effort is unsuccessful.

Total Defense (Standard Action)

As a standard action, you can choose to avoid attacks instead of attacking. You don't get to attack or perform any other standard action, but you get a +4 dodge bonus to your Reflex Score for the round. If you have Skill Focus in Acrobatics, this bonus increases to +8.

Trip (Standard Action)

As a standard action, you can attempt to trip an opponent in combat. Your opponent cannot be more than one size category larger than you. In order to trip an opponent within reach, then you must succeed in a grapple check against your target's Grapple Defense, and the defender gains an additional +4 circumstance bonus to their Grapple Defense if they have more than two legs or are considered extra stable. If you are successful, you knock your opponent prone. You may attempt to trip someone with certain weapons.

Two-Weapon Fighting (Full-Round Action)

As a full-round action, you can make two attacks if you have a second weapon in your off hand, or if you are wielding a double weapon such as a quarterstaff. You suffer

a -8 penalty with both attacks. If your off-hand weapon is light, the penalties are reduced to -4 each. (An unarmed strike is always considered light, as is the second striking surface of a double weapon.) The Two-Weapon Fighting feat halves the attack penalties for fighting with two weapons.

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end were a light weapon.

Table: Two-Weapon Fighting Penalties

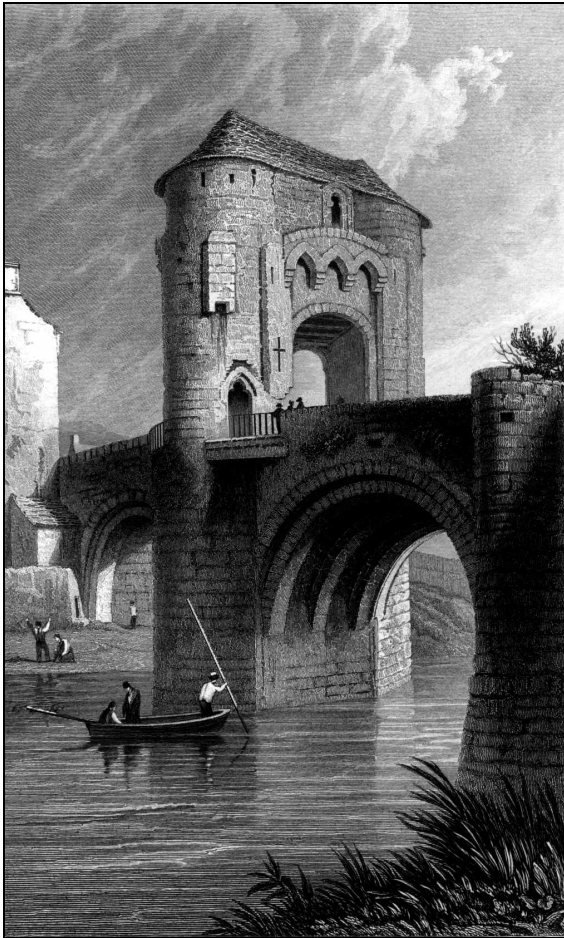
Circumstances	Attack Penalties
Normal penalties	-8
Off-hand weapon is light	-4
Two-Weapon Fighting feat	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2

Use a Feat, Skill or Special Ability (Standard Action)

Unless otherwise stated by the rules or the GM, as a standard action, you may use a feat, skill or special ability that requires you to take action during combat. Some feats do not require actions themselves, but instead grant a bonus to something you can already do. Some feats or skill applications are not meant to be used within a combat environment, while others may take a different type of action, such as a full-round action or move action. The individual descriptions should tell you what sorts of actions are required to use these abilities.

Withdraw (Move Action)

As a move action, you may withdraw from combat, moving up to half your base speed. If you leave a melee combatant without withdrawing, your opponent and any other opponent that threatens the square where you started your movement from receive a free reactive attack against you as you move away.



Movement and Position

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

Standard Scale

The following conventions apply when using a grid to represent a character's movement:

One inch (or one square) = 5 feet
 "Next to" or "adjacent" = 1 inch (5 feet) away (or in adjacent square)
 30mm figure = A human-size creature
 A human-size creature occupies an area 1 inch (5 feet) across (or one square)
 One round = 6 seconds

Tactical Movement

Where can a character move and how long it takes to get there are key questions in combat.

How Far Can a Character Move?

Humans normally move 30 feet, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

Encumbrance: A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

Movement in Combat: Generally, a character can move his or her speed as a move action. If a character uses his or her standard action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed.

Movement in Darkness: If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

Friendly Character: A character can move through a square occupied by a friendly character.

Unfriendly Character: There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy, per the Acrobatics skill description. A character can move through a square occupied by an unfriendly character who doesn't resist as if the character was friendly.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Combat Modifiers

This section details offensive and defensive modifiers provided by position or circumstance during combat.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Concealment: Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.) Concealment effects (such as shadows, dense fog, etc.) grant a 20% miss chance.

Total Concealment: Total Concealment effects (such as near total darkness, blindness or invisible targets) grant a 50% miss chance, and the attacker must guess at the target's location.

Cover

Cover provides a bonus to your Reflex Score for attacks and effects that originate on the over side of cover. The more cover a character has, the bigger the bonus. In a melee, if a

character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

Partial Cover: Partial Cover (such as another person, a stone fence, or similar obstruction) grants a +4 bonus to the covered character's Reflex Score.

Full Cover: Full Cover (an obstruction that covers almost all of the defender's body in regards to an incoming attack) grants a +8 bonus to the covered character's Reflex Score.

Total Cover: If the attacker does not have line of effect to the defender, then the defender is considered to have Total Cover. An attacker can not make an attack against a target that has Total Cover.

Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally. A character doesn't gain a bonus for flanking when making a ranged attack.

Grenade-like Weapons and Similar Area Attacks

When a character attempts to use a grenade-like weapon or make a similar area attack, the character must make an attack roll. If the attack roll equals or exceeds a Reflex Score of 10, then all targets within the area of effect have the chance of taking some damage. The character compares their attack roll to each target's Reflex Score. If the attack roll equals or exceeds a target's Reflex Score, then the target takes full damage from the attack; otherwise, the target takes half damage from the attack. If the attack roll is lower than a Reflex Score of 10, then the attack misses. Misses are handled at the GM's discretion.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack

A helpless character is considered flat-footed, and takes an addition -8 penalty to the character's Reflex Score against melee attacks and an additional -4 penalty to their Reflex Score against ranged attacks.

Coup de Grace

As a full-round action, an attacker can use a melee weapon to deliver a coup de grace to a helpless opponent. An attacker can also use a bow or crossbow, provided they are

adjacent to the target. The attacker automatically hits and scores a critical hit. If the damage equals or exceeds the target's Fortitude Score, they die. Attackers with the sneak attack talent also receive their extra sneak attack damage against a helpless opponent when delivering a coup de grace. Creatures that are immune to critical hits are also immune to coup de grace.

Invisible Combatants

An invisible attacker gains a +2 bonus to their attack rolls, and the defender is considered both blind and flatfooted in regards to the attacker.

Prone Combatants

An attacker who is prone (lying down) takes a -4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to his or her Reflex Score against ranged attacks, but takes a -4 penalty to their Reflex Score against melee attacks.

Squeezing

In some cases, a character may have to squeeze into or through an area that isn't as wide as the space they take up. They can squeeze through or into a space that is at least half as wide as their normal space. Each move into or through a narrow space counts as double movement costs, and while squeezed in a narrow space the character takes a -4 penalty on attack rolls and a -4 penalty to their Reflex Score.



This chapter discusses various environments and hazards that may be encountered over the course of a Fantasy Concepts campaign.

Acid

Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on **Table: Acid Damage**.

Table: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

*Damage per round of exposure.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid. The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid may suffer damage from acidic fumes. The GM makes a power check (d20+5) against the character's Fortitude Score. If successful, the character takes one point of temporary Constitution damage. The GM continues to make the power check every minute until the power check fails, each time inflicting another point of temporary Constitution damage.

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See **Table: Light Sources** for the radius that a light source illuminates and how long it lasts. A light source has a zone of shadowy illumination from the end of the light's range to double the light's range.

Table: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours

Disease

When a character is exposed to a treatable disease, the GM must make an immediate power check against the character's Fortitude Score. The power check is made every time a character comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the power check fails, the disease has no effect on the character — his or her immune system fights off the infection. If the power check succeeds, the character takes hit point damage and gains one Persistent Penalty Level after an incubation period; once per day thereafter, the character suffers another power check to determine if he or she avoids additional damage and

Persistent Penalty Levels. Two consecutive failed power checks indicate that the character has fought off the disease and recovers, taking no more damage. Alternately, a disease may be cured by other means. The Persistent Penalty Levels may not be removed while the character is cured of the disease or recovers. Statistics for some common diseases can be found in **Table: Common Diseases**.

Table: Common Diseases

Disease	Incubation	Power Check	Damage
"Common Cold"	1d3 Days	d20+5	1d2
Malaria	2d4 weeks	d20+12	1d4
Meningitis	1d10 days	d20+8	1d4
Pneumonia	2d6 days	d20+9	1d4
Rabies	1 day	d20+7	1d6
Tuberculosis	2d10 days	d20+12	1d6
Typhoid Fever	2d10 days	d20+5	1d8
Typhus	2d6 days	d20+3	1d4

Converting Diseases from Other Open-Gaming Systems

Fantasy Concepts is intended to be used with other open-gaming systems. Diseases from other D20-based Open Gaming systems are easy to convert to Fantasy Concepts, using the following system.

Incubation Period: The incubation period for a disease remains the same.

Power Check: To determine the power check modifier for a particular disease, subtract 10 from the disease's Save DC. This value is added to a d20 die roll as the power check for the disease.

Damage: Most diseases in Open-Gaming systems inflict ability score damage. Under Fantasy Concepts, this damage is converted directly to hit point damage. In the event that multiple ability scores are affected, the infected character takes damage equal to the total ability score damage. Any permanent ability score drain is doubled before converting to hit point damage, and the character suffers two Persistent Penalty Levels instead of only one.

Some diseases have other effects. In these cases, it is at the discretion of the GM as how to adjudicate these effects. For example, a disease that incapacitates may inflict no damage but five Persistent Penalty Levels, so that the infected character remains unconscious until the disease is removed or the character recovers.

Falling

A character typically takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. The GM may make a power check, a d20 modified by +1 for each 10 feet fallen, against the character's Reflex Score for half damage.

A character can make an Acrobatics check (DC 15) or an Athletics check (DC15) to reduce the falling damage by 1d6.

Heat and Cold

Extreme temperature ranges, whether heat and cold, can deal damage and Penalty Levels to characters that are not properly protected. The GM makes a power check (d20+5, +1 for each previous check) against the Fortitude Score of any character not properly equipped to counteract the heat or cold. Success indicates that the character loses 1d4 hit points and gains a Persistent Penalty Level, neither of which can be recovered until the character counteracts or escapes the inclement temperature. Heavy clothing or armor provides a –4 penalty to the Fortitude Score against excessive heat but grants a +4 equipment bonus to the Fortitude Score against cold. A character who succeeds at a Survival check (DC 15) gains up to a +4 competence bonus on their Fortitude Score (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to suffer a power check against their Fortitude Score every 10 minutes. Success means that the character loses 1d6 hit points and gains a Persistent Penalty Level. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire, if a power check (d20+5) succeeds against a hero's Reflex Score. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero suffers another power check. A successful power check means he or she takes another 1d6 points of damage that round. If the power check fails, then fire has gone out. (That is, once a power check fails against a character's Reflex Score, he or she is no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another power check with a +4 bonus to their Reflex Score.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the GM must make a power check against the target character's Fortitude Score. If the power check succeeds, the character takes the damage associated with the poison, and gains a Persistent Penalty Level. Each round thereafter, the poison makes another power check against the character's Fortitude Score, inflicting its damage and another Persistent Penalty Level. Once a poison fails one power check against the character, including the initial power check, the poison has run its course and no longer affects the target. Persistent Penalty Levels associated with a poison may not be removed until

the character has overcome the poison or until the poison is removed or neutralized by other means.

Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Perils of Using Poison: A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a "natural one" on an attack roll with a poisoned weapon faces a power check (d20+5) against their Reflex Score, with a success indicating that they have accidentally poison themselves with the weapon.

Poison Immunity: Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Oozes and certain kinds of creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be created specifically to harm them.

Converting Poisons from Other Open-Gaming Systems

Fantasy Concepts is intended to be used with other open-gaming systems. Poisons from other D20-based Open Gaming systems are easy to convert to Fantasy Concepts, using the following system.

Poison Type: The poison type (contact, ingested, inhaled or injury) remains the same.

Power Check: To determine the power check modifier for a particular poison, subtract 10 from the poison's Save DC. This value is added to a d20 die roll as the power check for the poison.

Damage: Most poisons in Open-Gaming systems inflict ability score damage, with separate values for initial and secondary damage. Under Fantasy Concepts, this damage is converted directly to hit point damage. Choose the higher of the two values (initial or secondary) when they are different, to determine how many hit points to inflict. In the event that multiple ability scores are affected, the infected character takes damage equal to the total ability score damage. Any permanent ability score drain is doubled before converting to hit point damage, and the character suffers two Persistent Penalty Levels instead of only one for each failed power check.

Some poisons have other effects. In these cases, it is at the discretion of the GM as how to adjudicate these effects. For example, a disease that renders a victim unconscious may inflict no damage but five Persistent Penalty Levels, so that the infected character remains unconscious until the poison is neutralized or the character recovers.

Starvation and Thirst

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration. A

character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Stamina skill check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. A character can go without food for three days, in growing discomfort. After this, the character must make a Stamina skill check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage. Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical, psionic or other supernatural effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Stamina skill check (DC 10) every

round to continue holding his or her breath. Each round, the DC of the Stamina skill check increases by 1. When the character fails one of these Stamina skill checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to his or her dying value and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Stamina skill check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for two consecutive rounds take 1d6 points of damage and gains one Penalty Level. Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.



In Fantasy Concepts, magic is a powerful force that shapes reality and impacts the world around those that practice it. For most, the use of magic relies on casting spells. A spell is a one-time magical effect. Spells come in two types: arcane (as cast by Scholars) and divine (as cast by Mystics). Spellcasters select their spells from a limited list, as defined by the Gamemaster and the talents that the character possesses, and cast their spells spontaneously without preparation.

Despite the division between arcane and divine magic, when it comes to casting magic, spells from both sources are very much alike. Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

Spellcasting 101

Spellcasters create magical effects by casting spells. Whether a spell is arcane or divine, casting spells works the same way.

Casting a Spell

When casting a spell, you must first choose which spell to cast. If you're a Mystic or Scholar, you select any spell you know, provided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you must choose which version to use when you cast it.

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration skill check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC of your Concentration skill check. If you fail the check, you lose the spell just as if you had cast it to no effect. More specific notes on Concentration skill checks may be found under the Concentration skill description.

Assuming that the above criteria are met, you may cast your spell as a standard action. You must make a magic power check, as defined below, against a DC of 15 + spell level to successfully cast your spell. If your spell description indicates that a specific Save Score must be overcome (or, if using spells written for other D20-based Open Gaming systems, the spell indicates that a Saving Throw applies), then the magic power check must also overcome the Save Score.

Magic Power Check = d20 + character level modifier + spellcasting ability score modifier + other modifiers

Character Level Modifier: Your character level modifier is equal to half your character level.

Spellcasting Ability Score: The ability to cast spells is granted by talents that may be selected by the character. When casting a spell, the spellcaster must select only one talent path to use when enacting that particular spell. Each talent path is associated with a specific ability score. The

specific ability score modifier is used to modify this power check.

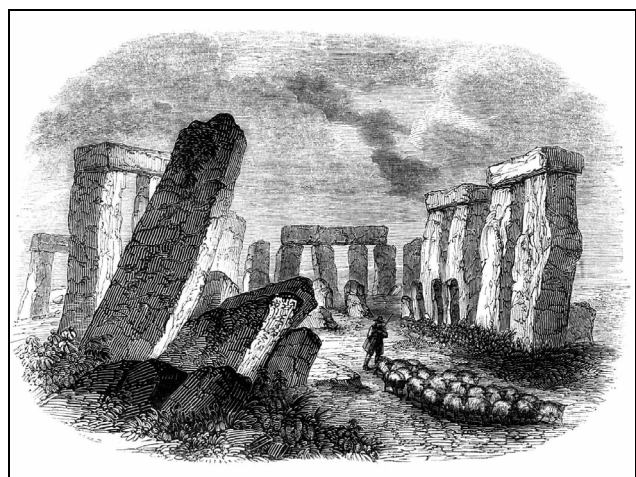
Other Modifiers: Other modifiers are rare, but can include talents, feats and even magic items that boost spellcasting power checks under particular circumstances.

If you attempt to cast a spell and you are successful, the spell effect occurs as described in the spell's description. If you roll a natural twenty (20) on the d20 used for your magic power check, you automatically succeed with a critical success, and you gain your choice of either double effect (such as double damage for damaging spells or twice the healing for curative spells), or double duration (if the spell has a duration of longer than instantaneous and shorter than permanent).

If you attempt to cast a spell and it fails, at any step in the casting or invoking process, your spell does not activate and your action is considered spent. If you roll a natural one (1) on the d20 used for your magic power check, you automatically fail as a critical failure, and you gain a Penalty Level as well.

Caster Level

A spell's power often depends on its caster level. When casting spells, your caster level is equal to your character level. You can cast a spell at a lower caster level than normal, but all level-dependent features must be based on the same caster level.



Counterspelling

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still perform both a move action and a swift action, as the Ready action is a standard action.)

If the target of your counterspell tries to cast a spell, make either a Knowledge (Arcana) skill check for arcane spells or a Knowledge (Religion) skill check for divine spells, against a DC 15, plus the spell's level. This check is a reaction. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the counterspelling action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell, you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results. Some spells specifically counter each other, especially when they have diametrically opposed effects. Also, you can use dispel magic to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, dispel magic doesn't always work as a counterspell (see the spell description).

Converting Spells

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools. As Fantasy Concepts generally relies on converting spells from other D20-based Open Gaming systems, the following notes may be useful for adjudicating special spell effects.

Alignment

As Fantasy Concepts does not use an alignment mechanic, any reference to alignments should instead refer to allegiances, as both fill the similar roles.

Armor Class

As Fantasy Concepts does not use an armor class mechanic, any reference to a target's armor class instead refers to the target's Reflex Score, except as noted above for rays and touch attacks.

Attacks

In addition to other spell effects that are considered attacks, all spells that target an opponent's save score are attacks.

Components

Spells that have an XP component do not require the expenditure of XP to cast. Instead, such spells require the use of power components with a market value in gold pieces

equal to five times the indicated XP value. A power component is any of a number of magical substances that are annihilated by the spell energies in the casting process. Power components are expensive, but can be found in remote and dangerous locations, or collected through arduous ritual. On rare occasions, they may be purchased from a mage's guild or similar institution.

Casting Time

Spells with a casting time of a free action instead have a casting time of one swift action. Spells with a casting time of one immediate action have a casting time of one reaction, and a caster may only cast one of these between his or her rounds.

A General Note on Conditions and Penalty Levels

Special conditions described in other D20-based Open Gaming systems have been streamlined in the conversion process. Conditions now bestow one or more Penalty Levels. For conditions that last more than a few minutes, the associated Penalty Levels are considered Persistent until the circumstances surrounding the condition are removed or no longer apply.

The following conditions bestow one Penalty Level: *dazed, dazzled, fatigued, nauseated* and *slowed*.

The following conditions bestow two Penalty Levels: *blind, deaf, cowering, entangled, exhausted, fascinated, frightened, panicked, shaken, sickened* and *stunned*.

The following conditions bestow five Penalty Levels: *helpless, paralyzed, petrified* and *unconscious*.

Fear Effects: Shaken, Frightened, Panicked

Fantasy Concepts uses simplified rules for handling spells that instill one or more fear effects. All fear effects bestow two Penalty Levels, as stated above. In addition, a character that is frightened will flee from the creator of the fear effect for one minute, taking no other actions except for fleeing. If cornered, a frightened character will cower and can not take any other action. Wounding a frightened character removes the frightened fear effect, but not the two Penalty Levels.

A panicked character drops everything in their hands and flees or cowers just like a frightened character. Wounding a panicked character does not end the panicked fear effect.

Level Loss

Fantasy Concepts does not entertain the concept of level loss. Instead, handle each lost level as a negative level. Each negative level bestows a Persistent Penalty Level to the character. The Persistent condition lasts until 24 hours have passed or until it is removed by a spell. If a negative level is not removed before 24 hours have passed, the GM must make a power check equal to the original caster's magic power check against the target's current (modified) Fortitude Score. If the power check is successful, then the Penalty Level remains Persistent for another 24 hours, when the

process is repeated. This continues until the Penalty Level is no longer Persistent.

Rays and Touch Attacks

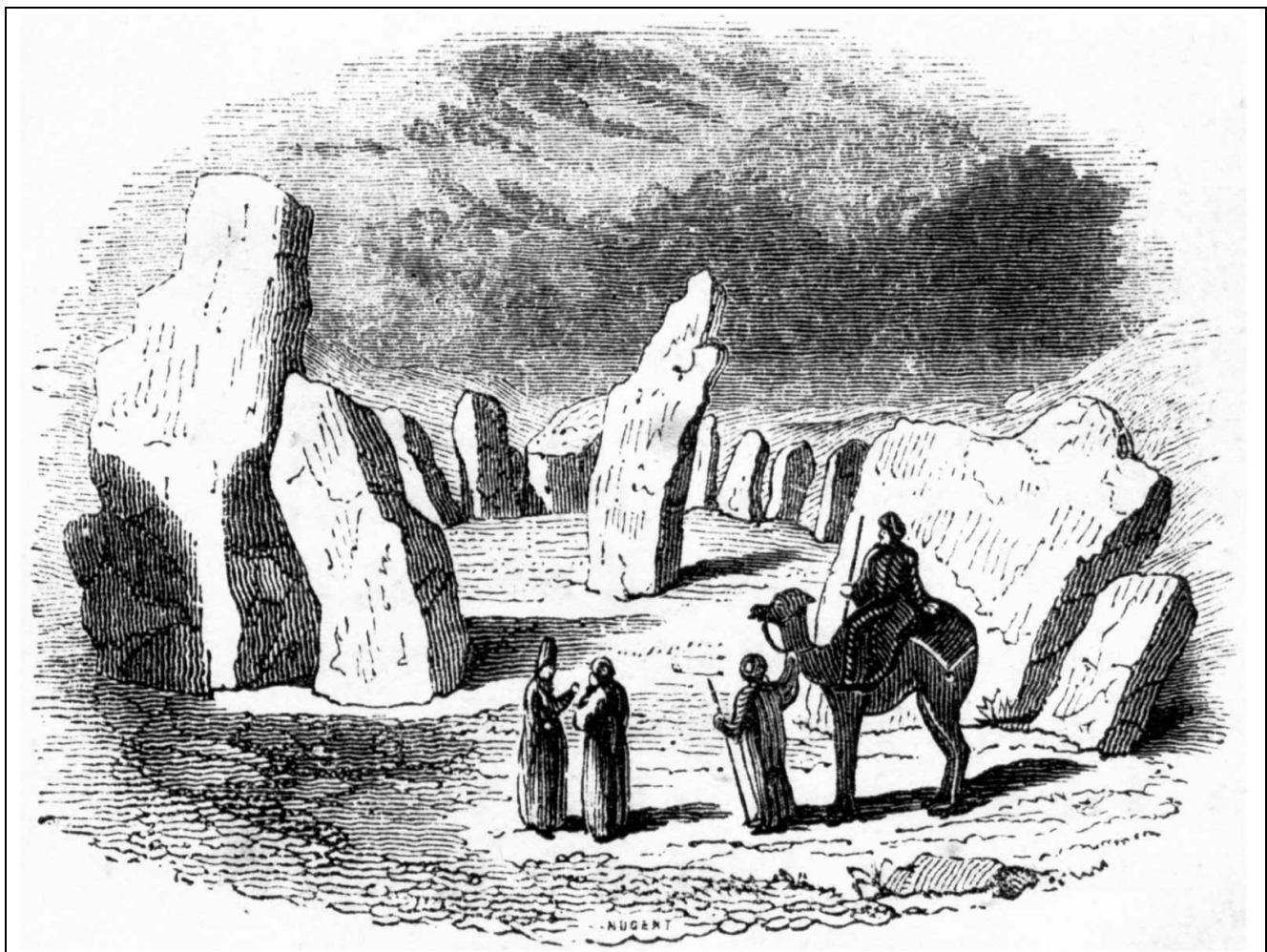
As Fantasy Concepts does not support the concept of touch attacks as present in other D20-based Open Gaming systems, rays and melee touch attacks are handled as standard attacks against a Reflex Score of 10 + the target's size modifier.

Saving Throw

As Fantasy Concepts does not use a saving throw mechanic, this particular entry in a spell's description indicates which Save Score the caster's magic power check applies against.

Spell Resistance

Targets with Spell Resistance gain a +5 bonus on the appropriate Defense Score against the power checks of spells and other magical effects where Spell Resistance would normally apply.



Creature Conversion Notes

Fantasy Concepts was designed with the intent to use creatures from existing D20–based fantasy Open Gaming systems, including monsters from the System Reference Document, with minimal conversion. The following conversions notes are provided to minimize any problems or concerns with the overall conversion process in regards to creatures. Only information regarding changes is provided below. If a particular statistic or game mechanic is not mentioned, it is very likely that no change is needed to run the creature in a Fantasy Concepts campaign. However, there are many diverse creatures available for use from existing D20–based fantasy Open Gaming systems, and these notes cannot hope to be all–inclusive and capture everything. Gamemasters are asked to use common sense and some creativity in converting creatures for use in their adventures, particularly if the final product doesn't feel right mechanics–wise under the Fantasy Concepts rule system.

Basic Statistics

Only a limited number of the basic statistics for a creature require changes in order to be used in a Fantasy Concepts adventure. These are detailed below.

Initiative

A creature's Initiative skill check is equal to its Dexterity modifier. If a creature has the Improved Initiative feat, then treat it as having Initiative as a trained skill, thus granting a character level modifier equal to half its hit dice, and a +5 bonus to the Initiative skill check. (In this quick conversion process, either the creature is untrained in Initiative or is trained in it.)

Action Points

Creatures gain action points as heroes do, counting their racial hit dice as character levels for the purposes of determining their starting number. Action points are typically used to activate special abilities, although GMs are encouraged to utilize them in other manners as appropriate in order to create dramatic and memorable encounters.

Armor Class and Saving Throws

Creatures no longer have Armor Class under Fantasy Concepts. Also, saving throws have been replaced with Save Scores. Calculate new Save Scores, using half the creature's hit dice as the character level modifier. If a creature type is defined as being good in a particular save, then treat the creature as having a Save score bonus of +2 in that category, based on race.

Attacks

Iterative attacks when using manufactured weapons must be removed. For manufactured weapons, add the creature's base attack bonus to damage to make up for the loss of iterative attacks.

Feats

The GM should examine the creature's feat selection, and make changes as necessary to capture the difference in Fantasy Concepts combat and skills. This should be sufficient for a quick conversion, but you can also take more time and actually reselect the creature's feats for a more thorough conversion.

Skills

The GM should examine the creature's skill selection, and select the Fantasy Concepts skills that most closely resemble those found in the creature's original stat block. Assume the creature is trained in these skills. These skills have a character level modifier equal to half the creature's hit dice, plus the appropriate ability score modifier, and a +5 bonus for being trained.

This works for quick and dirty conversions, or you can take more time and actually calculate trained skills, considering the skills in the creature's original stat block to be class skills for selection purposes.

Special Abilities

Most creatures have special abilities. A special ability is classified as extraordinary, spell–like, or supernatural in nature. Most special abilities do not require any additional conversions. The exceptions are noted below.

A General Note on Converting Free Actions

Some special ability descriptions indicate that using the ability is a free action. Under Fantasy Concepts, the special ability now requires a swift action instead of a free action.

A General Note on Converting Saving Throw DCs

Many special abilities simply require changing saving throw DCs found in the ability's description to power checks. Simply subtract 10 from the DC value to get the power check modifier, which the creature adds to a d20 when making an attack with that special ability. The saving throw category indicates what Save Score the power check must equal or exceed in order to affect a particular target.

A General Note on Conditions and Penalty Levels

Special conditions described in other D20–based Open Gaming systems have been streamlined in the conversion process. Conditions now bestow one or more Penalty Levels. For conditions that last more than a few minutes, the associated Penalty Levels are considered Persistent until the circumstances surrounding the condition are removed or no longer apply.

The following conditions bestow one Penalty Level: *dazed*, *dazzled*, *fatigued*, *nauseated* and *slowed*.

The following conditions bestow two Penalty Levels: *blind, deaf, cowering, entangled, exhausted, fascinated, frightened, panicked, shaken, sickened* and *stunned*.

The following conditions bestow five Penalty Levels: *helpless, paralyzed, petrified* and *unconscious*.

Disease

Fantasy Concepts is intended to be used with other open-gaming systems. Diseases from other D20-based Open Gaming systems are easy to convert to Fantasy Concepts, using the following system.

Incubation Period: The incubation period for a disease remains the same.

Power Check: To determine the power check modifier for a particular disease, subtract 10 from the disease's Save DC. This value is added to a d20 die roll as the power check for the disease.

Damage: Most diseases in Open-Gaming systems inflict ability score damage. Under Fantasy Concepts, this damage is converted directly to hit point damage. In the event that multiple ability scores are affected, the infected character takes damage equal to the total ability score damage. Any permanent ability score drain is doubled before converting to hit point damage, and the character suffers two Persistent Penalty Levels instead of only one.

Some diseases have other effects. In these cases, it is at the discretion of the GM as how to adjudicate these effects. For example, a disease that incapacitates may inflict no damage but five Persistent Penalty Levels, so that the infected character remains unconscious until the disease is removed or the character recovers.

Energy Drain and Negative Levels

Each negative level bestows a Persistent Penalty Level to the character. The Persistent condition lasts until 24 hours have passed or until it is removed by a spell. If a negative level is not removed before 24 hours have passed, the GM must make a power check (d20 + half the draining creature's racial hit dice + draining creature's Charisma modifier) against the target's current (modified) Fortitude Score. If the power check is successful, then the Penalty Level remains Persistent for another 24 hours, when the process is repeated. This continues until the Penalty Level is no longer Persistent.

Fear Effects: Shaken, Frightened, Panicked

Creatures (as well as spells) may instill various fear effects as part of a special attack or spell-like ability. All fear effects bestow two Penalty Levels, as stated above. In addition, a character that is frightened will flee from the creator of the fear effect for one minute, taking no other actions except for fleeing. If cornered, a frightened character will cower and not take any other action. Wounding a frightened character removes the frightened fear effect, but not the two Penalty Levels.

A panicked character drops everything in their hands and flees or cowers just like a frightened character.

Wounding a panicked character does not end the panicked fear effect.

Gaze Attacks

Creatures with a gaze attack as a special ability make a single power check as a reaction at the beginning of their turn. All creatures within range suffers the effect of the gaze attack if the power check equals or exceeds the appropriate Defense Score. In addition, the creature may actively use its gaze attack as a standard action against a single target, in the event that the reactive power check was not successful.

On their turn, characters may declare precautionary actions (such as averting their eyes), in hopes of avoiding the gaze attack of the creature. Precautionary actions act as either partial or total concealment, in which the character elects to suffer the penalties of concealment in order to gain the same benefits from incoming gaze attacks.

Level Loss

Fantasy Concepts does not entertain the concept of level loss. Instead, handle each lost level as a negative level, as described under Energy Drain and Negative Levels, above.

Poison

Fantasy Concepts is intended to be used with other open-gaming systems. Poisons from other D20-based Open Gaming systems are easy to convert to Fantasy Concepts, using the following system.

Poison Type: The poison type (contact, ingested, inhaled or injury) remains the same.

Power Check: To determine the power check modifier for a particular poison, subtract 10 from the poison's Save DC. This value is added to a d20 die roll as the power check for the poison.

Damage: Most poisons in Open-Gaming systems inflict ability score damage, with separate values for initial and secondary damage. Under Fantasy Concepts, this damage is converted directly to hit point damage. Choose the higher of the two values (initial or secondary) when they are different, to determine how many hit points to inflict. In the event that multiple ability scores are affected, the infected character takes damage equal to the total ability score damage. Any permanent ability score drain is doubled before converting to hit point damage, and the character suffers two Persistent Penalty Levels instead of only one for each failed power check.

Some poisons have other effects. In these cases, it is at the discretion of the GM as how to adjudicate these effects. For example, a disease that renders a victim unconscious may inflict no damage but five Persistent Penalty Levels, so that the infected character remains unconscious until the poison is neutralized or the character recovers.

Rays and Touch Attacks

As Fantasy Concepts does not support the concept of touch attacks as present in other D20-based Open Gaming systems, rays and melee touch attacks are handled as

standard attacks against a Reflex Score of 10 + the target's size modifier.

Spell Resistance

Targets with Spell Resistance gain a +5 bonus on the appropriate Defense Score against the power checks of spells and other magical effects where Spell Resistance would normally apply.

Spells and Spell-like Abilities

Spell conversion is discussed under the Magic chapter. Spell-like abilities are converted in the same manner as spells. If a creature can activate a spell-like ability at will, the creature retains that ability under Fantasy Concepts. If the spell-like ability is limited in number, it now requires the creature to expend an action point to activate the spell-like ability as a standard action.



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