Gaslight

A Victorian Fantasy Role-Playing Game

MILLER • THOMPSON

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A Victorian Era Fantasy *Role Playing Game*

Second Edition

Stephen J. Miller

Jonathan M. Thompson

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DEDICATIONS

From Stephen: To my friends and family who put up with odd questions and trivia during the writing of this book. A most special dedication to my sister, Tina. You always made sure I did my best, now I will have to struggle alone to keep doing that. You will be missed.

From Jonathan: To everyone that has put up with me over the years that this book was being developed. This includes my mom (Marilyn DeLeon) who started me out with a love of history and put up with my gaming since 1980, and my son Terrence who without my life would be much different. Additionally I would like to dedicate this book to the two major male influences in my life, my grandfather Joseph W. Leshe (1927 – 2011) and my stepdad, Jesse DeLeon (1951 – 2011). I learned so much from both of you, and my heart aches in your absence. You are both missed very much.

Additionally I would like to dedicate this book to its two great influences, the musical group *Blue Oyster Cult.* I spent many an hour listening to them while working on *Gaslight* and I have even acknowledged them by piecing *BOC* related clues through the manuscript. Also I would like to dedicate this book to Mr. William W. Connors. His influence came in the form of the *Masque of the Red Death* box set for *Advanced Dungeons and Dragons Second Edition.* It is he I try to emulate though this work. Thank you for being such an influence and keeping me playing *D&D* after I was ready to quit.

PROSPICE

Fear death? — to feel the fog in my throat,
The mist in my face,
When the snows begin, and the blasts denote
I am nearing the place,
The power of the night, the press of the storm,
The post of the foe;
Where he stands, the Arch Fear in a visible form,
Yet the strong man must go:
For the journey is done and the summit attained,
And the barriers fall.
Tho' a battle's to fight ere the guerdon be gained,
The reward of it all.
I was ever a fighter, so — one fight more,
The best and the last!
I would hate that death bandaged my eyes, and forebore,
And bade me creep past.
No! let me taste the whole of it, fare like my peers
The heroes of old,
Bear the brunt, in a minute pay glad life's arrears
Of pain, darkness and cold.
For sudden the worst turns the best to the brave,
The black minute's at end,
And the elements' rage, the friend-voices that rave,
Shall dwindle, shall blend,
Shall change, shall become first a peace out of pain,
Then a light, then thy breast,
O thou soul of my soul! I shall clasp thee again,
And with God be the rest.

Robert Browning (1861)

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Introduction

This Is a Roleplaying Game

It's a game of your imagination; where you get to tell stories by taking on the roles of the main characters— characters you create. It's a game that offers a multitude of choices—more choices than even the most sophisticated computer game, because the only limit to what you can do is what you can imagine. The story unfolds like a movie, except the entire action takes place in your imagination. There's no script to follow, other than a rough outline used by the Gamemaster (GM); you decide what your character says and does. The Gamemaster, as the director and special effects designer, decides what the story is about and takes on the roles of all the other characters—the villains, the extras, the distinctive guest stars. The Gamemaster also keeps track of the rules, interprets the outcome of actions, and describes what happens. Together, players and GM create a story, and everybody has a great time.

Characters

Your characters star in the adventures you play, just like the heroes in a movie. They are the main characters in the game. We refer to them as "heroes," not in the "good guy" sense per se, but because they are the main protagonists (or antagonists) of the story. Each character's imaginary life is different.

Your character might be . . .

- A tough bodyguard-for-hire.
- A brash gunslinger.
- A young wildling seeking adventure.
- A werewolf rogue with a heart of gold.
- A young dilettante from a prosperous family.
- A police officer or private detective.
- A proud member of a secret organization.
- An investigative reporter hot on the next big story.
- A weird scientist about to make a breakthrough.
- A theatrical star thrust into a real-life role as a hero.
- Or any other kind of character you can imagine.

What You Need to Play

Here's what you need to start playing the *Gaslight Role Playing Game*:

The rules in this book, which tell you how to create and play your character.

A copy of the character sheet at the back of this book.

A pencil and scratch paper; graph paper might be useful, too.

One or two four-sided dice (d4), four or more six-sided dice (d6), an eight-sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).

A miniature, an action figure, or some other token to represent your character in the game.

Dice

The rules abbreviate dice rolls with phrases such as "3d6+3," which means "three six-sided dice plus 3" (resulting in a number between 6 and 21). The first number tells you how many dice to roll (all the results are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

2d6: Two six-sided dice, generating a number from 2 to 12. Some pistols deal this amount of damage.

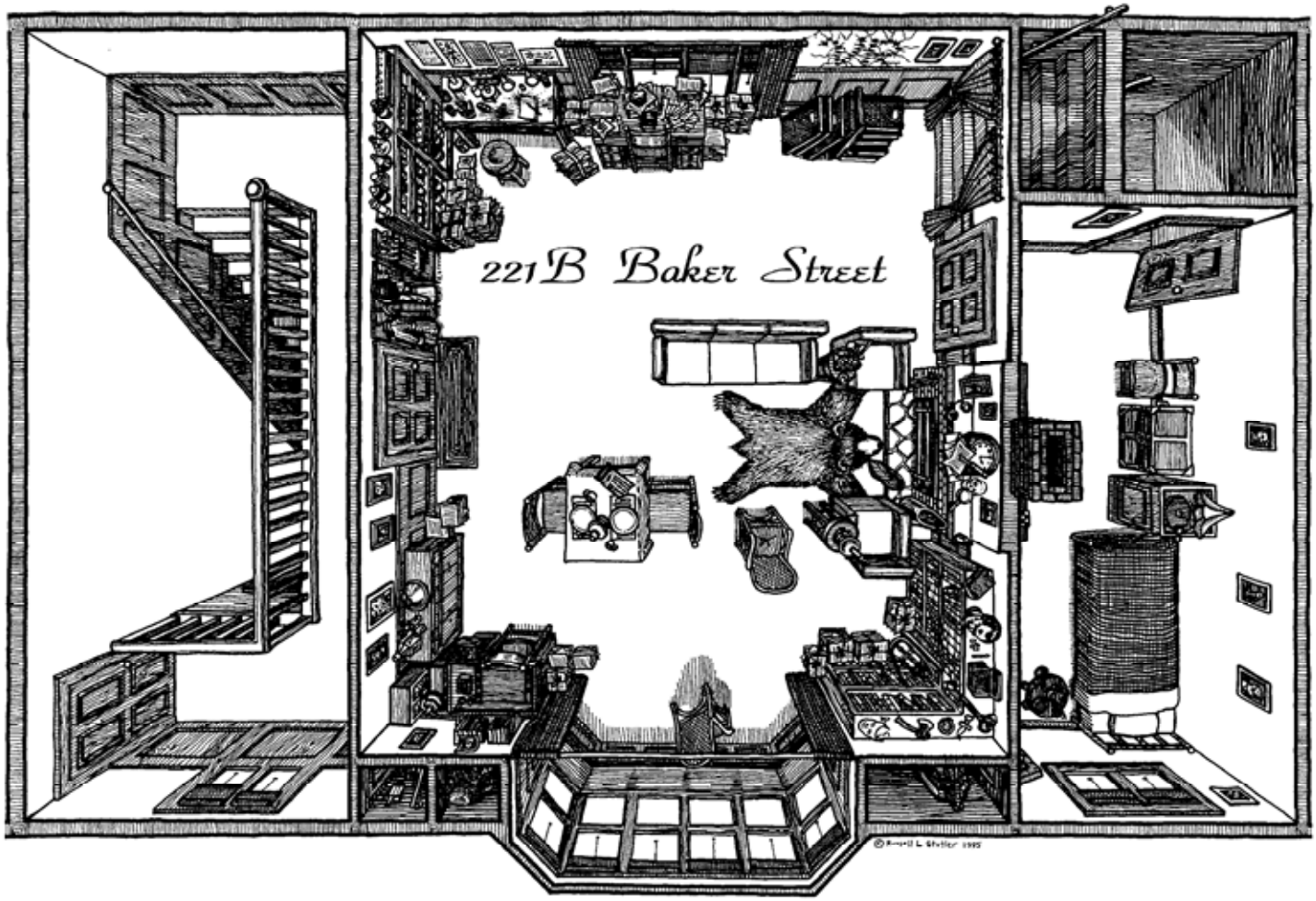
1d8: One eight-sided die, generating a number from 1 to 8. A longsword deals this amount of damage.

d%: The "d%" (percentile dice) is a special case. You generate a number between 1 and 100 by rolling two different-colored ten-sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. Rolls of 8 and 5, for example, yield a result of 85. Rolls of 0 and 3 yield a result of 3. Rolling 0 and 0 represents 100.

General Advice

Players should roll the dice openly so that everyone can see the results. The GM may make some rolls in secret to build suspense and maintain mystery. All attack and damage rolls should be made in the open so that all players can see them.

The first couple of game sessions you play might be a little uneven as everyone learns how the game works and gets comfortable with the idea of roleplaying. Remember that these rules are guidelines, a framework and structure for playing *Gaslight* Victorian adventures in a roleplaying game environment. A roleplaying game is a living game; it evolves and develops as you play it. If something isn't working for your group, and the entire group agrees, make a change. But wait until you've played a few times with the official rules before you decide to tinker.


221B Baker Street

Terror by Gaslight 1

The World of Gaslight

Gaslight is a fictional world where technology meets sorcery. *Gaslight* is a Victorian Fantasy game. It has all the trappings of your standard Sword and Sorcery game mixed with the elements from the classic literature of the period. In this game you won't find Elves, Dwarves, Halflings, etc. instead you will find Vampires, Ratlings, Beast Men, and Wildlings.

In *Gaslight* the characters are most likely to work for an organization such as the fictional MI-7, dedicated to maintaining order worldwide by making sure that evil doesn't prevail. MI-7 is known to exist only in rumor and legends, even those in the very top of government don't know it exists.

The Victorian Era

The term "Victorian" immediately conjures up images of men in top hats and women in bustles taking a hansom through the foggy, gas lit, cobblestone streets of London. While this is certainly a part of it, the truth is that Great Britain's presence was felt throughout the world during the *Gaslight* period. She competed with other European (and native) powers over control of Africa and Asia. She inspired Japan to westernize its society and armies. Across the Atlantic, the former British colonies were also making their power known throughout the world. While the entire world may not have been controlled by Great Britain during this time, it certainly felt her influence.

The *Gaslight* period is best known to Americans as the age of the Old West, when gunfighters fought for justice against evil cattle barons, corrupt landowners, and scalp-hungry Indians. It is seen as a simpler time, but it was anything but simple. Driven by the industrial revolution, steam engines roared across the Great Plains, the deserts, and even the Rocky Mountains. One could travel from New York to San Francisco without ever leaving the "modern" comforts offered by locomotive travel. The latest fashions could be shipped from London and Paris to Boston, New York, New Orleans, and beyond.

In short, while most campaigns will probably be set in London or, more generally, the British Empire, *Gaslight* campaigns can take place anywhere in the world throughout the 1870s, 1880s and 1890s, combining Western influences with local culture.

Terminology

Throughout this game, the term "Western" refers to North American and European cultures, especially those influenced by Great Britain, France, and Germany, while "Eastern" refers to Asian cultures. Victorians often used the terms "occidental" and "oriental" to mean "west" and "east" respectively, but this author has chosen to use the more familiar terms. The author realizes that the use of "western" and "eastern" is inaccurate and controversial, but it provides convenient shorthand as well as displays the British mindset of the Victorian Age.

The authors have also chosen to refer to the descendants of pre-Columbian Americans as "Native Americans" rather than "Indians." While "Indian" is the term used throughout the Victorian Age, a distinction was desired between peoples of the Indian subcontinent and the Americas. It should be noted that Americans of European descent usually mean "Native American" when they say "Indian," while British subjects tend to use the term to mean anyone from South Asia or Southeast Asia (although the term is increasingly limited to the subcontinent). In this work "Indian" refers exclusively to the peoples of the Indian subcontinent.

Victorian Themes

There are common themes that run through the literature of the period. GMs can incorporate these themes into their Victorian Age campaigns in order to enhance historical immersion. These themes are intertwined with the genres that are discussed in the next section.

Vicarious Adventures

Victorian readers hungered for stories that would take them to exotic (usually Asian) places, such as Bangkok, Bombay, Calcutta, Hong Kong, and Shanghai. While the steamship and the Suez Canal dramatically cut travel times around the world, many people couldn't afford to take long journeys to other lands. Travel novels filled that need, allowing readers to explore exotic places and cultures through the senses of the characters. Western households that could afford it imported carpets, furniture, clothes, and foodstuffs from the exotic East.

While a travel novel in and of itself would hardly make a good adventure, GMs should keep in mind that the journey is often as important as the destination when designing exploratory adventures, especially in comfortable trains and ships. *Around the World in Eighty Days* (1872) is a prime example of fusing the travel and adventure themes. In addition, the lost world genre is a combination of the travel novel and historical romance. These lost worlds were peppered with liberal borrowings from real world exotic or historical cultures, such as Romans, pirates, and Crusaders.

Another important theme in the Victorian Age is westernization. Westernization is essentially a polite way of saying "abandoning your native cultures and beliefs and replacing them with ours, primarily for our economic benefit." While westernization does include the spreading of Christianity to the rest of the world, the term goes much further. The British, with varying degrees of success, transported their civil service model to other cultures.

Railroads, telegraphs, and other machines found their way to India, China, and Japan. Combat tactics changed forever as the rifle replaced the spear and bow and the machine gun tore through charging armies. Some leaders, such as the Emperor of Japan, saw westernization as a necessity in order to compete with imperial cultures.

Westernization also included political dominance. Many early trade agreements turned into imperial influence and eventually conquest. The two competing models were imperialism and colonialism. Imperialism left native cultures largely intact, with local rulers that swore fealty to the ruling country. The ruling country would only interfere when it was convenient, providing oversight and modernizing the nation (to the Victorian mind, "modernization" and "westernization" were the same thing). Colonialism, on the other hand, was direct rule by the ruling country, often displacing local populations with its own people. Colonialism was a more popular option in places where the natives were loosely organized and resources were easy to acquire.

Society

Society plays a large role in Victorian England. Officially, British society is divided into two classes, noble and commoner. Each is represented by a House in Parliament. Industry and trade, however, made some commoners very rich, and although they could never be nobles (which is a birthright), they shared little in common with the rest of their class. Victorian society, therefore, understood that British society was in fact made up of three classes. The British middle class apes the upper class in ritual and some middle class gentlemen are actually wealthier than some of their "betters." Faced with dwindling finances, many upper class bachelors take middle class or foreign wives to acquire wealth. Society discourages such cross-pollination, of course, and each class has its own constantly shifting rules of etiquette and manner. Classes are encouraged to keep to themselves, interacting with each other only when necessary.

Two concepts to keep in mind when using society are politeness and scandal. Politeness extends beyond etiquette; there are simply things that a member of society will not do. Open displays of emotion were not permitted in polite society. Men, especially heads of households, will keep from discussing business or delivering troubling news to women. A common practice is for the head of the family to read a newspaper and then relate appropriate news to his wife and daughters. A gentleman or his wife would never be seen doing manual labor, that's what servants are for. And although the coin had long since left circulation, the guinea was used to quote prices for art, horses, land, and professional fees.

Scandal is the one thing that a member of society must avoid. Having a mistress, for example, is not nearly as bad as society finding out about it. Many marital partners will quietly accept that their partner has a paramour as long as they are discreet. This extends to other vices as well, especially overindulgence. It is also scandalous for the upper class to engage in business (patronage is a different matter).

Other nations have their own class systems. In America, for example, land ownership has created a de facto elite even though "all men are created equal." Former slaves and other Americans of African descent also tend to be treated as a lower class. In Russia, the peasantry resented the noble landowners, especially those that had formerly been serfs (emancipation occurred only a decade prior to the Victorian Age). These sentiments will come to a head in the beginning of the next century. In Japan, the Emperor clashes with the samurai class, which he intends to abolish. In the colonies and empires, social classes are divided by race and ethnicity as well.

Society provides many hooks for campaigns. A broke baron may try to court an American heiress. A noble may find himself in love with a peasant. A samurai might not wish to lay down his sword for the emperor (see the movie *The Last Samurai* (2003)).

Whether warranted or not, those living in the Victorian Age are considered prudish (derisively called "Victorian morality") when it comes to sexual matters. While this perception is generally limited to the upper classes in general and British society in particular, it can be said that most western literature was very delicate in regards to sex. Polite conversation would never include any sexual topics. While this attitude was maintained in public, very different attitudes arose in private. Courtship was a very formal affair and allowed for little time between prospective partners to get to know each other. Marriages were based on social desirability, not romantic love. This enforced prudery fuelled interest in literature about sexually charged Vampires and dashing rogues.

In a *Gaslight* campaign, such a situation often leads to married people having affairs, or single people (often male) sneaking around to be with those that they could never marry. These affairs can be used for blackmail purposes, or to allow unlikely characters to have intimate information and contacts that would otherwise be unavailable. Even player characters can use this to their advantage, using their wiles to gain benefits.

Progress

Another key theme in the Victorian Age is progress. Science has captured the imagination of the public, and there seems little that science will not achieve. Railroads, telegraphs, and steamships connect continents. A canal has been dug through the Suez. Factories churn out machine-made products. *Gaslight* keeps cities alive well into the night. Electric light bulbs and telephones are making their debuts.

This scientific and technological progress has fired the imagination of novelists. Jules Verne would write about vessels that could swim beneath the ocean, take to the air, or even be shot into space. H.G. Wells explored the concept of a time machine, first in the short story "The Chronic Argonauts," (1888) and later his better known novel *The Time Machine* (1895). The latter novel was in part an allegory on social classes, with the far future being divided between the beautiful Eloi, a childlike race with everything provided for them, and the hideous Morlocks, a bestial, industrial race that provides for the Eloi, who is in fact their food source. Neither race is as intelligent as the time traveling protagonist.

While perhaps not as extreme as the Morlock future, Progress and Industrialization in the Victorian Age did have its downsides. The poor flocked to the cities in the hopes of finding factory work. What they found was low wages, poor working conditions, and crammed slums (also known as rookeries). Smokestacks belched black smoke into the air and stained clothes, obscured vision, and, in extreme cases, caused suffocation or drowning (as those who lost their way fell into rivers). Disease tore through the densely populated rookeries. Human evolution, promoted by Charles Darwin, suggested that man was little more than an advanced machine, possibly with no God to guide him.

Needless to say, this dark side of the industrial revolution and evolutionary thought also fuelled novelists. A few decades prior to the Victorian Age, Mary Shelley wrote *Frankenstein or a Modern Prometheus* as a warning about man daring to play God. The works of Charles Dickens, many of which showcased the plight of the London poor, are still very popular. During the Victorian Age, Robert Louis Stevenson would combine science and the restraints of polite society in The Strange Case of Dr Jekyll and Mr. Hyde.

Politics

While America and France had their major revolutions in the previous century, the nineteenth century was almost continually marked with revolutionary fervor. Many dissatisfied subjects and citizens, mainly from the lower classes of their respective societies, would stoke the fires of revolution. Partly spurred on by Karl Marx's Communist Manifesto, popular revolutions exploded across the European continent. For the most part, these revolutions were suppressed. Communism made its resurgence during the Franco-Prussian War in 1871, when a socialist government emerged to take over Paris. This Paris Commune reigned for two months until it was defeated by the regular army. Communism would remain an issue across the European continent throughout the Victorian Age, although somewhat curiously Britain and America were virtually untouched by the fires of communism.

All western nations were subject to anarchism. Anarchism was the term given to any movement that sought violent overthrow of the government. While some anarchists were communists, anarchism was a movement all its own. Indeed, any group that used terrorist tactics to influence government was considered an anarchist. Significant anarchist activities throughout the Victorian Age included assassination attempts on the German, Russian, Chilean and British leaders (the attempt on Russian Tsar Alexander II was successful). In Britain, anarchism was equated with Irish separatists (the Fenians). While Fenian terrorist attacks were primarily used as scare tactics, they made assassination attempts on Queen Victoria and stabbed the Chief Secretary of Ireland to death in 1884.

Communism and related equality movements could provide interesting background color or the motive behind intrigues. Anarchist attacks can add an element of surprise to any *Gaslight* campaign. Indeed, the PCs could be in a public building or park on an unrelated adventure when an anarchist bomb or assassination attempt springs out of nowhere. In a covert campaign, the PCs could be secret agents tasked with eliminating anarchist threats.

Victorian Religion & Magic

While the Victorian Age is marked by increased interest and application of science and technology, magic and folklore did not go quietly into the night. Indeed, throughout the world, people continued to make offerings to fairies or place wards upon their households and children. Victorian literature tended to portray faeries as tiny winged humanoids or small humans with stocking caps (these latter types were usually called elves). Sometimes these creatures would be portrayed as stunningly beautiful humanoids, especially in Scandinavia (it is this perception on which the typical RPG version of the elf is modeled).

The Victorian Age also saw the rise of another phenomenon, the practice of magic as a science. In previous centuries magic was considered the province of religion, either as miracles bestowed by the gods, or as a tool of demons or devils. Occultists in the Victorian Age, however, believed that magic was a natural force that could be harnessed through precise rituals (hermetic magic or "Magic"). This led to a rise of occult organizations such as the Theosophical Society, the Martinist Order, and the Hermetic Order of the Golden Dawn. Many of these organizations modeled themselves after the Freemasons, known for their secret gestures and rites of initiation. Members found it prudent to meet in secret, as practicing magic was still not acceptable to the general public. French author Leo Taxil caused quite a stir when he invented a black magic order, the Palladian Order, as a secret cult of Freemasons.

Spiritualism, or the ability to speak with the dead, was also

prevalent in the Victorian Age. The American Fox sisters became world-renowned for summoning spirits that would make their presence known by rapping (a knocking sound). They were discredited in 1888 when one of the sisters revealed how she could make rapping sounds by cracking her toe joint. Still, spiritualism continued to be popular throughout the Victorian Age and gained some legitimacy in the scientific community.

Although a religion and not a magical practice, Christian Science, founded by Mary Baker Eddy in 1875, taught (and still teaches today) that, since man is made in God's image, man is perfect. It is man's own misperceptions of the material world that causes injury and through special prayers designed to see the spiritual reality man can heal himself. While not specifically banned, many Christian Scientists refuse medical attention, believing that all they need is the power of prayer.

Important Organizations & Secret Societies

Organizations are important to any setting, but most of those in the *Gaslight* campaign are secret and hidden. They are active and player characters are typically members of one of these organizations and will do what they can that is in the best interest of the organization.

Baker Street Irregulars

First arriving on the scene in 1886, this organization is made up of street urchins whose sole purpose is in the aid of the Consulting Detective, Sherlock Holmes. The organization is open to boys and girls, and is made up of quite a fair number of Wildlings. Their leader is called Wiggins, but it is unknown if this is the name of one, several or a title passed down to the next leader of the group. It is reported that Holmes pays them a shilling a day (plus expenses), with a guinea prize (worth one pound and one shilling) for a vital clue.

The Baker Street Irregulars have a couple of things going for them that many other organizations lack. First of all, as they are all children they tend to be able to go just about anywhere without much of a hindrance. Also, because they are children there is a lot of places where they can remain and be relatively unseen, as children are typically ignored, especially in large crowds.

The Baker Street Irregulars also have one other advantage, unknown to all but a precious few, the Baker Street Irregulars don't just happen to operate on Baker Street in England, they have operations worldwide and often assist law enforcement agencies with the matter of gathering intelligence on those criminals being hunted. They have been known to work for the Pinkerton Detective Agency and the Van Helsing Group, just to name a couple.

Many members of the BSI have gone on to work for various law enforcement agencies, but as with any occupation where criminals are involved there is a rate of casualty that makes Watson shudder.

Culto de Ostras Azules

This organization was formed in the late 1500's by a sailor known only as Del Rio. The organization worships a group of Oyster Men they say appeared to Del Rio while he was on Galveston Beach dying along with members of the Cabeza de Vaca expedition. He had already lost his two best friends and was dying when he was brought back to life by these "angels" in exchange for being their agent in this plane, after realizing he was one of them all along.

Once he came back to life he knew in his heart, filled with the power of the spirits of this land, that he was one of these angels, these Oyster Men, these others that were spirits on the earth found only in The New World. With this realization came power, power over lesser spirits, over the land, over places filled with death and the buried as well as other similar things. With this power came a realization that the rule of the Spanish, of all European nations, had to come to an end in the new world. So dedicating his new found powers to this cause, Del Rio became one of these invisible spirit men, searching for others to sway and influence into their cause.

This was the start of the Culto de Ostras Azules. With this cult came a great power into the New World, one that had lain dormant since the ancient tribes came to the new world on the land bridge long gone, before the great powers of Europe, before the pyramids, before the Tigris and Euphrates ran with blood in ancient feuds, the ancestors of these Indian tribes came to what would become the new world, bringing ancient powers born in the fiery start of the world.

Now these spirits had a physical agent on the face of the world, to work through to bring about their domination. Their powers showed that in many hundreds of years a child would be born that would lead them in their final battles. Until that time Del Rio was to wander, searching for clues and finding more followers to lend their strength to the cult. Donning white paint on his face to symbolize his death and rebirth and bringing the Catholic sensibilities he was raised on, he became a veritable symbol of the gods on the world. As he came to them from death, his powers and dominion lay over the dead, the graveyards that began to fill as the diseases of the Old World ravaged the New World from the Spaniards to the follow on English, Dutch, French, and other nations rabid with greed for the gold, sugar, and wood of the New World.

In the early 1800's, a set of powers known only as "The Invisible Ones" caused the birth of a child - The Chosen One – in New Hampshire. His powers include the ability to see the future to some degree and to change his shape. Ignorant of his abilities, and billing himself as somewhat of an adventurer, he travels North America before winding up in New Orleans in 1829. Realizing that there may be more of a reason behind his powers than he previously believed, and perhaps having visions or some other drive, he has goals for the expedition he isn't telling his crew. This was the last known public account of "The Chosen One", what the organization is up to now is completely unknown.

Fraternal Order of Freemasons

The modern Freemasons can trace their roots back to the German states in the year 1340 AD, when the first Lodge was formed by Dieter Schuster, a German born crusading Templar Knight who was able to trace his linage back to Hiram Abiff, the chief architect of King Solomon.

During the Middle Ages the order was known as the Mason Guild (or the Guild), and it was not until the Renaissance that it because known as the Fraternal Order of Freemasons. Here is where the Order began to admit membership of those who were

not masons. The new order contained members of the new enlightened sects, and they freely shared that knowledge with the membership. In 1719, they elected John Theophilus Desaguliers, a clergyman, an eminent scientist, and a Fellow of the Royal Society.

During the colonial period, those who traveled to new lands took their Order with them and established new Lodges in faraway lands. These Lodges exist as a meeting place or sanctuary for Freemasons far away from home; it also exists as a gathering place for the local Freemasons. Each city has at least one Freemason lodge, while many have several.

The Freemasons have a secret, one not even speculated by the general populous at large. Within its hallowed halls is a group of magicians known as the Palladian Order. Those who do manage to speculate of the existence of the Palladian Order are under the impression that it exists to perpetuate some great evil. In reality, its entire existence was created to guard against great evil taking hold in the world.

The ultimate goal of the Fraternal Order of the Freemasons is unknown, but it is known that it has been a haven for important men throughout history, including the founding fathers of the United States and several other important figures worldwide. It is believed that these key men help keep the order out of danger. It is believed that there are also several key masonic artifacts hidden in plain sight in museums around the world.

Their goals are unknown and their methods odd, this puts them into conflict with many other organizations around the world, especially those that have ideals and goals similar to their own. However, as one might expect they are one of the few organizations that allow multiple memberships with other organizations, and quite often are allied with other powerful organizations for protection.

Hermetic Order of the Golden Dawn

The Esoteric Order of the Golden Dawn, later renamed the Hermetic Order of the Golden Dawn, is one of the largest and most influential organizations of western occultism. Though relatively new, this organization has greatly expanded in both membership and power, and some claim it has an impact on both the political and industrial fronts that is without compare.

In 1886 Rev. A.F.A. Woodford was given a document called the Cipher Manuscript. The Manuscript, written in English but encoded, did not interest the Reverend, so he passed it on to his friend Dr. William Wynn Westcott. Dr. Westcott managed to decode the Cipher Manuscript, discovering it to be a detailed outline of the Grade Rituals of the Order, and prescribed a curriculum of specifically graduated teachings that encompass the Hermetic Qabalah, Astrology, Tarot, Geomancy, and Alchemy. Dr. Westcott brought in his fellow Freemason Samuel Liddell MacGregor Mathers to confirm his deciphering of the manuscript and to assist in turning the writings into a usable set of rules for a new lodge order. Mathers asked a third Freemason, Dr. William Robert Woodman, to assist in this endeavor, and the core of the Esoteric Order of the Golden Dawn was formed.

In 1887 the trio officially opened the Order to others, and soon a great many Initiates were learning the esoteric arts. As the number of initiates grew, the influence of the Order also grew. The teachings outlined in the Cipher Manuscript were quite detailed, and those who followed the course of study soon found their astrological readings were quite specific, and quite accurate. In 1891, new initiate Arthur Edward Waite began extensive teachings in the use of the Tarot, consolidating the knowledge scattered through the ages on their use and meaning. Other young initiates, like Edward Alexander Crowley in 1897, showed a great deal of talent in Alchemy and the Qabalah.

In 1890 it is rumored that the Order managed to acquire the secret writings of Sir Isaac Newton, which contained his notes on the creation of the Philosopher's Stone. Some claim that the Order was able to complete the work that Newton was not able to finish, creating a Philosopher's Stone and ensuring the Order's means of wealth. Turning base metals into gold meant that the order was not dependent on the generosity of their members, and meant that they could pursue even the most obscure and costly of rituals in their quest for knowledge.

The Invisible College

The Invisible College was born out of a dream…and a nightmare.

Mary Shelley, wife of Percy Bysshe Shelley and author of the gothic novel Frankenstein, found inspiration during her stay in Switzerland. In the summer of 1816, she accompanied Byron and Shelley during their travels. The legend created by Byron and the Shelley's is that one night, when a storm was raging over the lake, Mary Shelley and her husband spent the night at Lord Byron's. Byron challenged them to think up ghost stories, but Mary Shelley wrote nothing. Then, the night before Byron and Shelley's boat trip on Lake Geneva, Mary Shelley had a nightmare.

That nightmare wasn't what would become a popular book that would have a life longer than the original author herself. No, her nightmares would be of humanity destroying themselves with sciences that they did not understand, advances that they had neither the ethics nor morality to use as they were intended to be used, or to ignore those things that were not meant for mankind.

From this weekend in Switzerland came a seed that would bloom into the Invisible College. Percy Shelley would begin to formulate some of the theories of this organization in his 1819 essay *In Defense of Poetry*: "Poets are the hierophants of an unapprehend inspiration; the mirrors of the gigantic shadows which futurity casts upon the present; the words which express what they understand not; the trumpets which sing to battle, and feel not what they inspire; the influence which is moved not, but moves. Poets are the unacknowledged legislators of the world."

It was a feeling that only the artistic could save the world, and save humanity from itself. In this period between 1816 and 1819 the guiding lights behind the Invisible College began refining their processes. One of their primary methods is to make actual events look fictional or so sensational that people would not believe that the events could have possibly occurred. Hiding things in plain

sight is the best tool of the Invisible College. It was Mary Shelley's Frankenstein that tested this technique for the first time.

It is not coincidental that the period of the ascendancy of the Invisible College is parallel to the periods of the increase of the popularity of Spiritualism and of the general interest in the fantastic in literature. These were all tools encouraged by the Invisible College in order to create an environment of belief in the unknown and strange, but only amongst those who would be easy enough to discredit or mock. This created the fertile ground into which the membership of the Invisible College could place ideas so that they could be more easily disbelieved by the majority of "right thinking" individuals in the world.

These methods also make it easy for a small, yet incredibly dedicated group of individuals to be able to mold and form public opinions on what is rational and what is irrational, what can and what cannot be believed as true and proper. These methods have also had far-reaching repercussions in the realms of politics and marketing, and have had an incredible impact on the world as a whole.

It is always important to remember that the Invisible College has never had a large membership. While the founders felt that artists and writers of all stripes were the best suited to invisibly guide the world, they also knew that those very people were very often the ones who could be the least trusted. This is, in part, what has lead to the existence of the Invisible College information being revealed at all – the pettiness of individuals, particularly those of an artistic nature, often leads to secret information being released. This can also lead to rival organizations, fighting against the Invisible College…or some even claiming to be the Invisible College! Just because players are fighting against the Invisible College, or think that they are members of it, it does not mean that they actually are doing what they think that they are doing. This is a problem in a world where there are too many secrets. It is so much harder to get at the real truths of things, if that is what you desire to do.

This goes to demonstrate that there is no central dogma to the Invisible College. As it has adapted, evolved, changed and grown with each successive set of leaders, so too does each individual cell (called Universities by the organization) make its own rules and interpret the ideology of the organization according to its own goals and plans. Often, people working towards the goals of a University, or of its leadership, will not realize that those goals do not completely match up with what the College itself is "teaching" to its membership. All of this is intended to give a GM the maximum flexibility with using the Invisible College in their games. There is no one official Invisible College.

The role of the Invisible College in *Gaslight* can be varied. However, the basic role of the organization will fall into one of two distinct categories; the rest is just further detail. The Invisible College is either the heroes or the villains of your overall story. In addition to the role of the Invisible College, you and the players would probably need to determine whether or not the player characters are employed by, or are acting against, the Invisible College. These two do not have to impact each other in the way that players would think though. The Invisible College can be a force for good in the world of the campaign, and the characters could still be working to actively bring them down (either to free the secrets that they have or because of the fact that the characters are misinformed about their goals and nature).

Knights of the Round Table

The year 1837 saw not only the coronation of Queen Victoria, but also the foundation of the Most Holy and Restored Order of the Knights of the Round Table. Joshua Griffyth-Jones, a prominent New York banker and amateur historian, began the fraternal organization because of his family's fascination with the original knightly order. Family tradition holds that the Griffyth-Jones family is direct descendants of Sir Girflet, one of the last of the original Knights of the Round Table. Sir Girflet fought alongside King Arthur in the great final battle against Mordred. When Arthur fell, the descendArthur's last wish. Arthur commanded Girflet to cast Excalibur into a nearby lake. When he did so, a hand rose up from the lake, caught the sword, and sank below the water. Sir Girflet alone knew the secret of the lake. Feeling as if he were the last defender of Camelot, Sir Girflet vowed that he would maintain the honor, the integrity, and the true goals of the Order of the Round Table. He swore that one day, when the world was in need; his descendants would restore the order and prepare the way for the Arthur, the King Eternal. Over the centuries the descendants of Sir Girflet are said to have kept this vow, though no records of his family seem to exist anywhere.

Joshua Griffyth-Jones was born in Hempstead Harbor, New York in 1805, the son of David Michael Griffyth-Jones, a trader in gold and silver. Joshua grew up hearing stories from his father about chivalry, knights in shining armor, honor, fighting for the forces of good, and always, the story of the death of King Arthur. The Knights of the Round Table were a constant fascination to young Joshua, and he promised himself that he would become a Knight of the Round Table when he got older.

As he grew up, Joshua remembered the stories and the rules of chivalry, honor, and loyalty his father had spun when he was a child. These rules guided him as he attended Yale University, and continued to guide him as he made his way through the intricate and cutthroat world of financial banking. To the surprise of many, his personal code of conduct was quite successful, and Joshua Griffyth-Jones soon became a name to be reckoned with in the financial world.

Griffyth-Jones conducted constant searches about the original

Knights of the Round Table, searching for new information about the knights and their descendants. He felt sure that other descendants of the Knights could be found among the upper classes of New York society, and so in 1835 he began his own personal quest. In short order a dozen members of the local aristocracy presented their pedigree as knightly families, and the core of the new order was formed.

In August of 1837 Griffyth-Jones gathered the gentlemen at his summer house in Montauk, on the tip of Long Island, and proposed the re-founding of the Knights of the Round Table. Headquartered in offices above Griffyth-Jones's main Manhattan bank, the chosen men of power in New York took on a most daunting task. The new Knights swore an oath to Griffyth-Jones, who claimed the title of Steward of the Order, to defend the code of chivalry, to right wrongs, to not seek glory in their duties, and above all to restore honor and prepare for the coming of King Arthur and the recreation of his realm in America. The Knights worked both openly in charitable causes and more actively in clandestine tasks. The Knights and their Squires -- trusted associates who cannot trace their line to the original knights -- strive to bring honesty to the business world, true justice to the legal trade, and fair practices to the factories.

The altruistic goals of the Knights of the Round Table held strong until the death of their Steward in 1877. Rhys Griffyth-Jones, the eldest son of Joshua, assumed the role of Steward upon his father's death. Rhys believed strongly in the stories of the original Knights of the Round Table his father told him. He felt that the Restored Order needed reminders of the original Knights, what they stood for, and what were their sources of power. His obsessions became the objectives of the Knights. That is when their most clandestine of tasks became The Quest.

The ultimate goal of The Quest is nothing short of recovering artifacts of the original order. The greatest honor for the knights is to be sent on a Quest mission, to look for one of the ancient relics. The scabbard of Excalibur, the Holy Grail, the Staff of Merlin, and Sir Gawain's Armor are just a few of the relics sought by the Knights of the Round Table. Because the Steward believes that the relics can only belong to true descendants of the original Knights, and the members of the Order who can prove their claims of heredity, Rhys Griffyth-Jones feels that no action taken to recover them can violate their Code of Conduct. This has led some members of the order to take actions which could be considered to be morally questionable. Have the Knights found any of them? Are the relic's genuine or clever forgeries? Only the Steward of the Round Table knows for sure.

The Most Holy and Restored Order of the Knights of the Round Table can take many different paths in your *Gaslight* Victorian Fantasy. They could truly be descendants of the original order. They could be a group founded on good meaning, but false assumptions. They could be knowingly founded on false pretense. Are they truly a force for good and the last bastion of chivalry? Are they a once proud, but now corrupted fraternal organization? These are just a few of the questions a Game Master will want to ask himself about this group.

MI 7

Ask anyone working in Her Majesty's government about MI 7 and you will likely get blank stares. Ask too many questions about MI 7 and you might find yourself being questioned by members of MI 7. Created by secret order of Queen Victoria in 1850, the Secret Intelligence Bureau is under the exclusive purview of the Prime Minister. The Bureau is divided into seven sections called Minister's Intelligence Departments 1 through 7. Each department is responsible for a specific type of information or a different region of the world. Because of the politically sensitive nature of the Bureau, and the extraterritorial activities necessary to obtain their information, the very existence of the Bureau is a secret. Only Her Majesty, The Queen, and the Prime Minister know of the existence of these departments.

Each of the first six departments is charged with reporting information on a particular region of the world. MI 7 is unique, having a broader scope. They are the troubleshooters, the ones who work on problems all across the globe. They also make sure that the Secret Intelligence Bureau remains secret.

The head of MI 7 is the quiet yet brilliant Mycroft Holmes, elder brother of the noted detective. It is the Department Head who reports directly to the Prime Minister. To the best of the Prime Minister's knowledge, Mycroft is the only member of MI 7, a fact that he is not about to correct. Mr. Holmes was selected because of his excellent deductive skills, said to exceed those of his brother, and because of his discrete handling of information sensitive to the Crown while working with his brother on the Queen's behalf. The fact that he never seemed to leave the Diogenes Club while working on that particular case was truly amazing.

What is the mission of MI 7? They find the unfindable. They discover the reason behind the unreasonable. Everything MI 7 is involved in has some curious or unusual fact or twist of logic behind it. Of course, what the public knows about it and what the truth of the matter is can be two very different things. More often than not, the reason behind those differences is MI 7.

The secretive nature of MI 7 makes the organization an excellent resource for the *Gaslight* GM. Is the Department a source of good information or a fountain of propaganda? Does the Department work with the Player Characters or against them? MI7 can also form a base from which Player Characters can launch their adventures. The choice is up to the Game Master.

Order of the Illuminati

The year of 1776 was a chaotic year, full of uncertainty and political upheaval. In May of that year, in a small inn in Munich a group of men gathered to preserve order. They came from all across Europe, men of wealth and power who were patrons of the arts, sciences, and creative thinking. On the evening of May 1, they gathered to sign the founding charter of The Grand United Order of the Illuminati.

The Illuminati has, as their founding belief, that knowledge and

enlightened thinking is key to the preservation of society and order. How they come to fulfill this belief, often brings them into conflict with other organizations. Unlike the Freemasons, of which all the founders belonged, the Illuminati decided that discovering and collecting information should be a key function of the group. They worked towards finding texts and oral reports of historical events, scientific discoveries, and incidents of unusual phenomenon.

One key aspect of the group was the fact that instead of doing their investigations in public, the Illuminati decided that keeping their group secret will allow people to be more open and forthcoming in giving the group information. Talking to a friend or curious acquaintance is much easier to do than to police or even university scientists.

Over the last few decades of the 1700s, the Illuminati gradually broadened their network of information gatherers, adding members within many countries and professions. The knowledge the Illuminati gathered at first seemed quite ordinary, but closer examination and coordination of this knowledge revealed greater secrets. At first the Illuminati did not believe that the secrets they discovered were real. Some seemed to uncover conspiracies, mystical creatures, and the existence of creatures that can only be called Fairies. The secrets they discovered were quite earth shattering, and the Council of the Illuminati decided that these great secrets were too powerful, too overwhelming to be released to the public. The Council created the Committee of Confirmation in 1797 to review everything that the Illuminati gathered, gradually discovering more secrets of both mundane and mystical origins.

Since the start of the 19th Century, the Illuminati have been expanding their information gathering to include gathering of artifacts, relics, and objects reported to be of mystic power. Rumors constantly circulate that the Illuminati are in possession of maps locating the Fountain of Youth, the diary medical logs of Doctor Victor von Frankenstein, and even books from the Library of Alexandria. The Council of the Illuminati constantly denies these claims, but disproving these claims often adds more questions than answers.

Pinkerton Detective Agency

The world of Private Eyes begins with the legendary Pinkerton National Detective Agency. Their logo, with its big central eye and the motto "We Never Sleep", spawned the nickname Private Eye, and the image of the tough guy determined to solve a case.

In 1850 Allan Pinkerton and Chicago attorney Edward Rucker formed the North-Western Police Agency, later to be known as Pinkerton National Detective Agency. Pinkerton became famous in February 1861, when he foiled an assassination plot in Baltimore, Maryland, of President-Elect Abraham Lincoln. His efforts in this case impressed Lincoln so much that Lincoln hired Pinkerton to provide his security during the American Civil War as well as performing as head of the Union Intelligence Service during the first years of the war. Pinkerton's investigative techniques, created during his days in the North-Western Police Agency and refined over the years, were an innovation that lead the Pinkerton's to be the most well-known specialists in criminal investigations and undercover operations. The Pinkerton National Detective Agency became a unit to be feared.

After the end of the American Civil War, Pinkerton's offices opened all across the United States. Their services were used to track down outlaws such as Jesse James, The Wild Bunch, and the Reno Gang. Their services spread far and wide, even assisting Scotland Yard and Sherlock Holmes in a number of cases involving crimes on both continents.

Starting in the 1870s, the Pinkerton Agency was hired by a number of large companies to investigate efforts to unionize workers. Quite often this led to violent conflicts and a bad reputation for the Agency. Pinkerton Men became associated with "Corporate Thugs" and were known for being union breakers. Pinkerton Agent John McParland managed to infiltrate the militant labor union of coal miners in Pennsylvania known as the Mollie Maguires. The Mollies were a secret Irish organization that worked for labor unionization and were known for stirring up trouble throughout Ireland. McParland, under the name of James McKenna, became a member of the Mollie Maquires in Pennsylvania. Using the knowledge he gain from them, a great many members of the group were arrested, leading to the end of the violent unionist efforts of the Mollie Maguires.

The Pinkerton National Detective Agency makes a great resource in any *Gaslight Victorian Fantasy* game taking place in the United States. Players can work for Pinkerton's as investigative agents, as undercover agents, or even as consultants to Pinkerton's. The Agency can also be used as an adversary, bringing truth to claims that Pinkerton Agents were violent thugs with a badge of authority.

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PINKERTON AGADEMY

Red Headed League

There are some that will tell you that the Red Headed League is nothing but a story. Others will tell you it was a "League" of two, thwarted by the crime solving duo of Mr. Holmes and Dr. Watson. Only a truly rare person can tell the truth about the Red Headed League.

The real Red Headed League was founded in 1875 in Boston, Massachusetts. Patrick Michael Sullivan, David O'Hirllihy, Peter Flynn, and Kevin Muldoon, all of them red headed men, formed the League for what could only be called nefarious reasons. This criminal syndicate, which over the years expanded across the ocean and into Europe, was initially created as an act of revenge.

In 1872 Patrick Sullivan, an accountant of modest means at the First Mercantile Bank of Boston, was accused of improprieties in his work and promptly fired as a result. Patrick was an innocent man set up by his superior, David Patterson, to cover up embezzlements and misconduct on his part. After spending a year in search of proof of his innocence, Patrick Sullivan's efforts proved fruitless. Because he could not prove his innocence, and felt his life was destroyed by the acts of David Patterson, Patrick turned his energies to destroying the life of his tormentor.

Sullivan recruited his friends O'Hirllihy, Flynn, and Muldoon to help in bringing his revenge upon David Patterson, and so the Red Headed League was born. After quite a lot of discussion and planning, it was decided that Patterson should suffer a similar fate as did Sullivan -- to be found guilty of a crime he did not commit, and not be able to prove his innocence. Over the span of several years, Flynn and Muldoon worked their way into the confidence of David Patterson. Flynn began working as a clerk for Patterson under the name Thomas O'Hara. Muldoon, as Douglas O'Toole, became part of Patterson's social circle, meeting him at clubs, the theater, and the opera. Douglas O'Toole was soon the close confidant of David Patterson, and they were often seen together about town.

With Flynn and Muldoon supplying them with information, Sullivan and O'Hirllihy crafted a subtle plan to destroy David Patterson's name and his life. In 1786, on the Monday after Easter, it was discovered that the First Mercantile Bank of Boston had been robbed over the weekend. Someone had entered the bank and absconded with nearly fifty pounds of coins and gold ingots valued at more than $20,000. Careful investigation of the banking house revealed a muddied handkerchief belonging to David Patterson in the bank's gold storage room. A search of Patterson's home, much to his surprise, revealed detailed written plans of the break in, and a small handful of gold coins. It was also shown that Thomas O'Hara was hired by Patterson and was working under an assumed name, though his real name was not in the records.

Patterson strongly professed his innocence, claiming he and Douglas O'Toole spent most of the weekend together at O'Toole's home. When the constables went to Mr. O'Toole's home, they found it empty, and the owner's whereabouts unknown. With the mountain of evidence piled against him, David Patterson's life and name were in ruins. His protestations of innocence fell on deaf ears. In a fit of melancholy, David Patterson took his own life rather than suffer the punishment of others.

Many would think that this would spell the end of the Red Headed League, but that 'snot the case. The members of the League, flush with their ill-gotten wealth, found they rather enjoyed their more nefarious ways. They stayed together, developing new means of acquiring wealth at the expense of others. Adding additional members as necessary, the League expanded until they numbered 500 members. The "President" of the League, Patrick Sullivan, grew truly wealthy during the next 15 years, and upon his death the leadership of the League went to the son of Peter Flynn, Frederick Flynn.

Over time the League expanded and continued their elaborate crimes of subterfuge and larceny. Flynn diversified the League, getting them involved not only in complex bank robberies, but blackmail, extortion, and selling secrets to the highest bidder. The true secret of the League is that each member only knows a small number of members. You can't reveal a secret if you don't know it. That's what leads the League to be so successful year after year.

In *Gaslight* the League is great foil for a group of adventurers. Secretive, moderately powerful, and spread out enough to make them a hard target to eliminate. This is what a recurring villain is meant to be.

Scotland Yard

In the eighteenth century came the beginnings of immense social and economic changes with the consequent movement of the population of England to towns. The parish constable and "Watch" systems used throughout the country failed completely and the impotence of the law-enforcement machinery was a serious menace. Conditions became intolerable and led to the formation of the "New Police."

In 1829 the Metropolitan Police Act introduced by Sir Robert Peel, was passed by Parliament. This Act replaced the numerous local constables with a single police force that covered Greater London, excluding the City of London, which had its own Police Force. The Marine, or River Police as well as the Bow Street Patrols (both mounted and the "Runners" on foot) were also outside the

command of the new London Metropolitan Police. The task of organizing and designing the "New Police" was placed in the hands of Colonel Charles Rowan and Richard Mayne (later Sir Richard Mayne). These two Commissioners occupied a private house at 4 Whitehall Place, the back of which opened on to a courtyard. The back premises of 4 Whitehall Place were used as a police station. This address led to the headquarters of the Metropolitan Police being known as Scotland Yard.

By 1890 the Metropolitan Police had taken over all of the buildings surrounding the original private house, as well as many buildings, stables, and storehouses in the surrounding area. Scotland Yard outgrew its origins. Headquarters were moved in 1890 to premises on the Victoria Embankment designed by Richard Norman Shaw and became known as New Scotland Yard.

Metropolitan police officers carried firearms only when given special permission by a judge; normally they are only armed with a truncheon. Their jurisdiction was limited to the London Metropolitan area unless requested by outside authorities and given permission by the Home Secretary (the cabinet officer who commands the police). The officers, often called "Bobbies," after Sir Robert Peel, wore a unique and very sturdy hat. This officer could stand on his hat, allowing him to see over fences quite easily. They were charged with keeping order in public thoroughfares, ensuring that Public Houses follow strict hours and serving laws, fining establishments that conducted bear baiting or cock fighting, and ensuring that people going about their lawful business were not menaced by "general riff-raff and ne'er-do-wells."

The Metropolitan Police Service Criminal Investigation Department, or CID, the first criminal investigation department, was set up in April 1878 by C. E. Howard Vincent. Originally it was only responsible to the Home Secretary, but since 1888 it had been under the authority of the Metropolitan Police Commissioner. CID officers did not wear a uniform, instead they were plainclothes officers. CID officers were involved in the investigation of major crimes such as rape, murder, serious assault, fraud, and any other crimes that require complex detection. They were responsible for acting upon intelligence received and then building a case; from analysis of the initial incident through the arrest and prosecution of any suspects.

The success of the men of Scotland Yard did not go unnoticed. Throughout the world, police forces were modeled after the Metropolitan Police. By the end of the 1890s uniformed and organized police forces could be found in nearly every major city.

Some of Scotland Yard's most famous investigators include Inspector George Lestrade, who consulted with Sherlock Holmes on a number of cases; Detective Inspector Frederick Abberline, who headed up the dreadful Whitechapel Murder investigations; and Inspector Montgomery Pettiman, who broke the horrific case of Sweeney Todd, but was unable to capture him.

Tribunal del Santo Oficio de la Inquisición

Where can one begin about the Inquisition? It is not even believed it still exists during the modern times. Not only does it still exist, but it does more than just attempt to convert people to the Roman Catholic Church.

The Tribunal del Santo Oficio de la Inquisicion began in the middle ages as a way for the Roman Catholic Church to exert its authority in the wake of the idea of the State being more powerful than the Church. This idea was thought to be heresy, and posed a threat to the power the Church held. From this the Church proceeded to expand its power to encompass all concepts of heresy. At the end of the middle ages the power of the Inquisition was significantly expanded to counter the new Reformation. Before the year 1100 AD they accomplished this without torture or execution, but that proved ineffective for the combating of heresy.

The Tribunal del Santo Oficio de la Inquisicion was officially abolished after the Napoleonic Wars, but still remains hidden within the hierarchy of the Catholic Church operating in secret around the world. They continue to use the same interrogation techniques honed after centuries of use. Both the guilty and the innocent are put to the question, because after all, you are always guilty.

The members of the Order spend their days hunting for the supernatural, including evil magic users and the undead. They are convinced that there are vampires among us, and that the most powerful progenitors are still out there. It often allies itself with the Van Helsing Institute, as their goals are often the same. The Order also occasionally works with the Invisible College, assisting them to hide the truth from the public.

Van Helsing Institute

The Van Helsing Institute was formed in the wake of a great tragedy, in hopes of preventing future heartbreaking events from occurring. In early September 1883, Professor Abraham Van Helsing, MD, DPh, D. Lit, etc, etc, came to the aid of his dear friend Dr. John Seward, Alienist, and head of the Whitby Asylum for the Chronically Insane, in Whitby, England. There Professor Van Helsing and Dr. Seward puzzled over the strange malady of Lucy Westenra. According to Professor Van Helsing, Miss Westenra, a vivacious young woman with three suitors that included Dr. Seward, suffered from an unusual malaise and anemia caused by repeated attacks from a Vampire. Lucy and her mother were mysteriously attacked by a wolf, causing Mrs. Westenra to die of fright; Lucy's death followed several days later. After her funeral and burial, there were reports of children being stalked in the night by a beautiful lady. Professor Van Helsing, knowing it must be Lucy risen from her grave, enlisted the help of Lucy's suitors, the American Quincey Morris, the Honorable Arthur Holmwood, and Dr. Seward. With the assistance of Lucy's close friend and houseguest Wilhelmina Harker, nee Murray, and Mr. Jonathan Harker, the group sought out the lair of Lucy's Vampire assailant, one Count Dracula of Transylvania. The group chased the Count back to his infernal abode in Transylvania, destroying him and bringing an end to his reign of horror. In the final battle with Count Dracula, Quincey Morris was slain by Gypsies servants who were bringing Dracula back to his castle.

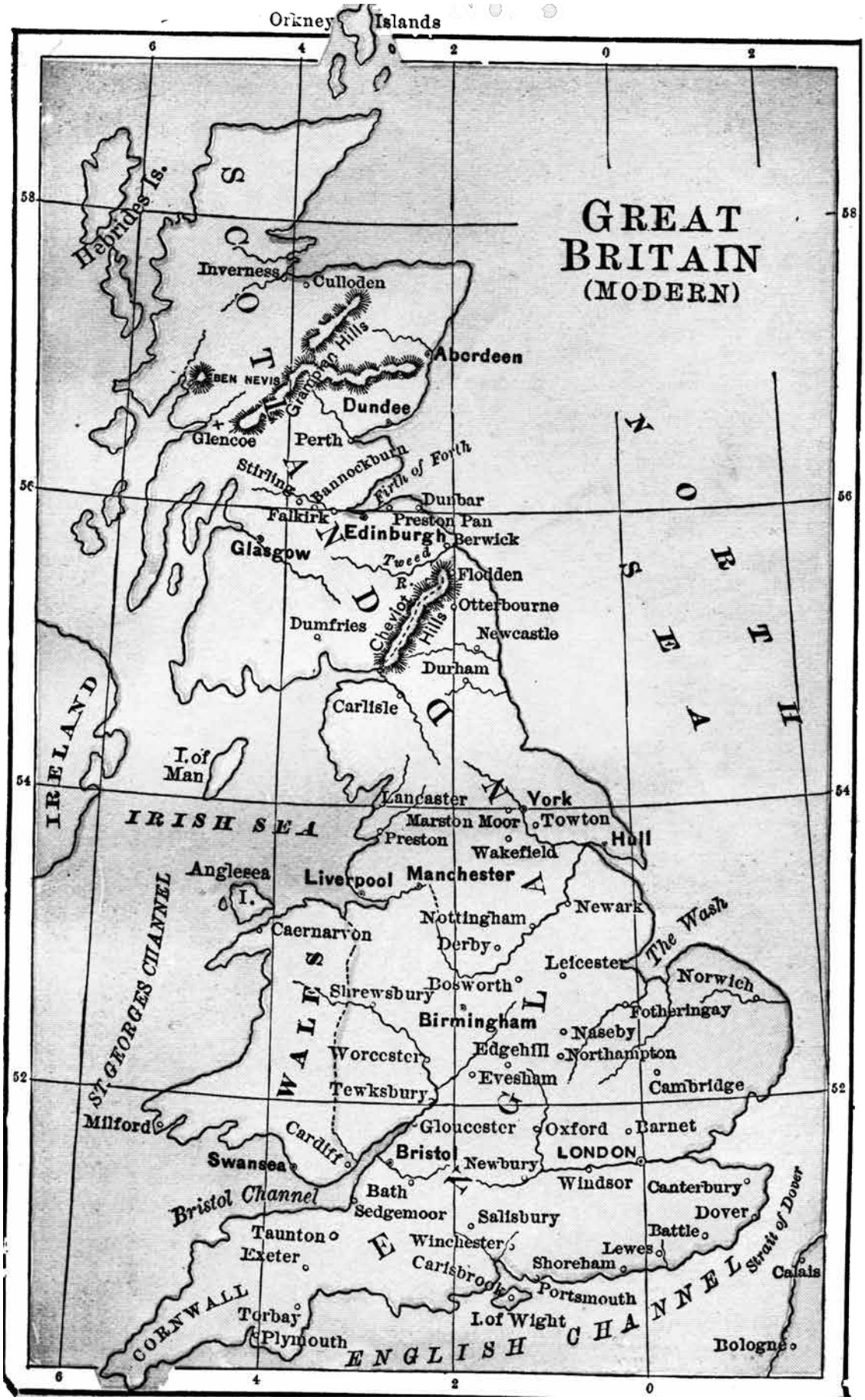
During this series of adventures the group of friends developed into a hearty team bent on the destruction of this and other preternatural creatures. In January of 1884, Professor Van Helsing, Dr. Seward, Mr. Harker, the Honorable Arthur Holmwood, now Arthur, Lord Godalming, acting as a Board of Trustees, formed the Van Helsing Institute, headquartered in the Whitby Asylum. The Institute attracted a great deal of attention in its formative

years, both malignant and benign. While the Great Detective of the era, Sherlock Holmes, and his colleague Dr. John Watson, politely refused to assist the Institute, other noted detectives of the age did come to their aid. Most notable is Thomas Carnacki, supernatural detective, inventor of the electric pentacle, and possessor of the Sigsand Manuscript. Carnacki's involvement with the Institute was mostly that of a consultant, though his great knowledge and skills were needed to end the Haunting of Dundee House in 1887.

Over the next few years the Van Helsing Institute grew in both size and scope, working to understand and often eliminate occurrences beyond the scope of mortal man. The few small rooms at Whitby Asylum soon grew too small for the Institute. It what many described as a lucky happenstance, the Institute was able to purchase a castle near Königshütte in southern Schlesien, in the Empire of Germany. It was said that the castle is one of the many assets sold from the estate of Ernest Frankenstein, youngest brother of Victor Frankenstein. From this centrally located fortress, the Van Helsing Institute was able to reach all of Europe, assisting in the entrapping of the Demonic Butcher of Marseilles; the banishing of the ghost of Mad King Ludwig from Neuschwanstein; the destruction of the Medusa of Athens; and many others.

The Van Helsing Institute can be a great resource for the characters. Characters could be members of the Institute, searching out the supernatural and occult mysteries of Europe. The players could form a new office in North America, or in the Far East, bringing in more mysteries to be solved. The Institute could also be an opposing force, perhaps trying to destroy a Vampire player character, or thwarting the goals of characters seeking out occult knowledge and artifacts.

The Van Helsing Institute is quite flexible in how it can be used in association with other groups in *Gaslight*. The Invisible College could be a formidable opponent to the Institute, subverting their every action in attempts to discredit the Institute. On the other hand, the Invisible College could be a patron of the Institute, funding their research and directing them to many obscure and dangerous adventures. The Golden Dawn would often be at odds with the Institute, attempting to acquire and control those things which the Institute would destroy. The Institute and The Golden Dawn could be on the same side, especially if they are opposed to the Invisible College or the Knights of the Round Table.


Orkney Islands
GREAT BRITAIN (MODERN)
Hebrides Is.
SCOTLAND
Inverness
Culloden
Grampian Hills
Aberdeen
BEN NEVIS
Dundee
Glencoe
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Stirling
Bannockburn
Firth of Forth
Dunbar
Falkirk
Preston Pan
Edinburgh
Berwick
Glasgow
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Canterbury
Bristol Channel
Bath
Sedgemoor
Salisbury
Dover
Taunton
Winchester
Battle
Exeter
Lewes
Shoreham
Strait of Dover
Calais
Carisbrook
Portsmouth
CORNWALL
Torbay
I. of Wight
Plymouth
ENGLISH CHANNEL
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The Sun Never Sets: A Gazetteer 2

England & Europe Great Britain

The United Kingdom of Great Britain and Ireland, during the time of Victoria, consisted of four different and interdependent countries. Wales, by far the most subjugated of the lot, was the center for the mining of iron and coal. Ireland, the center of unrest in the Empire, was fighting for independence and freedom from repressive absentee landlords. Scotland, the center of philosophy and science, flourished in its Union with England more than it ever could as a free state. England, the true center and heart of the British Empire, was the jewel of the Empire. England was for many the height of fashion, style, and culture.

"If one does not live in London, one simply does not live," was how any "true Englishman" felt. London was the social, political, and moral center of the Empire. The home of the English Parliament, the West End theater district, the British Museum, and a host of gentleman's clubs to meet any man's tastes, London truly seemed to be the center of the universe.

Great Britain brought the train to the world, making many places accessible that were truly out of touch with the time. Inventors and doctors managed to bring civilization to the world, improving the quality of life everywhere. Great Britain was the epicenter of the Industrial Revolution, which brought about the development of steam powered railways, ships, electrical power generation, and machinery meant to make life easier.

England is the home of "The Great Detective" Sherlock Holmes, his partner Dr. John Watson, Dr. Henry Jekyll, the infamous Mr. Edward Hyde, the equally infamous Jack the Ripper, Founder of the Metropolitan Police Force Sir Robert Peel, Sweeney Todd (the Demon Barber of Fleet Street), Charles Dickens, Charles Darwin, Thomas Carnacki, Alan Quatermain, Dr. James Moriarty, and a host of others famous and infamous.

The British Empire

"The sun never sets on the British Empire" was more than a cliché in the 1890s. British colonies, possessions and self-governing dominions circled the world. Britain controlled most of Africa, large parts of Asia and Oceania and a substantial fraction of North America and the Caribbean. Even South America (Guiana and the Falkland Islands) and Europe (Gibraltar) had land under the Union Jack.

France

France can really be seen as the land of anarchy and change during the 1800s. Throughout the stable reign of Queen Elizabeth in England, France sees the rise and fall of King Louis Philippe and the Bourbon Restoration; the rise and fall of the French Second Republic; the reign of Louis Napoleon Bonaparte, first as President for Life and later as Emperor Napoleon III; and the beginnings of the long standing French Third Republic. Royalists, anarchists, Republicans, and the general citizenry of France clash and work together in alteration, much to the confusion of all.

This era sees great urbanization, industrialization, and economic growth unheard of before in France. Many wonders and innovations come from France at this time, which were highlighted in the Exposition Universelle of 1889. There the people of the world came to marvel at the recreation of the Bastille, and the wondrous tower created by Gustave Eiffel.

The French colonial system suffered greatly during the turmoil in France itself, but it was still quite diverse. Most of North, West, and Central Africa were under French control, with the protectorate of Tunisia as one of the centers of power. Morocco, Algeria, French Somoliland, and French West Africa, were all under French control. In the South Pacific France established joint control with Great Britain of the New Hebrides. Also in the region, France wielded control of New Caledonia and various island groups which made up French Polynesia. French colonies even existed in the Far East in French Indochina and a French concession in Shanghai. France's influence in the Western Hemisphere was also quite broad. Their support of the reign of Maximilian in Mexico leads to great turmoil in a country already fraught with political problems. In the South American colony of French Guiana was the notorious penal colony *Île du Diable*, or *Devil's Island*, the most feared prison in the entire French domain.

Throughout the varied and diverse French colonial system one could be assured of one constant; the French Foreign Legion. This near legendary military unit is the source of many stories, a grand mixture of myth, hard fact, and mystery that garners respect no matter where they go.

Many persons of interest call France and her colonies home. Author Jules Verne, the accomplished manservant Passepartout, Erik (known to most as the Phantom of the Opera), the unhappy Emma Bovary, the famed detective C. Auguste Dupin, and many more proudly claim their French birthright.

Spain

Once a major power in world politics, by the mid-1800s Spain was but a hollow shell of its former self. Queen Isabella II, who was crowned at the age of 3, was not popular among the people of Spain, who felt that she was easily influenced by those around her and did not care for her people. The turmoil within her court led to revolts among the far flung Spanish colonies. Her attempts to unify her country only served to alienate her even more. Under great pressure from forces both political and military, Queen Isabella II went into exile in France in 1868, leaving the country in chaos. After two years of unsuccessful rule by a coalition government, it was decided that Spain would have a new king, from a new line, and a search was made to find a king that would satisfy the government. King Amadeo I was crowned in 1870. He swore to uphold Spain's constitution, and with great ambition began his reign. King Amadeo had to deal with the unstable political atmosphere in Spain, constant attempts at assassinations, and a revolution in Cuba, among many other problems. After two years, faced with reigning without popular support, King Amadeo abdicated. That same day, the first Spanish Republic was born. This lasted for another two years, during which a great deal of turmoil and unrest ruled the country. Since none of the political parties wished the return of Isabella, they pronounced her son Alphonso as King.

Alphonso XII was a young and inexperienced king, but he ruled with natural tact and grace, and the people of Spain grew to love and respect him. His rule saw the country rise up from plagues of cholera, devastating earthquakes, and the stabilization of the rule of Spain. After his death in 1885 his son, ruling as Alphonso XIII, dealt with a humiliating defeat by the United States in the Spanish-American War. Agreements signed after this six-month war saw Spain lose the majority of their colonies, including Cuba and the Philippines.

A land of poverty and strife, disaster and intrigue, fallen glory and quixotic dreams of splendor, Spain is a nation rife with adventure.

Italy

At the beginning of the 1800s, the Italian peninsula was a fractured political landscape. Various principalities, grand duchies, and the Papal States made the area look more like a puzzle than at any other time since the fall of Rome. After the Crimean War, King Victor Emmanuel II of Piedmont, Savoy, and Sardinia, managed to unite the many fractured states into the Kingdom of Italy. He was crowned King of Italy in 1861. The beginning of his reign was full of turmoil, but this all ended when his forced entered Rome in 1871, and all of Italy was under one king. The remainder of his reign was quite peaceful, and many visitors came to admire the aged splendor of the Italian cities. King Victor Emmanuel II died in 1878, succeeded by his son Umberto I.

King Umberto was deeply despised by the left-wing political circles, and suffered several assassination attempts. Alliances with former enemies Austria-Hungary and Germany did not gain him favor at home, and his attempts at imperial colonization in northern Africa, and the disastrous massacre in Milan, made the reign of Umberto a troubled one. By the end of the *Gaslight* Era, the atmosphere in Italy was volatile, and it is only a matter of time before one the many attempts on King Umberto's live succeeds.

Portugal

Once a mighty colonial empire known for its explorers, by the mid-19th century Portugal had become almost a footnote in European history. The War of the Two Brothers, also known as the Portuguese Civil War, dominated the lives of all of Portugal from 1828 to 1834. With this upheaval came a breakdown of the fragile civil and social improvements that had started to bring Portugal into the modern era. Queen Maria II made great strides in the effort of restoring her country to its role as a dominant force in European affairs by her policies of improving medical and education standards in the country. Queen Maria, often referred to as "The Good Mother", raised her large royal brood to work hard to improve the nation and its people. In 1853, following her death, that task fell to her son King Pedro V.

Among the many improvements during the reign of Pedro I was advances in the field of public medicine. Cholera was a persistent plague upon Portugal, causing the economy to fall even further behind the rest of Europe as their population dwindled. The "Curse of Portugal" even touched the royal family, killing King Pedro, his brother Ferdinand, and a number of other members of the royal family. This sudden and tragic loss isolated the country, causing domestic stagnation which seemed to have forever locked Portugal into its role as second class citizen of Europe.

Switzerland

During the era of Napoleon, Switzerland was occupied by forces from Russian and Austria during their battles with France. After Swiss autonomy was restored in 1815 the country suffered a period of political and civil unrest, which culminated in a month long civil war in 1849. The war produced few casualties, but made the people realize they needed to be united and strong in order to fend off all external troops. A federation of all the cantons of Switzerland formed a united and stable federal state, which gave the country a level a peace not seen in most of Europe.

Since medieval times, Switzerland had been known as a stable, safe, and private banking community. One could have money in a private account in Switzerland, and they be assured that nobody would be told that you had money there, or where the money came from. The many treasures and secrets hidden away in the vaults of Zurich and Geneva stagger the imagination and could produce a host of adventures for a *Gaslight* Victorian Fantasy Role Playing Game.

In 1863 in Geneva, the International Committee of the Red Cross was founded. This humanitarian organization was created to set guidelines for the handling of wounded people in battles and how war casualties should be handled. Many of the countries of Europe, and later the United States and Brazil, accepted the guidelines, allowing more people to survive a battle, and their care was ensured to be complete and helpful. Over the years the Red Cross spread all over the world, becoming a welcome site in times of strife and disaster.

Austria

The Empire of Austria, founded in the early 1800s, was created on the heels of the abolition of the Holy Roman Empire. Francis II, Holy Roman Emperor, in the wake of the defeat of his military coalition against Napoleon, was forced to dissolve the Holy Roman Empire in 1806, but prior to that in 1804 he declared his personal holdings to be the Empire of Austria. This allowed him to retain rule over this smaller realm after the dissolution of the Holy Roman Empire. Emperor Francis I, a greatly suspicious man, set up a vast network of spies, censors, and secret police. This vast network of informants was used throughout his reign to keep the emperor informed about the actions of many people he did not trust, including his own brothers.

The Emperor's death in 1835 was sudden and greatly mourned. His funeral was a spectacle unto itself, with people filing past his casket for three days. His successor, Emperor Ferdinand I, was an epileptic, and most considered him to be not terribly intelligent. Emperor Ferdinand I had a mostly uneventful reign, with the government run mostly by his regents. In 1848 revolutionaries took over the empire, entered the emperor's palace, and convinced him to abdicate in favor of his nephew Franz Joseph.

Emperor Franz Joseph, in an attempt to increase the power and influence of the Empire of Austria, negotiated an agreement with the nobility of Hungary .In 1867 the Austro-Hungarian Empire was formed. While the government and the economy both expand-

The Lost World

An expedition to South America lead by Professor George Edward Challenger and Professor Arthur Summerlee, bring back stories and evidence that defy belief and stagger the imagination. Professor Challenger started the expedition in an attempt to prove his previous claims that he discovered strange, possibly prehistoric, creatures living in South America. Along with reporter Edward Malone and Amazon explorer Sir John Roxton, they set out to find the evidence of this claim. Upon reaching the plateau where the creatures were thought to exist, the group was trapped when their bridge was destroyed.

Determined to explore the region, the party sets out on an expedition most unusual. First attacks by pterodactyls, then near deadly encounters with a variety of dinosaurs. Then a series of battles with primitive human tribesmen and ape-men. Barely escaping with their lives, the expedition returns to London with little more than stories.

Their recounting of the expedition is ridiculed much like Professor Challenger's first trip to South America. Their ultimate proof, a live pterodactyl, escapes during the presentation, flying out into the Atlantic, never to be seen again.

The lost world discovered by Professor Challenger; the lost island of Caprona; the land of dinosaurs said to exist in Antarctica; and a host of other legendary locations all rely on a similar notion. Each of these locations is completely isolated, surrounded by mountains in an unexplored region of the world.

Within the location exists creatures from another time. Dinosaurs, ape-men, prehistoric human tribes, and even giant apes and other gargantuan mammals all existing together. Those finding themselves in these regions, either on purpose or accidentally, will face great danger and will most likely leave the place with nothing but fanciful stories and bits of evidence that defy belief. This makes these locations excellent prospects for adventures in *Gaslight* .

ed and improved during the early years of the new empire, it was also a hotbed of anarchist activity.

The Empire of Austria-Hungary was a land of great prosperity, an ever increasing industrialized nation that is a multi-cultural region of prosperity and intrigue. While the emperor's spies and secret police were ever present, so were spies from other countries and anarchists bent on ending the Emperor's grip of power over the vast Empire's domain. Vienna, with its music, chocolate, and court intrigue, makes a backdrop for a *Gaslight* Victorian Fantasy Role Playing Game of gentlemanly espionage and diplomatic maneuvering.

Germany

In 1871, following their victory in the Franco-Prussian War, the Kingdom of Prussia allied the many small German states into a single empire, with the king of Prussia, Wilhelm I, as Emperor. The Prime Minister of Prussia, Otto von Bismarck, was the true force behind the unification, and as Prime Minister and later Chancellor of the Empire, much of the power of the empire lay in his hands. Under the rule of the German Empire, the constituent states flourished and became an industrial power unrivaled in Europe. The manufacturing of steel, the exporting of coal and the industrial works of companies such as Krupp, all resulted in the German dominance in industry in the latter part of the 1800s.

Germany was also the home of several semi-autonomous regions, such as Bavaria, ruled by King Ludwig II until his mysterious death in 1886 Often called "Mad King Ludwig" , he , was a man of peculiar vision. He loved to build lavish fairy tale castles and buildings of elaborate design. Besides his masterpiece New Hohenschwangau Castle, later renamed Neuschwanstein Castle after his death, King Ludwig oversaw the construction of the Winter Garden in Munich. The garden, complete with a lake and a technologically advanced glass and steel roof design, included a grotto, a Moorish kiosk, an Indian royal tent, an artificially illuminated rainbow and intermittent moonlight .

The German Empire, being a collection of kingdoms, principalities, grand duchies, and electorates, was a breeding ground for intrigue, subterfuge, and espionage. The Emperor, or Kaiser in German, had an extensive secret police force, and a spy network that was particularly successful. The German successes in the Franco-Prussian War were rumored to have relied heavily on the network of spies within the French government. This environment of suspicion makes the German Empire a resource of spies, anarchists, and corrupt industrialist for any *Gaslight* Game Master to put at his disposal.

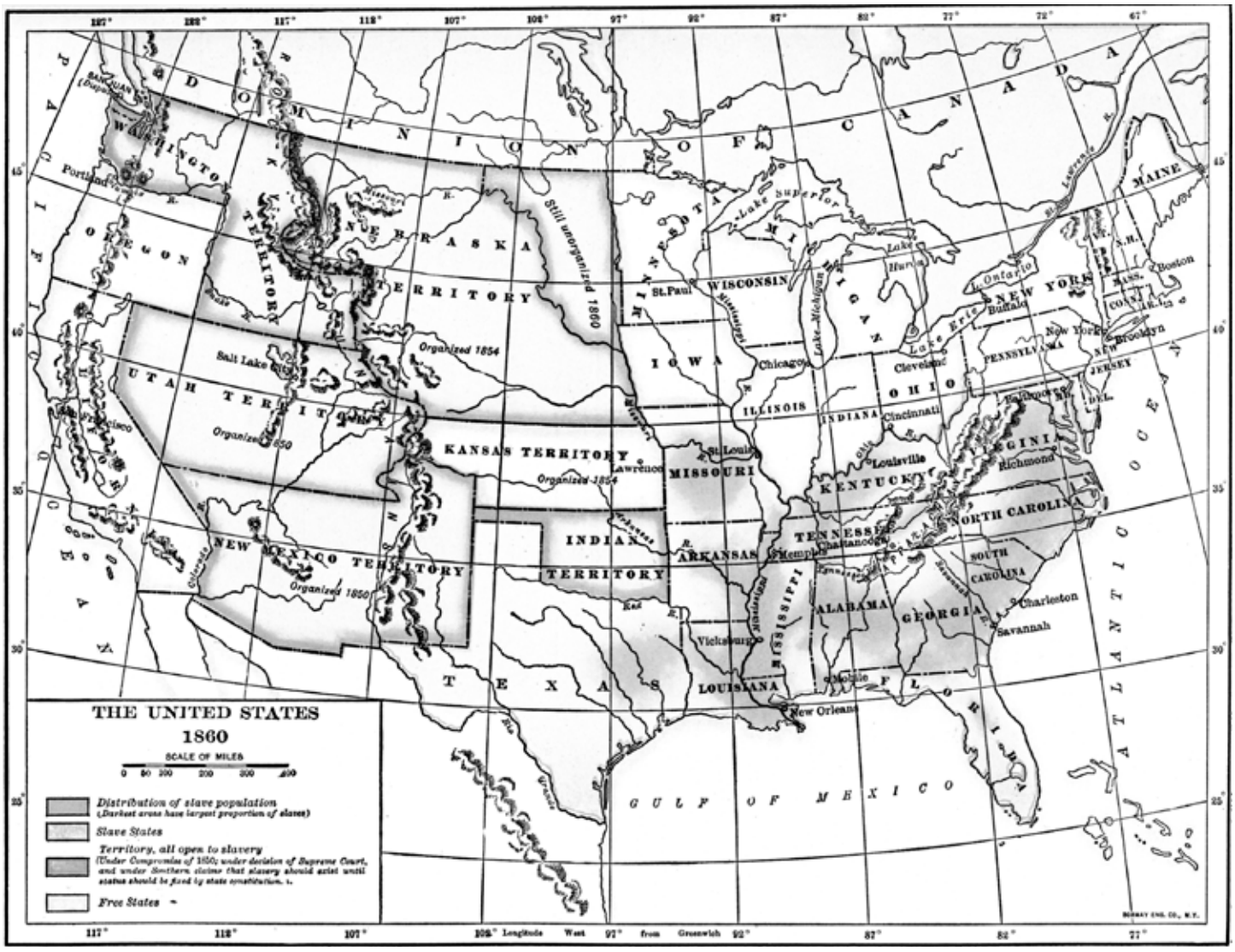
North America

A land of opportunity and growth, the countries of North America can be a focal point for adventure and excitement. Penny-dreadfuls fill young minds with tales of action, mystery, and danger in the western lands of the continent. With influences from all of the great and not so great powers of Europe, North America can be a hotbed of activity.

The United States

The 19th century in the United States was a time of turmoil. The whole century seemed to focus on the build up to and recovery from the biggest change in American history -- The Civil War. The tensions, both political and economic, that lead up to the Civil War influence the direction of the country throughout the early years of the 1800s. The upheaval caused by this great conflict had repercussions that were felt up to the dawn of the new century. It was not; however, all doom and gloom. The Industrial Revolution was alive and well in the United States. The country was a land of invention, with new technology seeming to appear every day. The westward expansion also brought adventure and new discoveries, making the United States a land of opportunity, a dream of people around the world.

The California Gold Rush of 1848 brought hundreds of thousands of people to California, with towns springing up literally overnight. Once small communities became bustling cities full of life with the excitement of gold fever. The western expansion brought many people to the west, not all of them honest citizens. Card sharks, con men, snake oil salesmen, cattle rustlers and bank robbers could all be found scattered around the boom towns of the west. Indians



roamed, and fought for their very survival, clashing with the teeming Americans spilling into their lands.

Rail lines slowly made their way west, crisscrossing the newly claimed prairies. Men like John Henry helped to build the railroad, expanding the nation and bringing the raw materials of the west to the industrial lands of the east. Jesse James made the railroads famous by robbing the trains, making the lands seem wild and untamed. Railroads were a vital link throughout the United States. Without trains, much of the growth of western towns would not have been possible, and the western United States would have been a vastly different environment.

The United States was a land of unique adventure. Part civilized nation, part savage wilderness, the country was rife with possibility. Great thriving cities like New York, Boston, and Baltimore provide centers of industry, intrigue, and adventure. Booming towns like Denver and San Francisco were full of action, danger, and adventure.

Canada

The British colonies of Canada were a battleground for the British and American governments during the War of 1812. The treaties following the war sealed a low-level animosity between the Canadian colonies and the new nation of the United States, slowing the migration between the countries and increasing the American expansion to the west. In 1867 the British North American Act took the Province of Canada, New Brunswick, and Nova Scotia and formed the Dominion of Canada, the first and largest self-governing colony of the British Empire. The majority of Canada was a vast, forested, unexplored wilderness. The great cattle herds of Alberta, the metropolis of Montreal, and the growing wilderness town of Vancouver, were all linked in 1886 with the completion of the transcontinental railway by Canadian Pacific Railway. The opening of rail service, and the grand hotels built along the route, sped up the expansion of the Canadian west.

While the expansion brought more people to the towns and cities along the rail line, it still left great swaths of the country unexplored. Stories of Wendigo, the embodiment of winter, isolation, and cannibalism spread throughout the end of the 1800s. Some claim that Wendigo wander the wildernesses of Canada, preying on hunters, trappers, and explorers of the arctic regions. Others claim that the spirit creatures have been encountered in towns like Vancouver and the newly incorporated city of Winnipeg. Whether the tales of the Wendigo and related stories of Sasquatch are true

or just the myths and stories of the local Indians are unknown. Nobody who has gone hunting for either creature has come back with one. Of course, a few expeditions have never come back....

Mexico

Territorial disputes between the United States and the newly independent nation of Mexico led the countries to an inevitable war in 1846. The war was short and, unfortunately for the fiercely proud Mexican people, unsuccessful. In 1848 the Treaty of Guadalupe Hildalgo was signed, ending the war. Mexico lost large pieces of territory, which were settled by Americans and soon became the states of Texas, California, Nevada, Utah, Colorado, and most of the New Mexico and Arizona territories. A federal republic was established after several internal wars, with Benito Juárez finally installed as President. In the 1860s Mexico was under the military occupation of France. Napoleon III installed Maximilian I as King of Mexico, under his control. The largely Conservative government of Mexico found the policies of Maximillian too conservative, and the liberals refused to acknowledge the King as their monarch. This lead to much political unrest. Forces loyal to President Benito Juárez, who kept the federal government functioning during the French intervention that put Maximilian in power, captured Maximilian and executed him in 1867.

Like much of Central and South America, Mexico was dotted with ancient ruins, lost Aztec cities, and enough adventures to keep anyone busy for many years.

Plan einer im Auslande angelegten deutsch. Handelsstadt

South and Central America

This region was both an unexplored wilderness full of ancient ruins waiting to be discovered and a hotbed of military actions throughout the era. For adventurers seeking ancient ruins and lost civilizations, the Incas and Aztecs had left behind more than enough to keep even the most active Martial Artist busy.

Argentina

The United Provinces of the Rio de la Plata was formed in 1816 from the Spanish Viceroyalty of the Río de la Plata, the last short lived Viceroyalty of the region. The United Provinces comprised the area of present day Bolivia, Paraguay, Uruguay, and Argentina. Political turmoil in the region caused the Provinces to split apart, forming the four separate countries.

Argentina is a largely agrarian country, with a smattering of farms and a large number of cattle ranches. This stable economy helped to unite the mostly Spanish population. Exporting of cattle, sheep, and wheat kept the nation from suffering the effects of the worldwide depressions of the mid-1800s, but it did not make them wealthy either.

While the immigrants to Argentina were a united people, they still suffered from attacks by the Indian tribes of the region. Argentina inherited the problems of the Spanish Viceroy when it came to dealing with the local tribes to the south, and they did not handle this problem any better than the Spanish.

Buenos Aires still had a colonial feel, even after its independence. The influx of Spanish and Italian immigrants, along with a healthy dose of financial backing from the banks of London, gave the capital city a definite European feel. The rich plains of the Pampas in northern half of the country and the rolling plateau of the south, contrast sharply with the rugged Andes along the western border. This gave the country a definitely exotic feel, with a certain air of mystery.

Of all the countries of South America, Bolivia was the most unstable politically, economically, and even geographically. The European wars of Napoleon had their effects felt in far off South America. The Spanish colonial territory known as Upper Peru declared its independence in 1809. Sixteen years of bitter war began, until finally the Spanish were defeated and a new Republic was created. Calling themselves the Republic of Bolivia, they joined forces with neighboring Peru to form the Peru-Bolivian Confederation. Wars with Chile and Argentina, while at first victorious, turned disastrous. By 1840 the Confederation had dissolved, Peru had found its independence, and Bolivia entered a period of political and economic upheaval. Wars with Peru, Chile, and Brazil over the next few decades saw Bolivia lose much of the land it once controlled, including access to the Pacific Ocean and the fertile lands of the west.

Rising silver prices around the world had brought about a rise of prosperity in Bolivia near the end of this century. Prospecting, mining, and treasure seeking have all become profitable forms of employment in Bolivia. With governments constantly teetering on the edge of disaster, Bolivia was a land of adventure, intrigue, and danger. The Andean Mountains of Bolivia hold many secrets and treasures. Perhaps even the remains of the Empire of the Inca.

Brazil

Once the colony of Portugal, the largest nation of South America has gone through many changes. For three centuries the colony of Brazil was a powerful, though often neglected, colony of Portugal. The invasion of Portugal by the army of Napoleon caused great uproar in the Portuguese court, with the King and his retinue fleeing to Brazil and setting up in Rio de Janeiro. The capital of the Portuguese Empire lies in Rio for several years, with the colony formally becoming the Kingdom of Brazil in 1815. The United

Kingdom of Portugal, Brazil and Algarves, was ruled from Rio until 182, when the King of Portugal went back to Lisbon. A year later Brazil gained its independence, with Dom Pedro the first Emperor of Brazil. Emperor Pedro I and later his son Pedro II, ruled the Brazilian Empire through the late part of the 19th century. Turmoil and revolution resulted in the abdication of Emperor Pedro II in 1889 and the Republic of the United States of Brazil was formed. The land of Brazil was sparsely populated, with heavy rainforests and the largest river system in the world. The great and mysterious Amazon River is the heart of Brazil. Many European expeditions went into the Amazon Basin to explore and bring back the natural treasures of the region. Some of them never returned.

Chile

Like many of its neighbors, Chile was a colony of Spain until the forces of France's Napoleon invaded Spain in the early 1800s. This led the people of Chile to break away from Spain. After a brief attempt by the Spanish to reconquer Chile, the Republic of Chile proclaimed their independence in 1818. This declaration did little to change the colonial lifestyle of Chile, where social stratification, family politics, and the influence of the Roman Catholic Church strongly dictated the course of the Republic. Chilean culture changed very little over most of the 19th century, and the generally stable government was a change of pace in the otherwise turbulent history of South America. In the late 1870s, wars with the new countries of Peru and Bolivia, culminating in the War of the Pacific, brought great expansion to the lands of Chile. Territories rich in nitrate deposits, which were part of their treaty settlements with Bolivia and Peru, lead to an era of national affluence. In 1886, José Manuel Balmaceda was elected president. His economic policies were radically different than those of previous presidents. He began to violate the constitution and slowly began to establish a dictatorship. These actions were not tolerated by the Congress, who voted on deposing him. Balmaceda's refusal to step down led to the beginning of the Chilean Civil War of 1891. The President's forces were quickly defeated, and Balmaceda fled to refuge in the Argentinean Embassy. There he committed suicide, ending his reign.

During the era of *Gaslight Victorian Fantasy* Chile is a highly regimented, tightly controlled, and predominately Catholic republic. While it may look calm and orderly, underneath is a hotbed of subterfuge. The mountains of Chile are large, dangerous, and potential full of raw gold, silver, and perhaps the lost treasures of the Inca or Aztecs. The "savage Indians" of Chile can also be a surprise to adventurers. They could seek revenge for wrongs done to them by the Chilean government, or they could be out to aid those hoping to find and "preserve" the treasures of the mountains. They may even know of the legendary tunnels and caves under Drakes Passage that lead to a legendary long lost kingdom below Antarctica.

Africa

The continent of Africa was a conglomeration of deserts, plains, jungles and mountains. Largely unexplored until the late 19th century, Africa still holds many secrets waiting to be uncovered -- fierce natives, lost cities, unexplored lands and immeasurable wealth all await hardy (or some would say foolhardy) adventurers.

Many legends surrounded the Dark Continent. Myths of rivers that run with gold; great hidden empires of lost Egyptians, Greeks, or Romans. Perhaps the jungles hide hideous cannibal tribes with a fondness for missionaries, the deserts hide golden Egyptian tombs filled with riches anGreatd protected with curses; lost cities inhabited by gorillas that speak; lost outposts of the fallen Atlantean Empire. Africa is rife with stories that stagger the imagination.

She is truly a land of mystery awaiting exploration, colonization, and exploitation.

King Solomon's Mine

The great mine and treasure hoard of King Solomon has been the source of rumor and speculation for centuries. Many maps purporting to show its location have lead many expeditions into the heart of Africa, and to the adventurer's doom. One map to the mine came into the possession of the English explorer Allan Quatermain, based in South Africa. Quatermain was convinced to not only seek out the treasure, but also find a lost English explorer, George Curtis.

Following the mysterious map across a vast desert, over the frozen top of a mountain range, they entered a raised valley, lush and green, known as Kukuanaland. There they find a strange and savage culture, closely guarding the legendary King Solomon's Mine. The expedition nearly died within the mine, managing to escape with just a few handfuls of diamonds. More than enough to make the men rich for their entire lives, it was still scant proof of the mine's existence.

King Solomon's Mine can make a fine adventure for any group of exploring characters. It can also be used as inspiration for other legendary locations. The Tomb of Alexander the Great, the Lost City of Atlantis, and the Temple of the Ark of the Covenant can all function in a manner similar to King Solomon's Mine. A lost civilization in an unexplored region of the world, keeping the secret of a legendary location; this is the formula that can be used for a series of epic adventures. All one needs is a map and a legend.

Asia

Afghanistan

Afghanistan has been the battleground for the "Great Game," a conflict fought between Great Britain and Russia over control of Central Asia. The First Afghan War (1838-1842) would end in a humiliating defeat for the British, and although guaranteed free passage the British Army was slaughtered during its retreat. Meanwhile, the Russian army steadily advanced southward into Afghanistan. During the Victorian Age, the British would try again, sparking the Second Afghan War in 1878. After getting a good part of its army annihilated in Kabul, Britain managed to put an Emir on the throne that both Britain and Russia could live with. During the 1880s, Emir Abdur Rahman Khan would consolidate his power in Afghanistan, strengthening military control and modernizing the nation.

Bhutan

Bhutan is a small country nestled in the Himalayas and was battered by civil war during the Victorian Age. Governors of different territories within Bhutan were vying for power through

skirmishes with the others. This came to an end in 1885, when Britain backed Ugyan Wangchuck, the Governor of Trongsa. He would consolidate his power through the rest of the Victorian Age (and was destined to be crowned king in 1907).

Ironically, although Bhutan was strengthening its ties with Britain, it conducted most of its trade with its northern neighbor Tibet. Tibet actually sided with a rival governor against Wangchuck. A treaty with Britain in 1865 allowed Britain to control Bhutan's southern border passes with India.

Burma

Although not part of the Indian subcontinent, Burma was slowly incorporated into British India during the Victorian Age. Burma shared its northeast border with China, and successfully repulsed four Chinese invasions in the 18th century before being absorbed into British India during the next century. The lowlands of Burma have a tropical climate similar to neighboring Bengal, while the highlands can range all the way up to heavy snowfall and arctic conditions depending on elevation. Like Bengal, Burma was also prone to floods and droughts.

It was Burma's territorial expansion that concerned both the Chinese and the British. Ill-defined borders were part of the problem, as military operations and refugees challenged territorial assumptions. Britain fought Burma in a series of three wars during the 19th century, resulting in total control of Burma in 1886. Burma then became a province of India.

Burma would thrive economically in rice production, but at great cost. When the opening of the Suez Canal increased demand for rice, Burmese farmers needed to borrow money to meet it, but often defaulted on their high-interest loans. As a result, the beneficiaries of the Burmese rice trade were British and Indian firms and migrant workers. Many Burmese became unemployed, and neither the ICS nor the British military would accept them into their ranks.

Rangoon

The British annexed Rangoon in 1852. The British immediately went to work on modernizing the city, building colleges and bringing western education to the Burmese people. Rangoon primarily exported rice and timber. This stood in stark contrast to the impoverished villages that surrounded it. Rangoon was made the capital of the Burmese Province in 1886.

China

The Empire of China was, to many westerners, a complete mystery. The vast landscape of a country full of strange customs, cryptic writings, and imperial intrigue is what kept many people fascinated and sometimes obsessed with this great nation. What many did not realize is that Imperial China was a nation in decline and was rushing headlong into what surely would become the end of the Manchu Dynasty.

The latter half of the 19th century in China was a time of adventure and excitement. Contact with western cultures had been limited, but the expansion of trade around the world following the Napoleonic Wars caused the Manchu government to have to deal with trade groups from Europe. The most prominent of these

groups came from Great Britain, who had colonies in nearby India. The Emperor had declared that China was not impressed with western manufacturing, so they would only accept bars of silver as payment for the silks, teas, and ceramics that were in demand in Europe. Great Britain was concerned that the precious metal reserves were being depleted, so they looked for alternative goods to trade. Their most elaborate scheme involved addicting the Chinese on opium. When the Emperor banned the opium trade in 1838 Great Britain declared war on China, and the first of the Opium Wars began.

Unfortunately for the Chinese, the First Opium War showed the outdated nature of the Chinese military. Many stunning defeats at the hands of the Royal Navy and by soldiers armed with modern rifles and tactics forced the Manchu government to surrender in 1842. The Treaty of Nanking forced China to open her ports and created the British colony on the island of Hong Kong. This foothold in China, along with trade centers in Shanghai, finally allowed western governments to have access to the great wealth of products and labor that they had long desired.

China, and the inscrutable china man, was for the most part a great mystery to most of the western world. The high quality of silk and porcelain, the exotic art and treasures of the ancient land, and the strange forms of martial arts they used to protect them all drew large numbers of adventurers to China. If one believes half the rumors of what could be found within China, then fame and fortune awaits!

India

The Indian subcontinent has a varied geography. While most people think of India as a jungle, the entire spectrum of climates can be found on the subcontinent. The British typically divided the subcontinent into northern and southern India, with the Vindhya and Satpura mountain ranges acting as a natural dividing line.

Northern India is bordered by mountain ranges along most of its borders. The largest of the northern ranges is the Himalayas, which India shares with Bhutan, Nepal, and Tibet. The highest peaks in the world are found here, including Mt. Everest, the tallest mountain in the world. It is named for the British Surveyor General, Sir George Everest, who first spotted it. To the west are the Hindu-Kush Mountains that separate British India from Afghanistan. The Vindhya and Saptura mountains, as mentioned, border the south.

Three major rivers dominate Northern India: the Brahmaputra, the Ganges, and the Indus. These rivers deposit rich, fertile soil during frequent flooding, and are densely populated as a result (although the Indus is threatened by the Thar Desert to the east).

Southern India is home to two environments, the coastal regions and the Deccan Plateau. The Deccan Plateau is separated from the coast by two mountain ranges known collectively as the Ghats. These mountain ranges keep the plateau hot all year long. The coastal regions, like northern India, have rich soil. Coastal India usually has a mild winter, then a short hot season, a rainy season, and then another hot season before winter.

Most of India is subject to the rainy season between June and September. This is the period of monsoons, a seasonal wind that brings heavy rains and flooding. While the Indian people welcome the rains after a hot season, the resultant flooding can cause loss of life and crop damage.

The British Empire politically separated British-run India into three Presidencies: Bengal, Bombay, and Madras. These three regions acted almost independently of each other, and up until the late 1870s Civilians considered themselves exclusively belonging to one of the Presidencies (e.g. the Bengal Civil Service), rather than India in general. Among these regions were also many autonomous "native states," the princes, Marajah's, which were left to run their own affairs, providing that they cooperated with British rule.

Japan

The Tokugawa (or Edo) period of Japan's history began in 1603. This time was marked by a major decrease in the amount of violence that the Japanese people were accustomed to surviving. Except for common problems of the time such as the occasional peasant revolt or famine, life for the average citizen was greatly improved. However, the country remained in almost total isolation from the outside world.

The first significant exhibit of Japanese items in the west was during the London International Exhibition of 1862. These items were primarily collected and presented by Rutherford Alcock, the British minister of Japan. It would be five more years (1867) before the Japanese government presented their own cultural displays to the world. In 1868, just one year later, the shogunate government was overthrown in a popular revolt the Meiji emperor was returned to power. It was under this government that Japan was opened to 'westernization'.

One group that did not benefit from the Tokugawa peace or the return of the Meiji reign were the little known Ainu people who by this time had been forced to live only on the northern most island of Hokkido. The members of this hunter/trapper/farmer culture appeared to have more in common with American Indians than they did their Asian overlords. The Ainu were systematically persecuted not only for their Caucasian racial stock but also because of the strange animistic religion they practiced. The Ainu religion was one of the last 'Bear Cults' to survive into the 19th Century.

Japan during the *Gaslight* period is wide open for adventure. For example, the players could be a small group following the footsteps of Marco Polo to try and open trade relations with the tightly closed shogunate, a research expedition sent to study the unknown Ainu, or a group of political/military advisers assisting the Meiji government with the suppression and dismantling of the now outlawed Samurai class.

Australia

The Australian colonies of Great Britain covered the entire continent and the surrounding islands. By the late 1800s, the colonies were: New South Wales, Victoria, Queensland, Western Australia, South Australia, the Northern Territory, New Zealand, and Tasmania. Many of the early British immigrants to Australia were prisoners, sent to the far outreaches of the empire as punishment for a variety of crimes. By 1868 penal transportations officially ended, though they had been sparse for several years before that.

The discovery of gold in New South Wales in 1851 and in Victoria shortly after that brought a surge of both population and prosperity. During the gold rush, many people from England, Ireland, China, and the United States came to Australia to discover not only gold but creatures that defied description. Kangaroos, koala, kookaburra, emu, and platypus were just a few of the strange things they found. The strangest things encountered by the new inhabitants of Australia were the old inhabitants, the aboriginals of Australia.

These strange people, living in "primitive" nomadic groups, were a great puzzle to the newcomers. How did they get to the isolated continent? How did they develop their strange customs? And should they be given rights and privileges of the "civilized" colonists? The aborigines oral history, their talk of the ancient era known as the Dreamtime, all seemed to be a collection of myths and legends to the English colonists. The boomerang and the strange musical instruments used by the aborigines added further mystery to these already curious people.

The vast deserts, crocodile filled mangrove swamps, thick tropical jungles, and sweeping grasslands make Australia a diverse environment for exploration. The largely unexplored desert regions could be host to ancient ruins, lost cities, or even gateways to the aboriginal Dreamtime.

Antarctica

Surrounding the South Pole is the frozen continent of Antarctica. Its snow- and ice-cover and high elevation combine to make it the coldest place on Earth. The sub-zero temperatures freeze the moisture out of the air, making most of Antarctica drier than the Sahara Desert.

There are no native inhabitants on the continent, but various exploration teams may be encountered. Because of the dangers of this most hostile environment, no permanent human settlements exist anywhere on the continent. Wildlife is restricted to seals, penguins, birds and fish. There are no polar bears in Antarctica.

Nearly all of Antarctica lies within the Antarctic Circle. Along the coastline, snowfall averages 20 to 40 inches per year, and temperatures range from 40 to -40 degrees. Most of the coastline is mountainous, and travel to the interior is difficult.

Rumors of a hole in the middle of the continent, leading into the Earth's interior, have persisted for years. No one has ever returned from an expedition with evidence of the legendry hole. Stories also persist of a lost world; a region of tropical environs surrounded by nearly impenetrable mountain.

Timeline: 1859-1901

1859

Building of the Suez Canal begins in Egypt under the direction of Ferdinand de Lesseps. Work is completed in 1869.

The first practical storage battery is created by R. L. G. Planté.

On the Origin of Species by Charles Darwin is published.

1861

After twenty years spent in hiding in Forres, Scotland, Mr. Sweeney Todd, formerly of Fleet Street, London, returns to the city under an assumed name.

To ensure better access to the Sydney, Australia, markets, Thomas S. Mort finances and patents the first machine-chilled refrigerated storage facility. The process is a success, and seven years later he begins shipping frozen meat to London.

(April) American Civil War begins.

1862

In Switzerland, the humanist Jean Henri Dunant proposes the foundation of an international voluntary relief organization – The Red Cross. Over the next several decades the organization grows to eventually bring to life Dunant's vision.

Otto von Bismarck becomes the Prime Minister of Prussia under appointment by the recently crowned King Wilhelm.

To reduce the size of armies and thereby reduce the number of deaths by disease and in combat, Dr. Richard J. Gatling invented the 10-barreled automatic gun which bears his name.

(May) Alice Liddell disappears from home for a day, returning with stories believed too fanciful to be true.

(November) Alice Liddell is again reported missing, but is found several hours later.

Strange creatures are reported in the woods and countryside surrounding Oxford. Local constabulary eventually contacts the Home Office, when strange tracks are found. Government officials claim they are from animals that escaped a local menagerie.

1863

(May) Philip Nolan, dubbed by some "The Man without a Country", dies aboard the U. S. Corvette Levant in the South Pacific.

(July) By gathering all the Magus at their disposal the Union casts a massive spell jinxing the Confederate forces, the Union wins two major battles within 24 hours of each other Gettysburg, PA (July 3) and Vicksburg, MS (July 4). This effectively splits the Confederacy in half without a method to link their two armies it spells the beginning of the end for the Confederate States of America.

Construction begins on the London Underground Railroad.

George Edward Challenger is born in Strythclyde, Scotland.

1864

Three Union soldiers escape from the Confederate prison at Andersonville, GA. They gain access to a hot air balloon and leave. They are later found by the U.S.S. Theta and claim wild stories of a strange man who has a hatred for the military and the land. They find him fixing a strange craft he claims to be submersible; it has a very different appearance to any other submersible vessel on record, namely the C.S.S. Hunley.

The first Geneva Convention establishes the neutrality of medical facilities within war zones.

1865

(April) End of American Civil War. John Wilkes Booth escapes capture by American troops after his assassination of President Abraham Lincoln. The army believes he was enhanced with magic, which allowed him to pass by others unnoticed and began a search for not only Booth but his conspirators as well.

(April) Nearly 2,400 passengers aboard the steamboat Sultana at various stops on the lower Mississippi. Most of these passengers are Union soldiers who were prisoners at the Confederate camps of Cahawba and Andersonville. On April 27, just north of Memphis, Tennessee, one of the ship's boilers explodes, causing the ship to catch fire and sink, killing 1,700 passengers. Investigations, instigated by the Pinkerton National Detective Agency, begin immediately.

The Law of Heredity is published by Gregor Mendel, which is generally ignored by the scientific community.

1866

(January) Pinkerton agents' storm a house in Richmond, Virginia and arrests three men accused of blowing up the steamboat Sultana, capturing the plans and parts for a personal bathysphere and hermetic explosives.

(June) Colonel Jedediah Huntington, Major Buford Norrington, and Major Donovan Douglas, late of the 3rd Confederate Hermetic Fusiliers, are found guilty of blowing up to steamboat Sultana.

Alfred Nobel invents dynamite and demonstrates its use at a quarry in Redhill, Surrey, England.

1867

In what is called Seward's Folly, and Andrew Johnson's polar bear garden, the United States signs a treaty with the Empire of Russia to purchase the Alaskan Territory for $7,200,000, or approximately 1.9¢ per acre.

Diamonds are discovered in South Africa and gold is discovered in the state of Wyoming in the United States.

1868

Civil War veteran General Ulysses S. Grant is elected President of the United States.

Louis Lartet discovers the skeleton of Cro-Magnon man in France.

The Shogun Kekei of Japan abdicates and the shogunate is abolished. The Meiji dynasty is restored and begins the modernization and Westernization of Japan.

1869

Dmitri Mendeleyev publishes the Periodic Table.

The clipper ship Cutty Sark is launched.

Debtors' prisons are abolished in Britain.

Alphonse Clemm, distant cousin of Roderic Usher, builds a new mansion on the site of the long derelict Usher House outside of Baltimore, Maryland.

1870

The Standard Oil Company is founded by John D. Rockefeller.

(Spring) Noted villain Nemo disappears after his ship, the Nautilus, is attacked by the combined navies seeking revenge for the destruction of so many British and American ship s. His whereabouts are unknown to this ate.

(September) Franco Prussian War breaks out. The war lasts six weeks and marks the end of Louis Napoleon as emperor of France and the end of the German Unification Wars. The French lose all cohesion and a provisional government is set up by the Prussians. By the end of 1870 the French proclaim the Third French Republic. Paris will succeed from France at the end of 1870 and proclaims the Paris Commune.

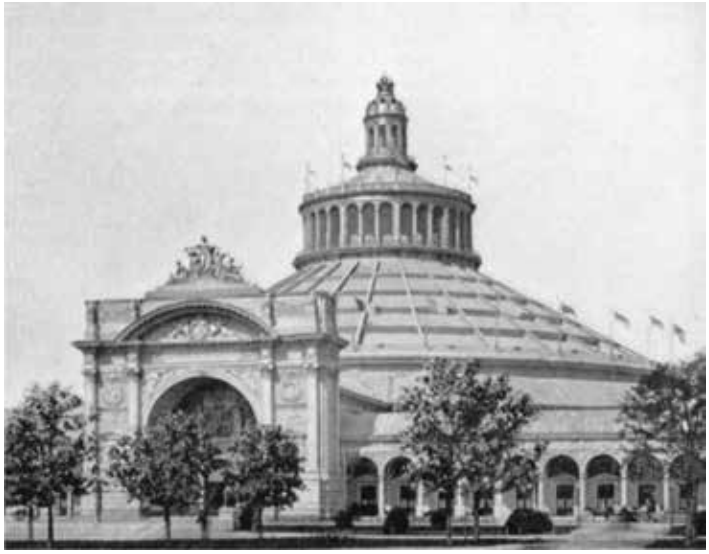
1871

Empire of Germany is formed. Kaiser Wilhelm I is crowned its head.

Charles Babbage dies. While going through his papers, his son George and Ada Lovelace find reference to a previously unknown workshop. There they discover a complete, and operational, Analytical Engine.

Phineas T. Barnum opens The Greatest Show on Earth in Brooklyn, New York.

(October) In the late hours of October 8, a fire breaks out in the O'Leary barn on De Koven Street in Chicago. Before the fire dies out in the early morning of October 10, over three square miles of the city are destroyed.



1872

MI 7 obtains plans for, and manufactures, an Analytical Engine. Several modifications are made to the original design based of the Director's analysis of the design.

(October) Mr. Phileas Fogg, a member of the Reform Club of London, accepts a wager to attempt to travel around the entire globe in 80 days. He leaves London that evening with his valet Passepartout.

(November) The Mary Celeste sets sail from Staten Island, New York, bound for Genoa, Italy. The Captain's wife and daughter are on board as passengers.

(December) One month after leaving New York, the Mary Celeste is found crewless, under full sail, and heading for the Strait of Gibraltar. The crew and passengers are never found.

Eighty days after leaving the Reform Club in London, Mr. Phileas Fogg returns to claim his £20,000 bet for successfully traveling around the world in 80 days.

1873

The Harvard School of Hermetic Studies celebrates its 225th anniversary.

Nemo, thought to have been killed three years previously, secretly begins construction of a base of operations under the Antarctic ice. Heated by geothermal vents, this elaborate cave complex can only be accessed by submarine.

The Vienna World Exposition opens with the theme of Culture and Education.

The cities of Buda and Pest are united to form the city Budapest, which is made the capital of Hungary.

1874

(Spring) As the sailing and shipping season begins, reports of piracy and sunken ships in the Atlantic and Indian oceans begin to be reported. No pirate ships are seen, but survivors report a large submerged vessel shaped like a narwhal is the culprit.

Britain annexes the Fiji Islands.

The first American zoo is established in Philadelphia. The zoo was chartered in 1859, but the opening of the zoo was delayed due to the Civil War.

Barbed wire is patented by J. F. Glidden.

1875

Guangxu is crowned Emperor of China at the age of four. His adopted mother Empress Dowager Cixi acts as regent until 1889. The London Medical School for Women is founded.

With continued success, Nemo's hidden base is set up to begin construction of additional submarines. Nemo begins to draw up the plans for faster, stronger, and larger submarines.

(May) The Red Headed League is formed.

(August) London's prestigious Royal Academy of Magic celebrates its 500th anniversary. The Academy adopts the use of the Analytical Engine to store the massive library of spells collected over the years. It is considered to be a bold move by the new head of the department, Salamander Drake.

1876

Dr. Kellogg opens the Battle Creek Sanitarium in Battle Creek, Michigan. People flock from all around to come for cleansing, exercise, and a radical change in diet.

Alexander Graham Bell is awarded a patent for his new invention, the telephone.

Johns Hopkins University is founded in Baltimore, Maryland, as a research university. The university is named after Johns Hopkins, who left $7 million dollars when he died in 1873 to start a university and a hospital.

General George Armstrong Custer, leading a detachment of the Seventh Cavalry, attacks a combined Sioux and Cheyenne encampment. The 260 soldiers are slaughtered to a man.

1877

(February 1) The passenger ship Lady Vain was lost by collision with a derelict about the latitude 1 deg. S. and longitude 107 deg. W.

(March) U.S. Grant leaves the Presidency of the United States and Rutherford B. Hayes is sworn in as the 19th President of the United States.

(October) The death of Dr. Moreau is witnessed by Edward Prendrick and is reported at his eventual rescue from the island.

Reconstruction ends in the United States

Queen Victoria is proclaimed the Empress of India.

Thomas Alva Edison invents the phonograph, recording voices on wax cylinders.

Italian astronomer Giovanni V. Schiaparelli describes the canali he observed on the surface of Mars. They are later mistranslated as "canals."

The first public telephones are made available in New York City.

1878

(March) The first of Moreau's Beast Men begin appearing all over the world, they are treated no better than second class citizens

(Spring) Noted villain Nemo disappears after his ship, the Nautilus, is attacked by the combined navies seeking revenge for the destruction of so many British and American ships. His whereabouts are unknown to this date.

The Christian Revival Association, founded in 1865, changes its name to the Salvation Army.

Electrical street lighting is introduced in London.

Pope Pius IX dies and is succeeded by Pope Leo XIII.

Cleopatra's Needle is taken out of Alexandra, Egypt, and erected in London.

1879

The Zulu War. Zulus massacre British soldiers at Isandhlwana, but are later defeated at Cetewayo.

The son of Napoleon III, the French Prince Imperial, is killed during one of the battles of the Zulu War.

(October) The United States Supreme Court decides that Beast Men are protected under the 14th Amendment and are given suffrage. The United States is the first country to recognize Beast Men as an independent race.

1880

Britain installs pro-British Emir in Afghanistan and ends conflict. Famine Codes established. Indian population at over 250 million. First telephone exchange in Calcutta.

T.A. Edison and J.W. Swan independently invent the first practical electric lights.

The first electric lights in New York City are installed.

1881

Flogging is abolished in the British Army and Navy.

(March) James Garfield is sworn in as the 20th President of the United States

(September) President James Garfield is assassinated. Vice-President Chester A. Arthur succeeds him.

(October) Wyatt Earp, Morgan Earp, Virgil Earp, and Doc Holliday fight Frank McLaury, Tom McLaury, Billy Claiborne, Ike Clanton, and Billy Clanton in the infamous Gunfight at the O.K. Corral. The fight, which takes place in a vacant lot behind the corral, lasts about 30 seconds. During that time about 30 shots are fired. Frank McLaury, Tom McLaury, and Billy Clanton are killed. Morgan Earp, Virgil Earp, and Doc Holliday are wounded.

(December) Lillie Langtry, the Jersey Lily, has her stage debut at the Haymarket Theatre in London, starring in She Stoops to Conquer.

1882

The US government bans Chinese immigration for the next 10 years.

Charles Darwin, English Naturalist, dies. This same year his second book On the Origin of Species: The Mythical and Mystical is published posthumously.

Jesse James, living under an assumed name in Missouri, is killed in his own home by Robert Ford.

(August) Roy Bean is appointed Justice of the Peace for Pecos County. He sets up his part time courtroom in his saloon and dubs himself "The Law West of the Pecos".

1883

Buffalo Bill Cody organizes his Wild West Show, which becomes a world-wide success almost immediately.

The Orient Express makes its first run from Paris to Istanbul.

Krakatoa erupts near Java. The effects of this massive volcanic explosion are seen throughout the world over the next several years. It is rumored that the eruption was a ritual gone wrong, perpetrators unknown.

The Brooklyn Bridge, the architectural wonder of the age, is opened for use. It is the first land crossing between Manhattan and Long Island.

(October) The Salem Institution of Magic celebrates its 200th anniversary with a party in Salem, Mass.

(December) In honor of the 275th anniversary of the death of its founder, the Society for the Advancement of Deesian Studies attempts to contact the spirit of John Dees. Reports of their success or failure are kept hidden by the Grand Master of the Society.

In Durban, South Africa, Allan Quatermain is approached by an English aristocrat, Sir Henry Curtis, and Captain Good, seeking his help in finding Sir Henry's brother, who was last seen traveling north into the unexplored interior, on a quest for the fabled King Solomon's Mines.

1884

(January) The Van Helsing Institute is founded in Whitby, England. Professor Abraham Van Helsing, Dr. John Seward, Mr. Jonathan Harker, and Arthur, Lord Godalming, form the founding Board of Trustees. Individuals of various eclectic expertise are recruited by the Institute to "study, analyze, and eliminate creatures of preternatural origin." Repeated requests for Messers. Holmes and Watson to join the Institute are politely refused.

(March) Grover Cleveland is sworn in as the 22nd President of the United States

Sir Charles Parsons invents the first practical steam turbine engine.

The Berlin Conference recognizes European spheres of influence in Africa.

1885

The Minnesota Psychographic Enhancement Company begins producing Phrenology Enhancement machines.

The first skyscraper, a stunning 10 stories tall, is erected in Chicago.

(February) The month ends, curiously, without a full moon.

King Leopold II of Belgium establishes the Congo Free State as his own personal possession.

1886

Bertram Griffin invents a formula that changes the refractive index of objects, making them invisible. After various experiments on smaller creatures, Griffin uses the formula on himself, with disastrous results. MI 7 acquires Griffin's notes and remaining formula "for the national interest".

Karl Benz patents the first successful gasoline-driven automobile, which he built in 1885.

The Haymarket Riots, an escalation of general strikes throughout the United States, causes a great scandal. Over the course of many years to come, this protest eventually leads to the eight hour workday.

(June) President Grover Cleveland marries Frances Folsom in the White House. He is the first president to get married there.

1887

Sir Danvers Carew, MP, is savagely beaten to death. Dr. John Seward of the Van Helsing Institute is called in to help determine the killer's identity. The case is closed when it is determined that one Edward Hyde, lately a guest of one Dr. Henry Jekyll, not only killed Sir Danvers Carew, but stands accused in the death of the good doctor as well. Mr. Hyde is discovered unconscious, but alive, in Dr. Jekyll's laboratory. The doctor's papers, experimental equipment and Mr. Hyde are all taken by the Van Helsing Institute for further study.

(May) Buffalo Bill's Wild West opens in London in celebration of Queen Victoria's Jubilee.

1888

Jack the Ripper stalks the streets of Whitechapel. Five women of ill repute are horrifically butchered. The city is gripped by the brutality of the crimes, yet the killer is never captured. Investigations by the Van Helsing Institute conclude that these are not the work of one of Count Dracula's minions, but it is suspected to be of supernatural origin.

(September) While hosting a dinner party a person known only as The Traveler, spins a tell about traveling through time. He is scoffed at by his friends and before the end of the party has left the house, taken off again to find his destiny in the future. He is the last known Techno-arcanist of his caliber.

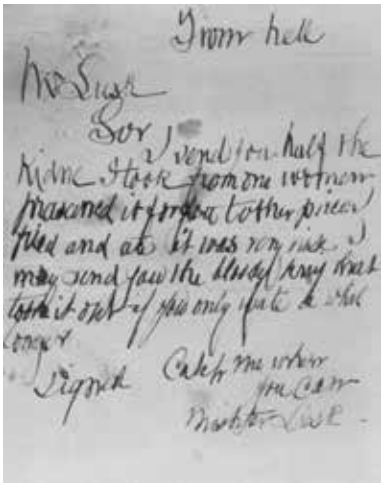
(October) Sherlock Holmes and Watson investigate the tales of spectral hounds at the Baskerville Estates.

1889

Oil discovered in India.

(March) Benjamin Harrison is sworn in as the 23rd President of the United States.

(June 21) The Van Helsing Institute purchases a castle near Königshütte in southern Schlesien, Empire of Germany. The headquarters of the Institute is moved there from Whitby.


From hell

Mr Lusk

Sor I send you half the Kidney I took from one woman preserved it for you tother piece I fried and ate it was very nice I may send you the bloody knife that took it out if you only wait

Signed Catch me when you can Mishter Lusk

1890

An off-shoot branch of the Red Headed League attempts to rob the Bank of London by digging under its vault. This plot is foiled by Sherlock Holmes. The League is mistakenly thought to be dissolved at this point.

(April) A brutal series of murders begin in Boston's South End, many Americans believe it's the work of the infamous murderer from London, "Jack the Ripper."

(July) Idaho (43rd) and Wyoming (44th) are admitted as states in the United States.

1891

Homo erectus remains discovered in Java.

(Spring) Nikola Tesla demonstrates the Tesla Coil for the first time before the American Institute of Electrical Weird Inventors. He also gives demonstrations in St Louis and Philadelphia on wireless communications, later known as radio.

(September) Sherlock Holmes travels to Tibet and visits the Lhama of Lhassa

(December) Mary Watson, wife of the notable companion of Sherlock Holmes Dr. John Watson, dies.

1892

(August) Andrew and Abby Borden brutally murdered with a hatchet in their Fall River, Mass., home. An English sailor known only as *The Captain* leaves Cornwall in his ship *HMS Plutonia*. The claim is that his ship is charmed and can lead the fleet safely to and from Mexico.

1893

(March) Grover Cleveland is sworn in as the 24th President of the United States and the only man to be elected to two non-consecutive Presidential terms

(May-October) The World's Colombian Exposition, also known as the Chicago World's Fair, takes place. Among the many things seen there for the first time are the Ferris Wheel, Juicy Fruit Gum, and stunning displays of electrical lights illuminating the White City.

(August) The Captain returns from his travels with half the fleet, claiming a misalignment of the sextant to the sun caused the fleet to disperse in a storm. He brings with him a magic mirror to give his granddaughter for her birthday, the mirror was taken from Aztec treasure still buried in Mexico and is rumored by the sailors of the fleet to be cursed.

Challenger sets off on his expedition to find Maplewhite Land (The Lost World).

1894

(April) Sherlock Holmes revels to the world at large that he is still alive and returns to London to apprehend Moran for the murder of Roland Adair.

(November) The Van Helsing Institute sends agents to investigate rumors that Dracula is operating in San Francisco, California.

1895

(May) Oscar Wilde is convicted of "sodomy and gross indecency" and is sentenced to serve two years in prison at Reading Gaol.

Auguste and Louis Lumière display their first moving picture film in Paris.

H.G. Wells publishes the biography of the last Techno-arcanist, known only as The Traveler.

1896

Tesla transmits the first radio signals from his lab in New York City to West Point, a distance of about 30 miles. Philippines revolt against Spain.

(August) Gold is discovered in the Yukon Territory. News of the discovery takes almost a year to reach the continental United States, spawning a massive rush to Alaska for gold.

1897

(March) William McKinley is sworn in as the 25th President of the United States.

1898

(February) The sinking of the USS Maine in the Havana Harbor is blamed on a Spanish naval mine. The sinking of the ship is a precipitating cause of the start of the Spanish-American War. Claims that the explosion was caused by a botched summoning of an elemental are quickly denied by the War Department.

1899

Philippine Insurrection begins. Boer-War begins.

(December) On the last day of the year, one of the Stonehenge Stones topples, leading to widespread panic among spiritualists.

1900

(March) The Gold Standard Act is ratified, placing United States currency on the gold standard.

(April) Hawaii becomes an official territory of the United States.

Carrie Nation begins her temperance crusade to close saloons throughout the US.

(September) A massive hurricane strikes Galveston, Texas, killing over 8,000.

1901

(January) Queen Victoria dies. Prince Albert Edward becomes King Edward VII. Boston Gun Club builds a large cannon in Florida (United States) which they say will be used for exploration of the Moon.

(August) President McKinley signs an Executive Order creating Division 4, the American version of the British MI7 group.

(September) President William McKinley of the United States is assassinated.

(November) Creatures believed to be from the planet Mars invade London; the fate of the world is unknown.

Abilities 3

Just about every die roll you make gets a bonus or penalty based on your character's abilities. A robust character has a better chance of surviving a trek through a scorched desert. A perceptive character is more likely to notice enemy agents sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret compartment. Your ability scores provide modifiers for these kinds of rolls.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and every below-average score gives you a disadvantage on other die rolls. You determine your scores using one of the methods described below, assign them to the abilities you like, and then raise them as your character gains experience.

Your Ability Scores

To generate ability scores for your character, use one of the following methods. Your Gamemaster might want you to use a specific method, so check before starting.

Random Generation

To randomly generate an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical person is 10 or 11, but your character is not typical. The most common ability scores for heroes are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of individual your character is going to be, including his class and starting occupation, in order to know where best to place your character's ability scores. If you haven't already done so, familiarize yourself with the basic class descriptions and Background Occupations presented later in this chapter before deciding how to allocate your character's ability scores.

Rerolling

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if the total of your modifiers is 0 or lower, or if your highest score is 13 or lower.

Planned Generation

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This method also requires you to know what kind of character you want to play so you can generate your scores appropriately. Determine your character's class beforehand, and then generate your character's ability scores as outlined at right.

Your character's ability scores all start at 10. You have 20 points to spend to increase these scores, using the costs shown in **Table 3.1.**

Table 3.1: Generation Costs

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

The Abilities

Each ability partially describes your character and affects some of your character's actions.

Ability Modifiers

Each ability has a modifier ranging from –4 to +4 for a beginning character in the table below. Because ability scores can change throughout a character's career, the table shows modifiers for scores lower than 3 and higher than 18.

Table 3.2: Ability Modifiers

Score	Mod.	Description
1	-5	Inept
2-3	-4	Infant
4-5	-3	Child
6-7	-2	Significantly below adult human average; youth
8-9	-1	Below adult human average; teenager
10-11	0	Adult human average
12-13	+1	Above human average
14-15	+2	Significantly above average
16-17	+3	Highly capable
18-19	+4	Extremely capable
20-21	+5	Best in the region
22-23	+6	Best in the country
24-25	+7	World-class ability; maximum human potential
26-27	+8	Above human achievement
28-29	+9	Significantly above human achievement
30+	+10	Legendary ability

You add the modifier to the die roll when your character tries to do something related to an ability. For example, you add your Strength modifier to your roll when you try to hit someone with a baseball bat. You also apply the modifier to some numbers that aren't die rolls; for instance, your Dexterity modifier applies to your Defense to determine how hard you are to hit in combat.

A positive modifier is called a bonus, and a negative modifier is called a penalty.

Strength

When you have to move a heavy object, turn a rusted knob, bash open a locked door, or adjust someone's attitude with a fire axe, this is the dominant statistic you use. Strength modifies attack and damage rolls in melee combat and skills that rely on pure brawn and muscular ability. Strong characters tend to have prominent

muscles and tall, thick bodies. Strength can be greatly affected by the application of magic.

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score, as shown on the Carrying Capacity Table. Results above 23, the maximum attainable for a 20th level character that began with an 18 Strength and raised it all five times with his statistic increases. 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 any body 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.

An encumbered character performs as if his or her Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following **Skills:** Balance, Athletics, Escape, Hide, Athletics, Stealth, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Table 3.3: Medium Load Speed Reduction

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following **Skills:** Acrobatics, Athletics, Escape Artist 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 ×4.

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.

Table 3.4: Heavy Load Speed Reduction

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

Lifting and Dragging

A character can lift up to his or her maximum load over his or her head. A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action). A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on the Carrying Capacity Table are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large ×2, Huge ×4, Gargantuan ×8, and Colossal ×16. Smaller creatures can carry less weight depending on size category: Small ×¾, Tiny ×½, Diminutive ×¼, and Fine ×⅛.

Table 3.5: 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	×4	×4	×4

Quadrupeds: Four legged creatures, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine ×¼, Diminutive ×½, Tiny ×¾, Small ×1, Medium-size ×1½, Large ×3, Huge ×6, Gargantuan ×12, and Colossal ×24. In the world of *Gaslight*, living horses are a rarity, but artificial horses and similar creatures are a high-ticket commodity and would conform to this rule for Lifting and Dragging.

Tremendous Strength: For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Dexterity

When you have to weave your way through the crunch of downtown traffic, when you want to impress a date with an acrobatic display on the dance floor, or when people are shooting at you and dying is not on your schedule for today, Dexterity is the dominant statistic used. Dexterity modifies attack rolls when making ranged attacks and Reflex saving throws, making it important for anyone who anticipates getting into firefights and surviving them. Extremely dexterous characters tend to have slender builds and graceful movements.

Constitution

When you get exposed to a new disease and have to resist it, when you run a marathon and do not want to pass out, and when you get shot and have no desire to die from shock, Constitution is the dominant statistic in these cases. The Constitution modifier affects hit points and Fortitude saving throws, making it very important for characters that wish to weather adverse conditions and keep on going. Extremely enduring characters usually have dense bodies and well-worn features, indicating their ability to get though just about anything.

Intelligence

When you are faced with a logic puzzle, when you have to figure out the password to a security system, and when remembering your date's name means the difference between a good evening and a field test of the cup you are wearing, Intelligence is the dominant statistic. Intelligence affects starting languages and the number of skill points a character possesses, making it important for anyone with a specialty in technical or scientific fields. Intelligent characters tend to be college trained and speak eloquently.

Wisdom

When you need to resist the allure of easy money because you know the job is going to be harder than advertised, when you try not to reveal your team's fallback point through the haze of truth serum, or when you have to remember from painful experience that you should always remember your date's name, Wisdom becomes the dominant statistic. Wisdom modifies Will saving throws. Characters with high Wisdom scores are easy to spot; they are the ones that get to live to old age.

Charisma

When you have to impress an employer before you get the 'good' job, when you do not want your name smeared in the press because no one who knows you likes you, and when you really want to get a date with someone and your first impression has to be impeccable, Charisma becomes the dominant statistic. Charisma is as much force of personality as it is looks, but both are an important part of this ability score.

Ability Score Related Rules

The following rules are based directly on a character's ability scores. As ability scores increase or decrease, these rules are also modified to match the new score unless otherwise stated. For instance, hit points increase fully with an improvement to a character's Constitution modifier but skill points only increase for character levels gained after an Intelligence modifier improvement.

Statistic Checks

A statistic check is a d20 roll modified only by the relevant statistic's bonus or penalty. These check are rare, as most actions in the *Gaslight* roleplaying game are dealt with through attack rolls, skill checks, and saving throws. Occasionally, however, an action will not have any other appropriate modifier and the Gamemaster will call for a statistic check to determine success. Untrained skill checks (which result when a character tries to use a skill he has no ranks in and can be used untrained) are effectively Statistic checks because the only modifier comes from the ability score involved.

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.

Table 3.6: Other Statistic Check Examples

Key Ability	Example Ability Check
Strength	Forcing open a jammed/locked door
Dexterity	Tying a rope or reloading a magazine in a single combat round
Constitution	Holding one's breath
Intelligence	Navigating an unknown city grid
Wisdom	Recognize a stranger you have seen before
Charisma	Getting yourself noticed in a crowd

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a d20 for each combatant with the highest result going first. Reroll ties until there is a clear progression of actions. There are no simultaneous actions in *Gaslight*. Someone is always faster on the draw.

Heroes in Gaslight are drawn from all reaches of Victorian society, from the rarefied halls of Oxford to the slums of the St. Giles rookery. Selecting a concept can help focus your idea and makes character creation simpler and more straightforward.

Table 3.7: Random Starting Ages

Race	Random Starting Age
Beast Men	13 + 1d4 years
Human	16 + 1d4 years
Ratling	7 + 1d6 years
Vampire	16 + 3d6 years
Werewolf	16 + 1d4 years
Wildling†	10 + 1d6 years

†Wildlings always appear to be and act like children between 9 and 12 (8+1d4) years old regardless of how old actually they are.

Height and Weight

Determine your character's height and weight using the table provided. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy. Feel free to select an appropriate height and weight for your character, or roll dice for random results.

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

For example, Ken Stone, a male, has a height of 4 feet 10 inches plus 2d10 inches. Ken's player rolls 2d10 and gets 12, making Ken 5 feet 10 inches tall.

Ken's player then multiplies the 12 by 2d4. Ken's player rolls 2d4 and gets 5, so he adds 60 (5 x 12) to the base weight of 120 pounds. Ken weighs 180 pounds.

The table provides a range of heights and weights for typical heroes and also gives average height and weight figures for each gender. It is possible to play distinctive heroes that are particularly tall, heavy, short, or lithe as you see fit.

Table 3.8: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Beast Men, Bear	6′ 10″	+ 4d8 in.	200 lbs	× (2d8) lb
Beast Men, Cat	4′ 6″	+ 2d10 in.	90 lbs	× (2d4) lb
Beast Men, Dog	4′ 6″	+ 2d10 in.	90 lbs	× (2d4) lb
Human, Male	4′ 10″	+ 2d10 in.	120 lb.	× 2d4 lb.
Human, Female	4′ 6″	+ 2d10 in.	120 lbs	× (2d4) lb
Ratling, male	3′ 5″	+ 2d6 in.	75 lbs	× 1 lb.
Ratling, female	3′ 5″	+ 2d6 in.	75 lbs	× 1 lb.
Vampire, male	4′ 10″	+ 2d10 in.	120 lb.	× 2d4 lb.
Vampire, female	4′ 3″	+ 2d10 in.	85 lbs	× (2d4) lb
Werewolf, Male	4′ 10″	+ 2d10 in.	120 lb.	× 2d4 lb.
Werewolf, Female	4′ 6″	+ 2d10 in.	120 lbs	× (2d4) lb
Wildling, male	2′ 8″	+ 2d4 in.	75 lbs	× 1 lb.
Wildling, female	2′ 8″	+ 2d4 in.	75 lbs	× 1 lb.

Table 3.9: Ageing Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Beast Men	30 years	48 years	66 years	+ 1d10 years
Human	35 years	53 years	70 years	+ 2d20 years
Ratling	15 years	25 years	35 years	+ 2d20 years
Vampire†	—	—	—	—
Werewolf	35 years	53 years	70 years	+ 2d20 years
Wildling†	—	—	—	—

[1]At middle age, -1 to Str, Dex and Con; +1 to Int, Wis and Cha.
[2]At old age, -2 to Str, Dex and Con; +1 to Int, Wis and Cha.
[3]At venerable age, -3 to Str, Dex and Con; +1 to Int, Wis and Cha.
†These races are not subject to the effects of ageing.

Action Points

Action points give character the means to affect game play in significant ways, by improving important rolls or unlocking special abilities. Each character has a limited number of action points, and once an action point is spent, it is gone for good.

Metagame Analysis: Action Points

Action points give players some control over poor die rolls. Although this has little effect in an average encounter, it makes it a little more likely that characters will survive extremely challenging encounters and less likely that a single character will fall to what would otherwise be a balanced foe because of bad luck. A reserve of action points lets even careful players expose their characters to more risks, heightening the game's tension and opening the door to even more heroic action. This variant also makes it less likely that an entire adventuring group will fall victim to one powerful effect.

Action points also make it more likely that the use of a character's most potent abilities will be successful. For example, although its overall effect on an encounter might be minimal, few things frustrate a character more than missing with an attack—an event that becomes less likely when using action points.

That said, action points can also lead characters to routinely get in over their heads (relying on action points to save themselves), and for GMs to unconsciously increase the difficulty of encounters (since characters are more likely to succeed against foes of equal power). This is as fine as long as the characters have a reserve of such points to spend—but if they run out, encounters that would otherwise be merely challenging can become incredibly deadly. Keep the number of action points available to your characters in mind when designing encounters.

For GMs who are worried that action points increase the power level of characters without an offsetting cost, there's an easy solution. Just think of each action point as a one-use item with a broad range of possible effects. With that analogy, it becomes easy to justify reducing the amount of treasure awarded to balance out the accrual of action points. Note that this is merely a tool for GMs interested in carefully monitoring character power levels; action points should never be for sale.

An action point is roughly equivalent to a magic item worth a purchase DC of 12 (+1 per character level since the higher a character's level, the more potent the effect).

Acquiring Action Points

A beginning (1st-level) character starts the game with 5 action points. A character above 1st level starts the game with a number of action points equal to 5 + ½ his current character level.

Every time a character advances he loses all left over action points, he then gains a number of action points equal to 5 + ½ his new character level. Some prestige classes might allow a faster rate of accrual, at the GM's option.

NPCs & Action Points

Most NPCs probably shouldn't have action points, due to the added complexity this would create. In the case of important villains or other significant characters, however, the GM may award them an appropriate number of action points to use against the player characters. A number of action points equal to ½ the NPC's level is a good baseline.

Using Action Points

You can spend 1 action point either to add to a single d20 roll, to take a special action, or to improve the use of a feat.

You can spend 1 action point in a round. If you spend a point to use a special action (see below), you can't spend another one in the same round to improve a die roll, and vice versa.

Table 3.10: Action Point Dice

Character Level	Action Point Dice Rolled
1st-5th	1d4
6th-10th	1d6
11th–15th	1d8
16th-20th	1d10
21st to 25th	1d12
26th to 30th	1d20

Add to a Roll

When you spend 1 action point to improve a d20 roll, you add the die type to your d20 roll (including attack rolls, saves, checks, or any other roll of a d20) to help you meet or exceed the target number. You can declare the use of 1 action point to alter a d20 roll after the roll is made, but only before the GM reveals the result of that roll. You can't use an action point to alter the result of a d20 roll when you are taking 10 or taking 20.

Special Actions: A character can perform certain tasks by spending an action point. In addition to the actions described below, some prestige classes or feats (see below) might allow the expenditure of action points in order to gain or activate specific abilities, at the GM's option.

Activate Class Ability: A character can spend 1 action point to gain another use of a class ability that has a limited number of uses per day. For example, a Martial Artist might spend an action point to gain another use of her stunning fist ability, or a Divine Champion might spend an action point to make an additional smite attack.

Boost Defense: A character can spend 1 action point as a free action when fighting defensively. This gives him double the normal benefits for fighting defensively for the entire round (+4 dodge bonus to AC; +6 if he has 8 or more ranks in Acrobatics).

Emulate Feat: At the beginning of a character's turn, he may spend 1 action point as a free action to gain the benefit of a feat he doesn't have. He must meet the prerequisites of the feat. He gains the benefit until the beginning of his next turn.

Extra attack: During any round in which a character takes a full attack action, he may spend 1 action point to make an extra

attack at his highest base attack bonus. Action points may be used in this way with both melee and ranged attacks.

Spell Boost: A character can spend 1 action point as a free action to increase the effective caster level of one of his spells by 2. He must decide whether or not to spend an action point in this manner before casting the spell.

Stable: Any time a character is dying, he can spend 1 action point to become stable at his current hit point total.

Improving Feats: The use of action points opens up a whole range of possible feats. However, it's easier on characters simply to improve existing feats to take advantage of action points—that way, characters needn't spend their precious feat slots simply to gain the ability to use their action points. Below are a few examples of how action points can be used with existing feats. Unless otherwise stated, each effect requires a free action to activate and lasts 1 round.

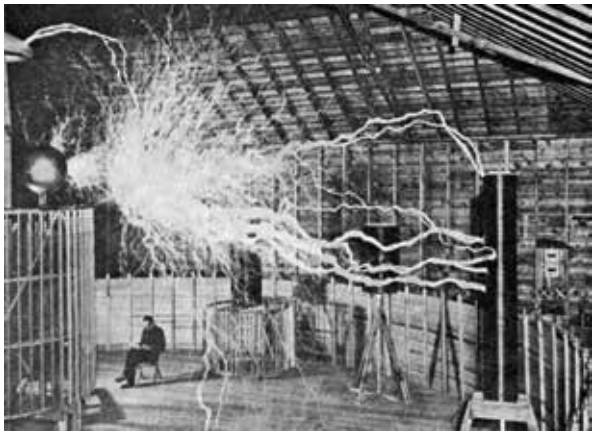
Blind-Fight: You can spend 1 action point to negate your miss chance for a single attack.

Combat Expertise: You can spend 1 action point to double the bonus to Defense granted by the feat. For example, if you take a penalty of -3 on your attack roll, you gain a +6 dodge bonus to AC.

Dodge: You can spend 1 action point to increase the dodge bonus granted by the feat to +2. The effect lasts for the entire encounter.

Improved Initiative: You can spend 1 action point to double the bonus on initiative checks granted by the feat, from +4 to +8.

Metamagic Feats: You can spend 1 action point to add the effect of any one metamagic feat that you have to a spell you are casting. The spell is cast at its normal level (without any level adjustment because of the feat) and takes no extra time to cast.



Heighten Spell automatically raises a spell's effective level to the highest level of spell you are capable of casting. For example, if a 7th-level Apprentice with the Heighten Spell feat casts burning hands and spends 1 action point to heighten the spell, the spell is treated as if it were a 4th-level spell in all respects even though the Mage prepared it normally (as a 1st-level spell).

Power Attack: You can spend 1 action point to double the bonus on damage rolls granted by the feat. For example, if you take a penalty of -3 on your attack roll, you add +6 to your damage roll.

Spell Focus: You can spend 1 action point to double the increase to save DCs granted by the feat, from +1 to +2.

Spell Penetration: You can spend 1 action point to double the bonus on caster level checks granted by the feat, from +2 to +4. The effect lasts for the entire encounter.

Allegiance

In a game like *Gaslight*, who you know is often more important than what you know. The social contacts that a character possesses can make the difference between being all alone when the main villain's minions corner him in an alley and having a good friend pull up at the last moment with a fast coach and horses. Having social contacts to look up for information makes up for a character's lack in those same skills, extending the reach and depth of how much a character can do when faced with a mystery. After all, a character doesn't have to be an expert historian if he has a standing invitation to take tea with one.

As it often adds a level of social complication to a *Gaslight* Victorian RPG game, the allegiances system is optional. If used, it allows characters to develop relationships with groups of people who all have a single goal or organization in common, giving them a basic sense of camaraderie and fostering a spirit of co-operation. Allegiances represent groups with something in common, be it an official club or brotherhood or something entirely off the record like the kinship felt between ex-convicts.

A character may have up to three allegiances, listed in order from the most important to the least important. These allegiances are indications of what the character values in life and may encompass people, organizations or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he goes through life. In addition, the character's fitting into a certain category of people doesn't mean that the character has to have that category as an allegiance.

If the character acts in a way that's detrimental to his allegiance, the Gamemaster may choose to strip him of that allegiance (and all its benefits) and assign one 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. Characters with ability scores lower than this represent someone with severe mental deficiencies or damage, which are thus unable to feel or return any spirit of co-operation or loyalty.

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 group of extraordinary gentlemen or a cell of intelligence agents, or a discrete unit within a larger organization, such as members of the character's guild or individuals for whose safety the character is responsible.

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

Nation: This may or may not be the nation in which the hero currently resides. 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 one's philosophy on matters of order, as represented by the polarities of law and chaos. An individual with a lawful outlook tends to tell the truth, keep his word, respect authority and honor tradition and will expect others to do likewise. An individual with a chaotic outlook tends to follow his 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 innocents. This belief implies altruism, respect for life and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress and kill others and to debase or destroy innocent life.

Allegiances & Influence

An allegiance can create an empathic bond with others of the same allegiance. With the Gamemaster'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.

At the Gamemaster's option, groups with similar allegiances and a reason to co-operate with a group to which the character belongs may have a lessened affinity, represented by a +1 bonus in the above listed situations. Likewise, antagonistic groups might suffer a -1 or -2 circumstance penalty to their reactions depending on how severe their allegiance's reaction to the character's affiliation might be.

Reputation

Every hero gains a reputation of one sort or another as his or her career progresses, expressed as a Reputation bonus. Reputation is used to determine whether or not another character (a GM character) recognizes you. While a hero might try to take advantage of his reputation from time to time, usually the hero's reputation precedes him—whether he wants it to or not.

Those who recognize the hero are more likely to help him or do what he asks, provided the reputation has a positive connotation to the character that recognizes him. A high Reputation bonus also makes it difficult for the hero to mask his identity, which can be a problem if he's trying not to be noticed.

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

Fame and Infamy

It's all a matter of perspective. That is, what the hero's reputation represents is in the eyes of the beholder—the GM character he interacts with. Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks. When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign. For example, if your hero got into trouble with the law in a small Texas town, he or she would be considered infamous when attempting to interact with people in that town. Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, such as Knowledge (popular culture) if the character is otherwise in the public eye.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

Table 3.11: Reputation Check Bonus

Situation	Modifier
You are famous, known far and wide with either a positive or negative connotation	+10
GM character is part of your professional or social circle	+5
You have some small amount of fame or notoriety	+2

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a −4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

In situations when the character's infamy could make another character react poorly toward him, a Reputation check provides a penalty. For example, when Targe tries to bluff Chief Inspector Franks Argent, the police officer's successful Reputation check provides Targe with a −4 penalty when he makes his Bluff check.

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

Allies

This rule links Reputation with Allegiances. Allegiances typically allow you to make a friend and gain a reaction-bonus when

dealing with that friend (in other words with others who share the same allegiance). However no rules are given as to exactly how powerful those friends can be, and what they can be expected to do for you other than take your calls (sometimes not even that).

This allows you to pick allies within larger organizations. Your ally's abilities will be linked to your Reputation. In other words the higher your Reputation, the more influential your allies. Allies are broken down into the following categories: supply, influence, knowledge and skill.

What each type of ally can provide is detailed below.

Gaining Allies

Gaining an ally is a function of Reputation. When a character gains a level he may attempt to establish an ally within one of his Allegiances by making a Reputation check (DC 20). In other words, d20+Reputation, if the combined total is 20 or higher the character has established the ally.

A character can have a maximum number of allies equal to one-half his Reputation modifier.

Losing Allies

Allies are dependent upon allegiances. If a character renounces an allegiance (or has it revoked by the game master) he loses all allies tied to that allegiance. Even if the character later regains the allegiance he must reestablish his allies within that allegiance as if they were totally new allegiances.

Supply

Organizations frequently have full members that they allow to requisition equipment in order to further the aims of the organization. And all of those organizations have people whose job it is to hand out that equipment, make sure it all comes back in good shape and maintain the storerooms of equipment not in use to ensure that the equipment is maintained and does not "walk away".

Supply allies are usually very low on an organization's "totem pole", not being the ones who bark out orders or go hunt down vampires. However these quiet paper-pushers have a lot of power, in that they usually are the ones who decide if you get what you have requisitioned. Even if a higher-ranking member of the organization orders them to give you something, well, sometimes things just get lost. And anyone who has ever tried to find something hidden a stockroom knows that isn't the way to go.

Supply contacts grant a bonus to Requisition skill checks equal to your Reputation modifier from the agency in question.

Influence

Influence allies might not have skills or information or the keys to the stockroom but they do have valuable commodities that can aid the most powerful character: friends. The Personality begin play with an influence ally already established so long as they take an appropriate allegiance for the ally to belong to (possibilities would be celebrities or members of a political action committee or lobbying group).

When a character uses an influence ally to make an introduction the initial attitude of the person he's introduced to is improved one step (if the party was inclined to be Neutral to the character before the introduction he will be friendly now and so forth).

Knowledge

Knowledge allies are specialists in various Knowledge or Intelligence-based skills. Smart heroes may begin play with one Knowledge ally already established, so long as they take an appropriate allegiance for the ally to belong to (possibilities would be academic institutions or government think tanks).

When a character calls on a knowledge ally he gains a bonus to one Knowledge skill check equal to his Reputation or a bonus to one Intelligence-based skill equal to one-half his Reputation (the ally will not show up to perform the skill for the character in the middle of an adventure but will offer helpful advice to give the character a bonus to his own skill check).

Skill

Skill allies are specialists in skills based on abilities other than Intelligence or Charisma. Officers, Rogues and Scholars may begin play with one Skill ally already established so long as they take an appropriate allegiance for the ally to belong to. This ally's chosen skill must be one of the class skills for the character in question and represents a former teacher or master of that skill.

When a character calls on a skill ally he gains a bonus to the ally's skill specialty equal to one-half his Reputation bonus (the ally will not show up to perform the skill for the character in the

middle of an adventure but will offer helpful advice to give the character a bonus to his own skill check).

Calling On Allies

No matter how many allies a character has there is a limit to how many times he can use his allies during an adventure. A character may automatically call on one ally per allegiance during the course of a single week of game time. A second call to an ally of the same allegiance requires a Reputation check (DC 20). The DC of this check increases by 5 for each additional time during that week the character attempts to call on allies from that allegiance.

If a character needs a rationale for this limit inform him that his allegiances like him, they don't work for him.

Whether or not the character needs to make a check to get in touch with his contact, it will take the contact 1-4 hours to get in touch with the character and/or provide the needed assistance.

Rank

As characters progress in the military campaign, Rank offers them another avenue for character advancement and development in addition to the traditional gaining of levels. In general, a character will have the opportunity to gain one rank per level, with higher rank bringing more authority, and the ability to requisition more gear from the character's branch of service.

The Game Master in any *Gaslight* game involving military personnel must handle rank with utmost care. Two factors must be balanced at all times when dealing with rank: the realism of the game and the fun of the game.

Realistically, rank is not as linear as most outside the military tend to believe. It is technically true that a First Lieutenant ten minutes out of OCS outranks a Command Sergeant Major with thirty years combat experience. In reality, when the bullets start flying, whom would you listen to? In the chain of command, most units have a very experienced NCO (Staff Sergeant or above, depending on the size of the command) who is second in command.

Fun must take precedence, even over reality, in any activity for enjoyment, like a roleplaying game. No one shows up at their weekly game to be ordered around by someone else. We all get enough of that in our real lives, obeying traffic laws, filling out our taxes, toeing the line for our bosses, etc. Fortunately, special ops groups work almost identically to adventuring parties, with each character taking a role in leadership when the situation better fits his expertise.

Promotion

The basic mechanic for gaining Rank in Gaslight is the Promotion check. Promotion checks are made whenever a character gains a level, or whenever some other quality entitles the character to a Promotion check (such as the Fast Track feat, earning a new skill level in a character's MOS, or earning a Medal as the result of a mission). Often a character will be entitled to make more than one Promotion check per level (for instance a character would make a Promotion check for gaining the level, the character would get to roll his free promotion check as well). However, regardless of how many Promotion checks a character is entitled to make, a character may not advance more than one Rank per level under normal circumstances.

Whenever a character is entitled to a Promotion check, roll 1d20 plus the character's Charisma Modifier plus ½ the character's level plus any miscellaneous bonuses. The DC the character needs to roll depends on the rank the character is trying to achieve.

Promotion Check = 1d20 + Cha. modifier + ½ Level + Misc. Bonus

Enlisted ranks require the character have either the Active Duty or Reserve Duty Allegiances

Promotion DC: This is the DC required to achieve Promotion to the listed rank.

Requisition DC: This is the bonus to any checks the character makes to requisition equipment, manpower, or information (see Requisitioning below).

Pay Grade: This is the Wealth Award a character receives, in pensions, job placement assistance, and college aid when he or she leaves the service (gives up the Active Duty Allegiance). Characters who have only had the Reserve Duty Allegiance receive half this amount. A character may only receive this award once.

"Plus" Ranks: Within some grades there is more than one rank, designated in game terms as a plus rank. These ranks must be achieved before the character can achieve the next higher rank. So a character who was a Master Sergeant in the Army, would have to achieve the rank of First Sergeant (E-8+) before being allowed to roll for promotion to E-8++ (Sergeant Major). The character would likewise have to achieve the rank of Sergeant Major before being allowed to roll for Promotion to E-9 (Command Sergeant Major). Only one person may hold the Rank of E-10 at a time. This character, the highest-ranking Non-Commissioned Officer for his entire branch of service, is the representative of the enlisted personnel for his entire branch of service.

Table 3.12: Military Rank

Rank	Sample Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Private	—	+0	+1
E-2	Lance Corporal	15	+1	+2
E-2+	Second Corporal	15	+2	+2
E-3	Corporal	16	+4	+3
E-4	Lance Serjeant	17	+5	+4
E-4+	Sergeant	17	+6	+4
E-5	Staff Sergeant	18	+8	+5
E-5+	Color Serjeant	18	+9	+5
E-6	Sergeant First Class	20	+10	+6
E-7	Gunnery Sergeant	21	+12	+7
E-8	Master Sergeant	23	+13	+8
E-8+	First Sergeant	23	+14	+8
E-8++	Sergeant Major	25	+15	+8
E-9	Command Sergeant Major	26	+16	+9
E-9+	Sr. Command Sergeant Major	27	+17	+9
E-9++	Regimental Sergeant Major	30	+18	+9
E-10	Sr. Regimental Sergeant Major	30	+20	+10
Rank	**Sample Name**	**Promotion DC**	**Requisition Modifier**	**Pay Grade**
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Rank	**Sample Name**	**Promotion DC**	**Requisition Modifier**	**Pay Grade**
O-1	Second Lieutenant	20	+6	+6
O-1+	Lieutenant	20	+6	+6
O-2	Captain	22	+9	+8
O-3	Major	24	+12	+10
O-4	Jr. Lieutenant-Colonel	26	+15	+12
O-4+	Sr. Lieutenant-Colonel	26	+16	+12
O-5	Colonel	28	+18	+14
O-6	Brigadier-General	30	+21	+16
O-7	Major-General	32	+24	+18
O-8	Lieutenant-General	34	+27	+20
O-9	General	36	+30	+22
O-10	Field Marshall	38	+33	+24

Races 4

The world of Gaslight contains strange and unusual creatures, many of them sentient. They were thought to be myth, but then the larger truth was discovered; it was found that all races are capable and some are even superior to others. Those creatures that are currently available player races in Gaslight are Beastmen, Humans, Ratlings, Wildlings, Werewolves and Vampires.

Beast Men

Personality: To remind them how to act, every Beast Man is taught an extensive list of rules known as "The Law." The Law forbids animalistic acts such as drinking by slurping from a pool of water. It also requires that the Beast Men use words to speak rather than calls or growls. One of the most important Laws is a prohibition against eating meat, because the taste of blood can awaken primal urges in the Beast Men. Feline Beast Men are especially bad about breaking this one.

Physical Descriptions: It is impossible to confuse a Beast Men with anything else. Their body shape is truly humanoid, but their proportions are wrong. They have a feral head resembling that of an animal and their bodies are covered with fur. Females are, like humans, shorter and slimmer than males and often have different patterns to their fur. Only Beast Men can tell themselves apart when they belong to the same subspecies, although observant people can recognize the facial features that differentiate them. Beast Men tend to dress in the manner of the human society in which they live. In skin tone, they range through all skin shades possible for humans and some impossible. Not many, but a few have hair or fur covering their skin. The hair on their head is usually furry or bristly and may extend down the back. The ears may be malformed. Their eyes are often strange colors, or set oddly in the face. A sloping brow is common, giving a look to match their Intelligence. The large protruding nose gives the impression of an animal's muzzle.

Relations: Most humans view Beast Men with fear. Beast Men are subject to prejudice and racial violence all over the world. The Beast Men with sensitive noses rarely stand the company of undead, whose decaying scent unnerves them.

Beast Men Lands: Beast Men don't have a homeland of their own; instead they exist in every country of the world with different results on how they are treated. Governments regard their Beast Men as property, not as people. They are valuable as long as they accomplish the tasks set before them. Ultimately, all Beast Men are expendable. Beast Men have the same rights under United States law as humans do, and that makes the country a popular destination for those seeking asylum.

Religion: Beast Men bear the religion of the society they grew up in. In the nascent Beast Men culture, the worship of nature is emerging as a dominant faith. There is no one particular god or goddess that these Beast Men turn to but animism and spirit worship fulfills many of the Beast Men' basic spiritual needs. A number of Beast Men tend to also worship the late Dr. Moreau as their god and creator.

Language: Regardless of where the Beast Men originate they speak English as a language, as this was the language spoken by their creator the late Dr. Moreau. They will typically speak other languages as they pick them up in their travels.

Names: Beast Men have two names. One is one name that is given to them by humans, which they use in general society the other is a secret name. This name is only known to family and close friends. The secret names are guttural sounding, resembling growls and animal calls, which tends to violate their laws.

Adventurers: Beast Men adventurers set out into the world with the primary motive of gaining self-respect and the secondary motive of proving themselves to others. Most Beast Men are not thirsty for riches or glory; they yearn more for the simple recognition of their worth.

Beast Men Racial Traits

Beast Men have racial qualities according to their animal they were created from. Upon character creation, players choose the animal type: bear, dog, or cat. These types are fairly general and can accommodate any similar animal as the Beast Men type. One might use wolf as opposed to dog or lion instead of cat, for instance.

All Beast men have the following racial traits.

Scent: All Beast Men have a fine sense of smell that can detect opponents within 30 feet. 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, can be detected at three times these ranges. A creature with the scent ability can follow tracks by smell, making a Survival check to find or follow a track.

Free Language Skills: Speak English.

Level Advancement: Fast

Base Speed: All Beast Men move at a rate of 30' unless otherwise specified in their individual type description.

Bear Racial Traits

Bear beast men are a humanized Brown bear. They tend to be thick and well-muscled with broad skulls with pronounced teeth. These Bear beast men are most common in Asia and across Europe.

+4 Strength, –4 Dexterity, +2 Constitution, –2 Intelligence

Medium: As Medium creatures, Bear Beast Men have no special bonuses or penalties due to their size.

Claws: Bear Beast men have pronounced non-retracting claws

that function as natural weapons. Each claw deals 1d6 points of slashing damage (plus the Bear Beast men's Strength modifier) and threatens a critical hit on a natural 20.

Poor Vision: Bear Beast men have bad eyesight. They take a –2 penalty on Notice checks and take a –4 penalty on range attacks for each range increment (instead of the normal –2 penalty).

Medium: As Medium creatures, Bear Beast Men have no special bonuses or penalties due to their size.

Cat Racial Traits

Cat beast men are humanized domestic felines. They tend to be wiry with highly dexterous and sinuous body movements. These Cat beast men are common in all parts of the world. Most nations are studying how best to use Cat beast men in their militaries, perhaps as scouts.

+2 Dexterity, –2 Constitution, –4 Intelligence, +4 Charisma.

Claws: Cat beast men have retractable claws that function as natural weapons. Each claw deals 1d4 points of slashing damage (plus the Cat beast men's Strength modifier) and threatens a critical hit on a natural 20.

Medium: As Medium creatures, Cat Beast Men have no special bonuses or penalties due to their size.

Cat Beast Men have a +4 racial bonus to Athletics checks.

Dog Racial Traits

Dog beast men are humanized Afghan hounds. They tend to be lithe and well-muscled with narrow, elongated skulls. These Dog beast men are most common in North America and by the Russian Monarchy but also are used extensively by the nations of China, Japan and Tibet. Most nations use canines in military roles.

+4 Constitution, –4 Intelligence, +2 Wisdom, –2 Charisma

Medium: As Medium creatures, Dog Beast Men have no special bonuses or penalties due to their size.

Improved Scent: Dog Beast Men can detect a scent up to 90 ft. away downwind and up to 25 ft. away upwind.

Humans

Personality: To other races, humans appear driven and always on the move. It is this vigor that has helped a race with few other attributes to survive and dominate their environment. As a race, humanity lacks a single defining personality type, as the different scattered people developed their own customs and values. However, a single trait that worries other races is their drive to conquer and master their surroundings, which has led to the current exploitation of natural resources that fuel the fires of industry.

Physical Descriptions: Humans come in a great variety of builds, ranging from a little below 5 feet to a tad over 6 feet tall, weighing from 125 to 250 pounds and with men being usually taller and heavier than women. Because of constant travel going back through history, humans have acquired a great ethnic variety, with skin tones ranging from fair and pale the further north, to darker complexions further south. Hair ranges from blonde or reddish to auburn and black, with all varieties of thickness. Humans dress according to their cultural customs, although the dominant style of dress is for males to wear some sort of shirt and pants with maybe a tunic and for females to wear dresses and skirts, also with the possibility of tunics and overcoats. Adornments range from the primitive, made with animal remains, to the exquisite, crafted from the finest stones and metals, again, depending on cultural preference.

Relations: Humans have grown haughty with their seemingly unstoppable success and are in a position of dominance over other races. Although racial attitudes are as varied as everything human tends to be, there is a general feeling of superiority towards other races, thanks to the history of constant predation and abuse to which they were subjected to by the marauding undead. Beast Men are human creations and therefore most humans see them as servitor races. Occasionally, humans will even deny that they even have sentience. Victorian humans have a global attitude that to be different or strange to their customs is to be less than human and are thus okay for exploration and servitude for humans.

Human Lands: Countries and Empires are the primary human organization, extending from one corner of the world to the other thanks to breeding rates and innovations. Human institutions change and adapt rapidly in comparison to those of other races and it is the humans who have the largest territories and the ability to manage them. Humans are gregarious, preferring to gather together when they can and as a consequence, their settlements grow almost without control. Large cities have created problems of transport and communication, which have been solved one by one through the clever application of knowledge and technology. The largest cities are cosmopolitan centers where members of all races are at least nominally welcome.

Religion: Humans pursue several religions with varying zeal, although many agree that the age of gods is coming to an end. This is replaced by the age of science, in which the answers to the world's dilemmas are not given by a condescending supreme being but deduced and reasoned through study and rational thought. The role of the ancient gods in contemporary human society is minimal; they are excised from government and relegated to the level of spiritual counselors and occasional dispensers of small favors. There are fewer devout worshippers blessed with divine magic than ever before, as even magic now obeys set laws that anyone can understand with enough dedication. Secrets that were once obtuse and arcane are now divulged in libraries and texts thanks to the invention of the printing press.

Language: English is the humans' basic language, although other common and ancient languages are reserved for nobles and scholars. English is littered with local jargon and borrowed words and expressions from other languages.

Names: The great variety of cultures and customs amongst humanity means that there are no hard and fast rules for naming children that would hold when taken to a neighboring land. As a result, humans are called nearly anything. The most widespread custom is that parents give their child the name they will bear for the rest of their lives and add to it a family name, with some lands varying the order in which family and given name are spoken.

Adventurers: Human adventures are amongst the most audacious and ambitious, fuelled by their inner drive to excel and succeed at any task. Humans earn glory and fame by championing causes, accumulating wealth, acquiring power and otherwise pushing back the frontiers of achievement.

Human Racial Traits

+2 to any one Ability score.

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

Human base land speed is 30 ft.

Humans gain an additional feat at first level.

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Free Language Skills: Read/Write Native, Speak Native.

Level Advancement: Fast

Ratlings

Personality: Ratlings as a whole avoid direct relations with other cultures, however they tend to dwell inside major settlements of other races as a great source of treasure (or junk, depending on perspective) The innate scavenging nature of Ratlings often leads them to bad terms with the high sense of property, as Ratlings often see nothing wrong with going through garbage and even taking from the dead ("they don't need it any more").

Physical Descriptions: They are often mistaken for one of Moreau's beast-men, but they are not related. Though it is a mistake they are reluctant to correct. It is unknown their origins, and it is unlikely anyone will survive to tell the tale if they do discover that secret.

Ratlings typically range between 4 and 5 feet tall and weigh around 80 pounds. They rarely venture above ground, except to make raids on Wildling encampments, but when they do venture up they are typically wearing some kind of cloak to hide their features.

Relations: Ratlings get along relatively well with nearly everyone, being a peaceful, fun-loving group. However, like all rules there is an exception. Wildlings are their mortal enemies, and they would do anything to see Wildlings wiped out to the last one.

Ratling Lands: Ratlings are not native to any one region, they can be found in any large urban center such as London, Paris, Berlin, New York City, and anywhere else that a large urban center is found. You can most often find them in the large sewer systems that run beneath the city. They try to stay close to Wildling areas, so that they can keep an eye on their foes.

Religion: The Ratlings don't really follow any kind of organized religion. Those that can read and write are about as equal as those that can't. They think magic is neat, but have no desire to learn it.

Language: Ratlings speak the native language of the place they are living and often pick up at least one additional language.

Names: Ratlings have several names; they are given a name at birth, which is known only to their parents and themselves. This is their true name and they guard it feverously. They also have a name they are called until they reach adulthood and raid their first Wildling settlement. After that they have an adult name, given to them by their tribe.

Adventurers: Ratlings love adventure, and they love to collect new and interesting things. It is never difficult to get a Ratling to go off on an adventure, especially if the opportunity to get neat stuff for their collections is involved.

Ratling Racial Traits

+2 Dexterity, +2 Intelligence, −2 Strength: Ratling are quick in both body and mind, but physically weak.

Medium: As Medium creatures Ratlings have no bonuses or penalties due to their size.

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

Skill Bonus: Ratling get a +2 bonus Athletic, Notice and Use Device checks.

Rodent Empathy: A Rattling gains a +4 bonus to influence rodents.

Bite: A Ratling can bite an opponent for 1d4 points of damage. A Ratling is considered proficient with a bite attack.

Ratling Immunity: Ratling are immune to disease. If a Ratling loses a saving throw against disease, he becomes a carrier and can transmit the disease through his bite for 1d4 days.

Free Language Skills: Speak Native.

Level Advancement: Medium

Vampires

Personality: Vampires are very moody. They hunger for blood while still possessing a human conscience; it is a mortal paradox that many can't endure without eventually going insane. Vampires can be very measured and self-controlled in their words and actions fearing that they will let loose the monster that resides inside. Some vampires revel in their nature, seeing themselves a superior to humans, seeing humans as food. Those two types often battle under the very nose of the humans to keep the secret of their existence.

Physical Descriptions: Vampires look exactly like they did before they were turned, except that they are deathly pale, their skin is unusually smooth and their eyes reflect light like a cat's. These new vampires are born when an original vampire kills a victim in the usual manner but the victim's desire to live is so overpowering that it returns a few nights later. As the original vampire had little hand in creating the new vampire, there is no bond of slavery between them and the vampire can act in accordance with its own free will. His first impulse is usually to seek out and kill the undead creature responsible for his present condition.

Vampires may not fit with many of the Gamemasters campaign concepts for the *Gaslight* Victorian Fantasy Role Playing Game. They are included here as character options only if Gamemasters wish to use them. The fight between magic and science could easily have necromantic connotations, so undead could easily become an active part of the setting. Thus, the vampire characters are listed here as viable Player-worthy alternatives. As with anything presented in this text, use them only if you wish to and discard them or relegate them to Non-Player Character status if you do not.

Relations: Vampires have guarded relationships with everyone, since they are in constant threat of being labeled a monster and being pursued by the authorities. They hide their nature with cosmetics and deception or proceed with utmost caution careful not to do anything that could be taken the "wrong way."

Vampire Lands: Although vampires don't have lands of their own, some manage to hold sway over their own little fiefs.

Religion: Vampires are comfortable with the state of spiritual affairs, in that they have no particular religion. Many believe that the deities have abandoned them and feel no obligation to continue worshiping. A few vampires will follow the aspect of chaos, embracing their monstrous side in a search for solace from their divided existence.

Language: Vampires speak the same languages they used to speak in life, although they pick up more as they interact with more creatures.

Names: Vampires have the same name they did in life, although they commonly drop their family name or adopt a new and invented one as they cut ties with their former lives.

Adventurers: Vampires see adventures as a way to distract themselves from their never-ending hunger that grips their souls. With their blood-thirst perceived as a threat to society, vampires must serve a highly useful purpose within it if they are to stand any chance of coexisting with the rest of society.

Vampire Racial Traits

Constitution +4, Strength +4

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

Vampires base land speed is 30 ft.

Low-Light Vision: A vampire can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Limited Immortality: Vampires are as close to being immortal as any race could be. They appear any age because they stop aging at the point where they became a vampire. Additionally vampire loses hit points at the same rate as other characters, but if a vampire reaches -1 or below he automatically falls unconscious. The vampire cannot heal normally unless he is given three times the number of hit points needed for him to get to a positive number in fresh blood. At reaching 1 hp the vampire can heal himself normally (see Blood Drain). If the vampire takes more than three times his Constitution score in damage below 0 HP he will disintegrate and is unable to recover from this.

Blood Requirement: Every morning, a vampire suffers 2 points of damage per character level as he uses up the blood within his system to remain alive.

Blood Drain: A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If the vampire pins his foe, he drains blood, dealing 1 point of Constitution drain each round the grapple is maintained. On each successful attack, the vampire gains 1d8 hit points per round he has maintained the grapple. This may not exceed his ordinary maximum hit point total.

Daylight Vulnerability. When the sun rises and until it sets, the vampire loses its powers, including all racial ability and skill modifiers, and becomes a normal human being. If it was in another shape (see the section on Racial Talents later in this book) it becomes locked in this form until sundown. Vampires have an internal sense, and always know when it is sunrise or sunset, even if they are not able to view the sun.

Free Language Skills: Read/Write Native, Speak Native.

Level Advancement: Slow

Werewolves

Personality: To be a werewolf is to be continually on guard, on guard for the change that comes with the shift in the moon, to be on guard so that society in general does not find out the affliction. As a being whose physical state and mental awareness is tied to the lunar cycle, the werewolf is keenly aware that during the time of the Full Moon they are not in control. Some werewolves revel in this, not worrying what happens during the change, others are ashamed and wish to conceal it. Path leads to danger for the Werewolf, for once the moon rises and their fur comes out, they are raving animals intent on flesh and the hunt.

Physical Descriptions: In their human form werewolves can be of any race or nationality. Once infected with lycanthropy most werewolves begin to exhibit some traits that can be linked to the disease. These are often ears that seem more mobile than most, an increase in overall body hair as well as a marked inclination to follow their emotions rather than their minds.

Relations: Werewolves vary in their relations with other races, some try to blend in with humanity at large, other feel the need to spout their superiority. This need of some werewolves to show their superiority has caused distrust by large groups of humans, known as The Hunters. The Hunters are a deadly force, whose only goal is to destroy the Werewolf race; in addition there is the occasional animosity between Werewolves and Vampires in Eastern Europe.

Werewolf Lands: There are no werewolf lands, as they inhabit the same places other humans live.

Religion: Werewolves are comfortable with the state of spiritual affairs, in that they have no particular religion. Many believe that the deities have abandoned them and feel no obligation to continue worshiping.

Language: Werewolves speak whatever the dominate language of the country they live in is. There is no particular werewolf language. Some scholars believe that a common werewolf language exists, but there has been no proof found of such a language.

Names: The great variety of cultures and customs amongst humanity means that there are no hard and fast rules for naming children that would hold when taken to a neighboring land. Werewolves, like all humans are called nearly anything. The most widespread custom is that parents give their child the name they will bear for the rest of their lives and add to it a family name, with some lands varying the order in which family and given name are spoken.

Adventurers: Werewolves see adventures as a way to prove to themselves they are more than just unthinking, unreasoning beasts. With the support of understanding allies, sometimes they can achieve this. However many societies only see the beast and not the person behind it, leaving them to often conceal their true nature until they are certain they are with friends or potential allies.

Werewolf Racial Traits

+2 Constitution, −2 Intelligence, +2 Wisdom, −2 Charisma. Their inner beast makes Werewolves sturdy and intimately aware of their surroundings, but often clouds their reasoning and makes it difficult to interact with others .

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

Werewolves base land speed is 30ft.

Werewolves gain the skill Control Shape as a class skill regardless of class.

Low-light vision: In any form a werewolf can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Alternate Form (Ex): Werewolves carry the blood of wolves in their veins, acutely aware that there is an inner beast nestled inside them waiting to get out. By harnessing the bestial savagery of their lycanthropic nature, Werewolves can physically transform themselves into a human/wolf hybrid that possesses extraordinary strength and power. The werewolf form is usually between six inches and two feet taller than the werewolf's human form, and it possesses a short tail and heavy fur. The werewolf's head takes on a mixture of human and wolf features, although the exact mix of the two varies from werewolf to werewolf. While in their werewolf form a werewolf increases his base land speed by +10 feet, and grows a pair of long claws that can be used as natural weapons. These claws deal 1d4 points of damage plus the Werewolf's Strength bonus. The werewolf can attack with one claw as a standard action, and two claws as a full round attack action (as a primary natural weapon). He cannot attack more than once per round with a single claw, even if his base attack bonus is high enough to give him multiple attacks. He can attack with a claw as a light off-hand weapon while wielding a weapon in his primary hand, but all his attacks in that round take a −2 penalty to hit. In werewolf form the character cannot wear armor or clothing designed for normal humans. Any armor or clothing worn at the time of transformation is destroyed.

Scent: The Werewolf can detect opponents by sense of smell, generally within 30 feet. 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, can be detected at three times these ranges. A creature with the scent ability can follow tracks by smell, making a Survival check to find or follow a track.

Damage Reduction: The werewolf gains damage reduction, werewolf has damage reduction 5/silver in werewolf form.

Skill bonuses: +2 racial modifiers on Acrobatics, Athletics and Jump checks. Their animal nature gives Werewolf a natural talent for such skills.

Free Language Skills: Read/Write Native, Speak Native.

Level Advancement: Slow

Involuntary Transformation

During the three nights of the full moon each month, beginning at sunset and ending at dawn, the werewolf adopts his werewolf form whether he wishes to or not. During an involuntary transformation the werewolf can maintain his werewolf form for the duration of the evening, gaining all the normal benefits of his alternate form. While in the grip of an involuntary transformation, a werewolf's human consciousness is submerged beneath a layer of savage rage. He has access to only the vaguest human memories, acting on instinct rather than rational thought.

While in his werewolf form during this period, the werewolf cannot use any Charisma-, Dexterity- or Intelligence-based skills (except Acrobatics, Escape Artist and Persuasion), the Concentration skill, or any abilities that require patience or concentration, nor can speak or activate items that require speech to function. He can use any feat he has except Combat Expertise and Dead Aim. A werewolf can only use thrown weapons to make ranged attacks while in his werewolf form.

Werewolves that are trapped or injured during this period can become volatile engines of destruction. When the Werewolf suffers damage or finds himself imprisoned while in werewolf form, he must make a Will save (DC 20) or he begins to run amok. He attacks the creature that attacked or imprisoned him immediately, if possible. If the attacker is disposed of or the werewolf is unable to find him, the werewolf attacks the nearest living creature. If there is no living creature nearby, the werewolf begins attacking objects smaller than him. The berserk condition automatically lasts for five rounds; thereafter, he may attempt a Will save each round to regain control. The initial DC is 20, decreasing by 2 each round.

Wildlings

Personality: The neat, orderly and boring adult world is opposite to the wild, scruffy and exciting world of the Wildlings. Thier dislike of structure and organization, and in most cases materialism is heavily frowned upon; the Wildlings have fulfilling existences despite their lack of possessions, occasionally those who crave material wealth are considered to be villains and very non Wildling, however this attitude changes from tribe to tribe and is sometimes the cause of Wildling wars. Though the primary valuables of the Wildlings are the traits of comradeship and cooperation, Wildlings will go to any length and take any risk in order to protect one of their own, a friend or a loved one.

Physical Descriptions: Wildlings are human children that live in the undergrounds and deserted areas of major metropolitan cities. They had run away from their homes and in this process have completely stopped aging. Wildlings are generally skinny and have pointed ears. They are pretty tough looking and are always scruffy. They live in tribes, create their own territories and exist by stealing. They are the sworn enemies of the Ratlings and will do what it takes to keep a Ratling out of their territory.

Relations: Wildlings get along with just about everyone, except the Ratlings. They can often be found in among large groups of adults, typically begging for food and/or picking their pockets.

Wildling Lands: Wildlings are not native to any one region, they can be found in any large urban center such as London, Paris, Berlin, New York City, and anywhere else that a large urban center is found. They generally live in abandoned houses; though they will typically take over parks as part of their territory, such as Hyde and Battersea Parks in London and Central Park in New York.

Religion: The Wildlings don't really follow any kind of organized religion. Those that can read and write are about as equal as those that can't. They think magic is neat, but have no desire to learn it.

Language: Wildlings speak the native language of the place they are living and often pick up at least one additional language.

Names: They love stories, and must earn their name in some fantastic adventure. Typically the name they are known by at the beginning of play is not their permanent name. This name can change over the course of the Wildlings lifetime depending on the consequences of their last great adventure. Though in order to keep from confusing the others they will typically decide on a name to be called by outsiders and will continue to answer to it during their lifetime.

Adventurers: Wildlings see adventures as a means to help out their tribes, as well as to see new and exciting sites. With a penchant for trickery and a need to earn their names, Wildlings find adventures to be the perfect opportunity to achieve a little fun and to make that name for themselves, along with the potential to help out their tribe being in the back of their minds as well.

Wildling Racial Traits

−2 Strength, +2 Dexterity

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

Wildlings have a base speed of 30 feet.

Immortality: Wildlings live forever, never dying of old age.

Wildlings may die if they lose their will to live, or if they suffer a violent death.

+2 racial bonus on Notice, Search, Escape Artist, Disable Devices, Stealth and Sleight of Hand skill checks.

+1 racial bonus on attack rolls with thrown weapons and slings.

Free Language Skills: Speak Native.

Level Advancement: Medium

Racial Talent Trees

Racial Talent Trees are abilities unique to characters of a given race. Each character may have as many Racial Talents as they see fit, but they come with a cost. They can only be gained by exchanging a feat, talent or class ability for a Racial Talent during a leveling opportunity. These sacrificed abilities are replaced by the Racial Talent picked by the character. If the sacrificed class ability was numerical (e.g. Fast Movement), when the character would normally get the next level of the ability, they get the one they missed. For example a Martial Artist decides to sacrifice Fast Movement at 2nd level will only get an additional +10' at 6th level, not +20'.

Racial Talents are classified in trees with a common theme and often offer a linear progression where a character must have a specific Racial Talent before acquiring the rest in the tree.

Racial Talents are purposefully left as vague as possible while still providing all of the rules support needed to run them in a campaign. This way, the same Racial Talent Tree taken by two different characters can simulate different approaches to the same basic characteristic. The following is the format for the Racial Talent Tree descriptions:

Tree Name: The name of the Racial Talent Tree.

Race: The race a character must belong to in order to choose a Racial Talent Tree from the tree.

Racial Talent Trees: A listing of all the Racial Talents belonging to the tree.

Name: The Racial Talent's name, its effect and any prerequisite a character must meet in order to gain the Racial Talent.

Alternate Form Talent Tree

One of the most versatile vampire abilities is the power to change shape.

Race: Vampire.

Mist Form: Once per day and with a Fortitude saving throw (DC 15), the character can make himself and all his gear become insubstantial, misty and translucent. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses and armor bonuses from force effects still apply. The character gains damage reduction 10/magic and becomes immune to poison and critical hits. He cannot attack or activate conduits while in gaseous form. The subject also loses supernatural abilities while in mist form. A misty character cannot run, but he can fly at a speed of 10 feet with perfect maneuverability. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, so long as he maintains his form. The character is subject to the effects of wind and cannot enter water or other liquid. He also cannot manipulate objects or activate items, even those carried along with his mist form. Continuously active items remain active, though in some cases their effects may be moot. The character can maintain his mist form for one minute per Charisma score, after which he returns to normal form.

Prerequisite: None.

Swarm: Instead of a single creature, the character can become a swarm of small creatures, either bats or rats; he may choose which when he activates the power. While in this form, the character's body is actually scattered into dozens of creatures. He keeps his hit points at their current total but becomes extremely hard to hit, gaining a +4 bonus to Defense and to attack. Strikes with slashing and piercing weapons only deal only half damage. The hit points lost represent some of the little animals being struck down. The character covers an area 10 feet per side and may engulf other characters, dealing Id6 points of damage to all targets he successfully strikes; he can make one attack roll per target inside the swarm area. A swarm of bats can fly at a speed of 40 feet, while a swarm of rats can scurry at a speed of 20 feet. Rats can swim but bats cannot. The character can become a swarm of creatures once per day by succeeding at a Fortitude saving throw (DC 15), and he can maintain this form for a number of rounds equal to his Charisma score.

Prerequisite: Wild shape, 8th level.

Wall-Crawling: The character is capable of walking on walls and ceilings as a spider does. He must have his hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, he need not make Athletics checks to traverse a vertical or horizontal surface, even when upside-down. The character retains his Dexterity bonus to Defense Value (if any) while climbing and opponents get no special bonus to their attacks against him. He cannot, however, use the run action while climbing.

Prerequisite: 3rd level.

Wild Shape: A vampire permanently chooses one of the following animal shapes: bat, dire bat, rat, dire rat, wolf, or dire wolf. Once per day, he can assume the shape of that animal as a standard action by succeeding at a Fortitude saving throw at DC 15. While in his wild shape, the vampire loses his natural attacks and any Racial Talent Tree from the Dominion tree but gains the natural weapons and extraordinary special attacks of his new form. The vampire can maintain this other form for a total of one hour per point of his Charisma modifier, to a minimum of 1 hour. If sunlight touches the character, he remains in that form until nightfall. The character can return to his normal form at will. He can choose this Racial Talent Tree multiple times; each time, he selects another animal shape and can use this ability one additional time per day. *Prerequisite:* 5th level.

Amazing Constitution Talent Tree

The character is particularly resilient thanks to the following Racial Talents. Humans and Beast Men simply are healthier than the average member of their species; Vampires are unable to select from this tree.

Race: Any, except Vampires.

Resilient Organism: The character is particularly resistant to ability damage taken from poison and disease; he ignores the first

point of ability damage whenever he is afflicted with a poisonous substance or a disease. In effect, this Racial Talent behaves like damage reduction against poison and disease.

Prerequisite: None.

Second Wind: The character can spend 1 action point to gain a second wind. When he does this, he recovers a number of hit points equal to his Constitution modifier. This Racial Talent does not increase the character's hit points beyond his full normal total.

Prerequisite: None.

Stamina: The character recovers twice as fast as normal. He recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest and awakens in half the normal time after being knocked unconscious.

Prerequisite: Resilient Organism.

Animal Senses Talent Tree

Beast Men can explore their animal heritage by gaining special sensory perception.

Race: Beast Men, Ratlings, Werewolves

Darkvision: The character gains the ability to see in the dark, as per the darkvision special ability. *Prerequisite:* None.

Hawk's Eyes: The character's eyes are better than a human's, capable of seeing things at double the distance.

Prerequisite: Darkvision.

Improved Scent: The character's animal nose more sensitive in its ability to perceive subtle odors. The characters range is doubled.

Prerequisite: None.

Keen Hearing: The character's ears work much more efficiently, treating a roll result of a natural 19 or 20 on Notice checks as automatic successes.

Prerequisite: None.

Charm Talent Tree

Some Wildlings have an innate talent for being charming and captivating.

Race: Wildlings.

Charm: The Wildling gets a bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Character level.

A Wildling can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters that are unfriendly or hostile.

Prerequisite: None.

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

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

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

Prerequisite: Charm.

Captivate: The Wildling has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

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

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

A Wildling can concentrate to keep a target captivated for additional rounds. The Wildling concentrates all his effort on the task and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds at the save.

Prerequisites: Charm, Favor.

Taunt: The Wildling has the ability to temporarily rattle a target (a GM character) through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

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

The target resists the taunt by making a Will saving throw (DC 10 + Wildling's class level + Wildling's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times.

Prerequisites: Charm.

Greater Lycanthrope Talent Tree

The Werewolf possesses a stronger understanding of his lycanthropic nature, and his understanding of his inner beast makes him stronger and faster than other werewolves while in his werewolf form.

Race: Werewolf

Greater Lycanthrope: The Werewolf form is stronger and faster than others of his race. He now gets a +4 bonus to Strength in addition to the regular racial modifiers, a +2 natural armor bonus to defense, and grows fangs that can be used as a natural weapon in addition to his claws. The fangs deal 1d6 points of damage (plus an additional +1 for every five character levels he possesses) on a successful bite attack.

Prerequisite: None.

Regenerative Transformation: When you finish a lycanthropic transformation and return to your human form, you immediately heal a number of hit points equal to your character level. This benefit does not occur if you die.

Prerequisite: Greater Lycanthrope.

Large Werewolf: The Werewolf form looms at nearly eight feet in height. Whenever the Werewolf is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts) he is treated as one size larger when it is advantageous to him. He is also considered to be one size larger when determining whether special attacks based on size (such as improved grab or swallow whole) can affect him. He can use weapons designed for a creature one size larger without penalty (for example, a medium-size Werewolf with this ability can wield a large weapon one-handed while in his werewolf form). This talent does not change the werewolf's face or reach.

Prerequisite: Greater Lycanthrope, Regenerative Transformation

Inner Beast Talent Tree

The Werewolf has a number of abilities that it can draw upon, in human or werewolf form.

Race: Werewolf

The werewolf inner beast is always lurking below the surface, and he learns to draw strength from it even when he is not in his werewolf form.

Intimidating Gaze: The Werewolf hero's inner beast is visible through his eyes, giving him a savage stare that intimidates others. With this talent, he applies his Werewolf hero level as a bonus on his Intimidate checks.

Prerequisite: None.

Unnatural Metabolism: The supernatural force of lycanthropy keeps the Werewolf from aging normally and protects him from many of life's lesser constraints. He ages only one year for every (Constitution modifier x 10, minimum 10) years, can hold his breath for five times the normal period for a person of his Constitution, needs only one meal a week, and is immune to allergies and natural poisons and diseases. Alcohol and most other drugs have no effect on him; he cannot get drunk, stoned, or otherwise intoxicated by nonmagical means.

Prerequisite: None.

Rend: You can rend your opponents asunder with your claws. When you hit with both claw attacks on the same target, you latch onto your opponent's body and tear at their flesh. You automatically deal 1d4 + ½ your Strength modifier, plus 1 additional point for every five character levels you possess.

Prerequisite: +4 base attack bonus

Savage Bite: Your sharp fangs can rend opponents with great efficiency. Your bite attack now has a critical hit multiplier of ×3.

Prerequisites: +6 base attack bonus

Hybrid Damage Reduction Talent Tree

The Werewolf has the ability to ignore a set amount of damage from most weapons, but not from energy, special attack forms or weapons made from pure silver. Before the hero can select a talent from this tree he must have previously selected at least one talent from the Greater Lycanthrope Talent Tree.

Race: Werewolf

Damage Reduction 5/Silver: The Werewolf ignores 5 points of damage from melee and ranged weapons while in his werewolf form, but takes full damage from weapons crafted from pure silver.

Prerequisite: Greater Lycanthrope, Regenerative Transformation

Damage Reduction 10/Silver: The Werewolf ignores 10 points of damage from melee and ranged weapons while in his werewolf form, but takes full damage from weapons crafted of pure silver.

Prerequisite: One other talent from the Greater Lycanthrope Talent Tree, Damage Reduction 5/Silver

Damage Reduction 15/Silver: The Werewolf ignores 15 points of damage from melee and ranged weapons while in his werewolf form but takes full damage from weapons crafted from pure silver.

Prerequisite: One other talent from the Greater Lycanthrope Talent Tree, Damage Reduction 10/Silver.

Instinctive Response Talent Tree

The Wildling gains the instinctual ability to react quickly and effectively to unexpected danger.

Race: Wildlings.

Full Alert: The Wildling gets a +4 circumstance bonus on initiative checks. This bonus stacks with the one provided by the Improved Initiative feat (providing a +8 bonus if the Wildling has both).

Prerequisite: None.

Improved Evasion: If the Wildling is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Wildling suffers no damage if she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

Prerequisites: Full alert, evasion, increased speed.

Heightened Reflexes: The Wildling can choose to take 10 on any Reflex saving throw. She may also spend 1 action point to gain a +10 bonus on a Reflex saving throw. She may choose to take 10, spend an action point to gain the +10 bonus, or both.

Prerequisites: Full alert, evasion, increased speed, improved evasion.

Increased Speed Talent Tree

The Wildling can increase her natural base speed.

Race: Wildlings.

Increased Speed: The Wildling's base speed increases by 5 feet.

Prerequisite: None.

Improved Increased Speed: The Wildling's base speed increases by 5 feet. This talent stacks with increased speed (+10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Wildling's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (+15 feet total).

Prerequisites: Increased speed, improved increased speed.

Dominion Talent Tree

The vampire can bend the will of others. Before he can gain any Racial Talent from the Dominion tree, the character must have the Animal Magnetism Racial Talent from the Supernatural Talent tree.

Race: Vampire.

Children of the Night: Vampires command the lesser creatures of the world and once per day can call forth Id6+l rat swarms, Id4–l bat swarms or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Prerequisite: Animal Magnetism, Wild Shape.

Command: Once per day, the character can give a single command to a target, which it obeys to the best of its ability at its earliest opportunity if it fails a Wisdom saving throw (DC 10 + half character's level + Cha modifier). The character may select from the following options per use.

Approach: On its turn, the subject moves toward the character as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn.

Drop: On its turn, the subject drops whatever it is holding. It cannot pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from the character as quickly as possible for 1 round. It may do nothing but move during its turn.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject cannot carry out the command on its next turn, the effect automatically fails.

Prerequisite: Animal Magnetism, Suggestion.

Psychic Link: By spending an action point during feeding from a creature with Intelligence 6 or higher, the character can forge a link between himself and the victim. See the vampire race description for details of feeding. The character has a psychic link with the victim out to a distance of up to 1 mile. The character cannot see through the target's eyes but he can communicate empathically without the victim realizing it. The character makes a Charisma check (DC 10 + victim's Wis. modifier) each time it wants to communicate with one of his linked victims. Success means that the character gets to ask the victim three questions that can be answered 'yes' or 'no' without the victim noticing the contact. Failure means that the character only asks one question but the victim realizes there is someone in his mind. Since the link is psychic in nature, the character has the same connection to an item or place that his victim does for the purposes of other psychic powers and *Divination* magic and this works both ways. A character can have a link with as many people as his Charisma modifier (minimum 1) and may break the link with a Wisdom saving throw at DC 15, with failure meaning that the link continues and the character may not try to sever it again for one week.

Prerequisite: Charisma 15, Animal Magnetism, Suggestion.

Suggestion: Once the character has fascinated a target with his Animal Magnetism, he can influence their actions by suggesting a course of activity, limited to a sentence or two. The target is entitled to a Wisdom save to resist (DC 10 + half the character's level + Cha modifier) but if he loses, he will remain under the suggestion's effect for one hour per the vampire's character level. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect. The suggested course of activity can continue for the entire duration; if the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. The character can instead specify conditions that will trigger a special activity while the effect is in place. If the condition is not met before the duration expires, the activity is not performed. A very reasonable suggestion causes the saving throw to be made at a penalty, such as –1 or –2 (Gamemaster discretion).

Prerequisite: Animal Magnetism.

Natural Weaponry Talent Tree

The character possesses a natural arsenal at his fingertips. With most natural weaponry, a character is limited to his normal number of attacks per round, although he can fight with claws as if fighting with two weapons, with the claws being considered light weapons. Only the tail slap provides a character with an extra attack.

Race: Vampire, Beast Men, Ratlings

Claws: The character has claws on both hands. The claws deal 1d6 points of damage.

Prerequisite: None.

Fangs: The character gains a bite attack, which deals 1d4 points of damage.

Prerequisite: None.

Horns: The character gains a gore attack that deals 1d4 points of damage, also dealing double damage during a charge. Consequently, the gore attack also deals triple damage if a charge results in a critical hit. Only Beast Men can choose this Racial Talent Tree.

Prerequisite: None.

Tail Slap: The character gains an extra attack action with an unusually strong tail. The character can use the tail as a normal weapon at the appropriate base attack bonus, or he can use it as an extra attack at his highest base attack bonus, although all his attacks in the round suffer a -2 penalty if he does so. He gains a +2 bonus to ability checks to make trip attacks with the tail. Only Beast Men can choose this Racial Talent Tree.

Prerequisite: None.

Melee Smash: The character receives a +1 bonus on melee damage.

Prerequisite: None.

Improved Melee Smash: The character receives an additional +1 bonus on melee damage, for a total of +2.

Prerequisite: Melee Smash.

Advanced Melee Smash: The character receives an additional +1 bonus on melee damage, for a total of +3.

Prerequisites: Melee Smash, Improved Melee Smash.

Personal Background Talent Tree

A character with a personal background is usually born with it, as it colors the way he interacts with others and with the world at large.

Race: Special (see text).

Legendary Beauty: The character attracts attention wherever he goes, standing out by virtue of his stunning good looks. The character gains a +2 bonus to Reputation and treats a natural 20 roll on any Charisma-based check as an automatic success when interacting with characters attracted to his gender.

Prerequisite: Human, Vampire; can only be chosen at 1st level.

Enigmatic: The character's past is shrouded in mystery and no one is really sure where he comes from. Other characters can learn nothing about him with Gather Information checks. He is allowed a Wisdom saving throw with a +4 bonus against any use of psychic powers and *Divination* magic to find out about his past and present whereabouts.

Prerequisite: Vampire, Beast Men, Human; can only be chosen at 1st level.

Raised by Beasts: The character was raised in the wild by animals. This curious upbringing grants him a few select benefits and drawbacks. He gains a +2 bonus to Survival checks and may follow a trail while moving at full speed. The character is, however, illiterate and cannot read or write any language he knows. He must spend an additional skill point in order to know how to read and write any language he knows. He also gains a −2 penalty to Persuasion checks.

Prerequisite: Any race except Vampire; can only be chosen at 1st level.

Spokesperson: The character has a natural gift for putting his ideas forward. With a successful character level check (1d20 + character level, DC 15) the character can make himself be understood to other characters who do not speak his language, although all social skill checks like Persuasion, Deception and Sense Motive suffer a −2 penalty due to the language barrier. The character ignores the penalties for using language-dependent effects.

Prerequisite: Any; can only be chosen at 1st level.

Monstrous: The character is hideous to behold. He gains a +2 bonus to Reputation and treats a natural 20 roll on any Persuasion check as an automatic success, or gains a +10 bonus on Persuasion opposed checks. If he beats any DC or opposed roll by 5 or more points, the target of his intimidation must make a Wisdom saving throw (DC 10 + half the character's level + Cha modifier) or become shaken.

Prerequisite: Any race; can only be chosen at 1st level.

Privilege Talent Tree

This Character enjoys advantages that those of lesser wealth or social status can only imagine.

Race: Any.

Inherited Fortune: A character can fall back on his family fortune for many of his expenses. In addition to the +2 Wealth Bonus the character gets, the characters can spend an Action Point to prevent losing his wealth bonus when purchasing an item with a DC higher than 15.

Prerequisite: 1st Level only.

Heirloom: The character gains a particular piece of equipment that has been passed thought generations in his family. The character can choose a piece of equipment with a DC of 15 plus the characters charisma modifier. The object is a master crafted item.

Prerequisite: Inherited Fortune

Inherited Treasure: The character gains a +4 Wealth bonus.

Prerequisite: Inherited Fortune.

Upgrade: When the Character buys a ticket to a show or for transportation, he or she can make a Persuasion check to get that ticket upgraded. DCs are given below.

Table 4.1: Upgrade Ticket

Upgrade Persuasion	DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Prerequisites: Character level 2 and the total of the character's Wealth Bonus and Reputation Bonus must exceed 11.

"He's With Me": The Character's friends and allies can use their connections to her to their advantage in social situations, if she lays the groundwork. When the Character succeeds at a Deception or Persuasion check against an opponent in which her Reputation bonus was a positive factor, she can spend an action point to give her allies a bonus to checks with that same skill against that specific opponent for a number of days equal to her Charisma modifier. The bonus is equal to half the Character's character level (rounded down). When the Character first uses this ability, she must designate a maximum number of allies equal to 1 + her Charisma modifier who can take advantage of it—these allies are the ones she works into her lies or threats, giving them an easy connection to draw upon. Multiple uses of this talent do not stack for purposes of determining the bonus granted or the effect's duration.

Prerequisite: Character level 3

Undue Influence: If the Character is arrested for a crime, he can make a Persuasion check to use his influence to avoid suffering the usual legal penalty or punishment. The severity of the crime determines the DC of the Persuasion check, and how authorities react if the character succeeds. See Table: Undue Influence for Persuasion check DCs based on the severity of the crime.

If one of the Character's allies is arrested for a crime and unable to secure her own release, the character may intercede on the ally's behalf at a −5 to his Persuasion check. Multiple Characters with

this talent may aid each other's Persuasion rolls to use it.

Prerequisite: The total of the character's Wealth Bonus and Reputation Bonus must exceed 16.

Prodigy Talent Tree

The character has an incredible talent for any task he sets out to learn.

Race: Human.

Cultural Legacy: The character practices a culturally important skill with increased proficiency. The Gamemaster determines which skills are important for the character's culture. The character gains a +3 bonus to one of these skills. This bonus stacks with that of the Skill Focus feat and with those gained from Personal Quality feats.

Prerequisite: Can only be chosen at 1st level.

Prodigious Gift: The character has a natural aptitude for certain tasks, even if he has not yet fully tapped this potential. Choose two skills. When making checks with those skills, treat a result of 20 as an automatic success, or as a +10 bonus to the roll (effectively a roll of 30) when making opposed checks.

Prerequisite: Can only be chosen at 1st level.

Additional Training: The character receives 4 skill points to buy skill ranks or specialty ranks. He can only buy ranks in a skill in which he at least has 1 skill rank. A character can take this Racial Talent Tree more than once; each time, he receives 4 extra skill points.

Prerequisite: Cultural Legacy.

Skill Mimic: The character can improvise the use of skills he knows nothing of. The character selects three 'trained only' skills at the feat selection. He can use those skills untrained as if he had 1 rank in them. If he gains actual ranks in any of those skills, there is no additional benefit.

Prerequisite: Prodigious Gift.

Superior Intuition: The character has incredible powers of observation and deduction. The character adds his character level to Investigate checks.

Prerequisite: Prodigious Gift.

Social Ties Talent Tree

The character is a full member of his society and has developed the network of connections to show it.

Race: Any.

Ally: The character has a true and trusted friend. The ally is a heroic character created and controlled by the Gamemaster at threelevels lower than the character and advancing at the same pace as the character. The ally accompanies a character in some adventures at the Gamemaster's discretion, counts towards calculating a party's average level and receives his own share of the experience awards.

Prerequisite: 4th level.

Contacts: The character develops a network of informants, fences and similar usefully placed persons to whom he can turn. Whenever the character fails a Wealth check or a Gather Information check, he can make a level check at the same DC to tap his contact network for the information or goods he is looking for. If the DC is 20 or higher for either check, the character loses one point of Wealth as he bribes and pays for the information he is seeking.

Prerequisite: None.

Family Ties: The character is a valued member of his family and he can count on relatives to give him a hand. Once per month, a character can make a character level check to ask a favor of a relative, usually the lending of money, and a piece of equipment or safe passage. The Gamemaster sets the DC according to the favor, from 10, which would represent a simple favor, like lending a pistol for one day, to 25, which would represent a difficult favor, such as smuggling criminal friends across a heavily guarded border. Failure can mean that no relative within reach can do the favor or that those available refuse to do it, at the Gamemaster's discretion.

Prerequisite: Can only be chosen at 1st level.

Nemesis: The character has a personal enemy that haunts his steps. The nemesis is a heroic character created and controlled by the Gamemaster at the same level as the character himself, who advances at the same pace as the character. In the presence of his nemesis, the character has a 50% chance of retaining any action point he spends, as if he had never spent it. Unfortunately, so does the nemesis. In exchange for taking this demanding Racial Talent Tree, a character gains a feat of his choice.

Prerequisite: None.

Organization Ties: The character is a valued member of an organization. This Racial Talent Tree works like Family Ties, except that the character can call upon the help of an organization of moderate power. The character can ask for greater favors once per week with a level check (all DCs should be considered 5 points lower) but the organization will sometimes require him to perform a task, at the discretion of the Gamemaster.

Prerequisite: Can only be chosen at 1st level.

Significant Other: The character has a person with whom he shares his life, whether it is a spouse, a fiancée or a suitor. The significant other is an ordinary character who remains under the Gamemaster's control but who has a knack for attracting trouble, calamity, nasty gossip and the malevolent attention of the character's enemies. Whenever the significant other is in danger, a character has a +2 morale bonus to all actions destined to protect him or her.

Prerequisite: None.

Supernatural Talent Tree

Many scholars predict a waning of magical activity as the field of science progresses, explaining away various hitherto mysterious phenomena in its wake, such as the rare gifts with which many people are born.

Race: Human, Beast Men, Wildling.

Animal Magnetism: The character has a commanding Charisma. With a successful Charisma ability score check opposed by a target's Will saving throw, the character can fascinate the target for as long as he keeps talking to him.

Prerequisite: Cha 13, can only be chosen at 1st level.

Magical Potency: The character's blood burns with the power of magic. The character chooses one Ritual skill, which becomes a class skill for him; in addition, the character's maximum number

of skill ranks for that Ritual skill increases by 2.

Prerequisite: No mental ability (Int, Wis and Cha) may be lower than 11; can only be chosen at 1st level.

Pact with Darkness: The character made an unwholesome pact with an evil entity. Once per day, the character can make one of his action points translate into d8 dice instead of d6 (if the character also has the Action Boost feat this increase translates to a d10). On a result of 7 - 8, he may keep the point as if he had not spent it. Each time he does this, the character gains a pact point. The Gamemaster is free to use a pact point to turn any of the character's subsequent rolls into an automatic failure, regardless of the result. A character can free himself from the pact by refraining from using this ability for a year and a day.

Prerequisite: Can only be chosen at 1st level.

Tunnel Rat Talent Tree

Wildlings and Ratlings are very versatile in the sewers, especially those in their hometowns.

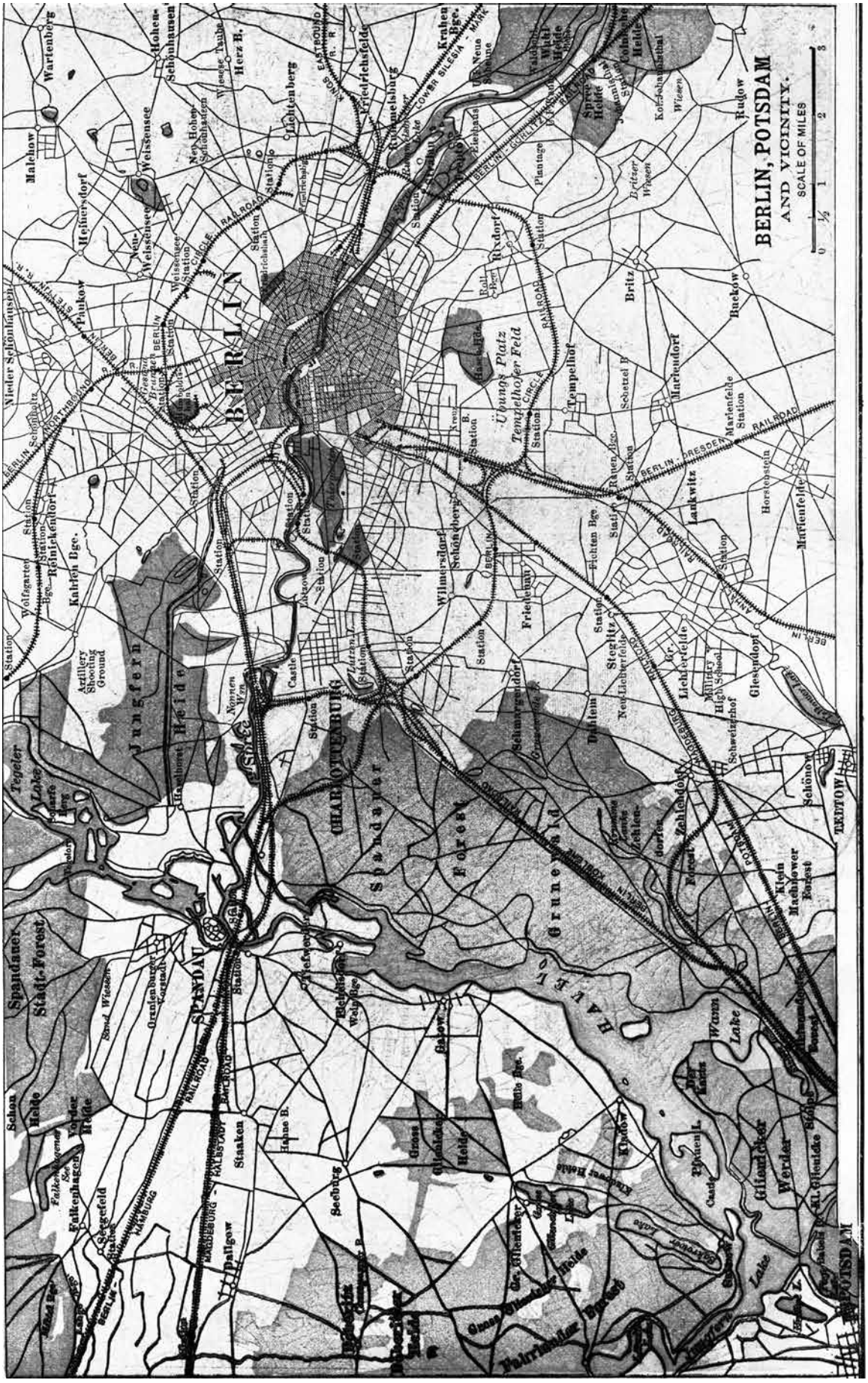
Race: Wildlings, Ratlings.

Sludgerunner: You are adept at swimming silently through sewage waters. You can contain the revulsion normally brought on by full submersion in such refuse and as a result you have honed the ability to move unnoticed through the sewer. When moving in sewer water at least 1 foot deep, you receive a +4 circumstance bonus on Stealth checks.

Prerequisite: None.

Tunnel Runner: You are accustomed to the winding and criss-crossing passageways of the sewers. Perhaps you grew up there or perhaps you've simply spent enough time below the streets to know your way around. Pick a city. It is impossible for you to become lost in the Sewer Kingdoms of that city. Furthermore, you receive a +4 bonus on Notice checks made to detect creatures in that city's Sewer system.

Prerequisite: Sludgerunner


BERLIN, POTSDAM
AND VICINITY.
SCALE OF MILES
0 ½ 1 2 3
BERLIN
SPANDAU
CHARLOTTENBURG
POTSDAM
TEGTOW
Spandauer Stadt-Forest
Spandauer Forest
Grunewald
Jungfern Heide
Tempelhof
Tempelhofer Feld
Übungs Platz
Artillery Shooting Ground
Tegeler Lake
Wannsee
Lake
Schlachtensee
Lake
Schwielowsee
Lake
Templiner Lake
Lake
Weissensee
Malchow
Wartenberg
Hohen-Schönhausen
Herz B.
Pankow
Heiligensee
Reinickendorf
Wolfgarten
Kahlen Bge.
Nieder Schönhausen
Weissensee
Neu-Weissensee
Neu Hohen-Schönhausen
Lichtenberg
Friedrichsfelde
Rummelsburg
Krahen Bge.
Rixdorf
Britz
Buckow
Rudow
Johannisthal
Kiefholz
Plantage
Britzer Wiesen
Kiefholz Wiesen
Mariendorf
Marienfelde
Lankwitz
Horstenstein
Mariendorf Station
Tempelhof
Schöneberg
Wilmersdorf
Friedenau
Schmargendorf
Grunewald
Dahlem
Steglitz
Lichterfelde
Gleisdorf
Schmelzhof
Zehlendorf
Forst Zehlendorf
Klein Machlower Forest
Nikolassee
Wannsee
Lake
Der Lanke
Pfaueninsel
Castle
Glienicker
Werder
Kl. Glienicke
Sacrow
Lake
Templiner Lake
Potsdamer Forst
Potsdamer Heide
Grosse Glienicker Heide
Grosse Glienicker Forst
Seeburg
Hahne B.
Grosse Glienicker Heide
Falkenhagen
Seegefeld
Yorker Heide
Schon Heide
Staaken
Pulgow
Ruhleben
Station
Grunewald
Station
Westend
Station
Charlottenburg
Station
Zoological Garden
Station
Tiergarten
Station
Moabit
Station
Wedding
Station
Gesundbrunnen
Station
Stettin Bhf.
Stettiner Bhf.
Nordbahnhof
Stettin Bhf.
Berlin Schönhausen
Station
Wolfgarten
Station
Reinickendorf
Station
Pankow
Station
Heiligensee
Station
Tegel
Station
Tegel Lake
Tegel Forest
Jungfern Heide
Artillery Shooting Ground
Nonnen Wiesen
Castle
Station
Spandau
Station
Spandau Bhf.
Spandauer Bhf.
Spandau Bhf.
Station

Character Classes 5

Characters in a contemporary setting seek wealth, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honorable, some base. Each character chooses a different way to achieve these goals, from combat prowess to skill mastery to connections and resources. Some characters prevail and grow in experience, wealth, and power. Others die.

TABLE 5.1: EXPERIENCE AND LEVEL-DEPENDENT BENEFITS

Character Level	Experience Point Total			Feats	Skill Max Ranks		Ability Score
	Slow	Medium	Fast	Bonus	Class	Cross Class	Increase
1st	—	—	—	1st	4	2	—
2nd	3,000	2,000	1,300	—	5	2 ½	—
3rd	7,500	5,000	3,300	2nd	6	3	—
4th	14,000	9,000	6,000	—	7	3 ½	1st, 2nd
5th	23,000	15,000	10,000	3rd	8	4	—
6th	35,000	23,000	15,000	—	9	4 ½	—
7th	53,000	35,000	23,000	4th	10	5	—
8th	77,000	51,000	34,000	—	11	5 ½	3rd, 4th
9th	115,000	75,000	50,000	5th	12	6	—
10th	160,000	105,000	71,000	—	13	6 ½	—
11th	235,000	155,000	105,000	6th	14	7	—
12th	330,000	220,000	145,000	—	15	7 ½	5th, 6th
13th	475,000	315,000	210,000	7th	16	8	—
14th	665,000	445,000	295,000	—	17	8 ½	—
15th	955,000	635,000	425,000	8th	18	9	—
16th	1,350,000	890,000	600,000	—	19	9 ½	7th, 8th
17th	1,900,000	1,300,000	850,000	9th	20	10	—
18th	2,700,000	1,800,000	1,200,000	—	21	10 ½	—
19th	3,850,000	2,550,000	1,700,000	10th	22	11	—
20th	5,350,000	3,600,000	2,400,000	—	23	11 ½	9th, 10th
21st	7,077,500	4,750,000	3,135,000	11th	24	12	—
22nd	8,775,000	5,850,000	3,861,000	—	25	12 ½	—
23rd	10,500,000	7,000,000	4,620,000	12th	26	13	—
24th	12,225,000	8,150,000	5,379,000	—	27	13 ½	11th, 12th
25th	13,950,000	9,300,000	6,138,000	13th	28	14	—
26th	15,675,000	10,450,000	6,879,000	—	29	14 ½	—
27th	17,400,000	11,600,000	7,656,000	14th	30	15	—
28th	19,125,000	12,750,000	8,415,000	—	31	15 ½	13th, 14th
29th	20,850,000	13,900,000	9,174,000	15th	32	16	—
30th	22,424,500	15,050,000	9,933,000	—	33	16 ½	—

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, a class provides a starting point from which you can develop your hero as you see fit. Don't think of a class as restrictive; instead, a class is defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. How you develop your character is entirely up to you. You get to choose skills and feats as you advance—and you can take levels in other classes as you go along to better develop the concept at the core of your hero.

Basic Classes

The classes in the *Gaslight* Roleplaying Game represent the wide range of skills and knowledge that people in the modern world have access to.

Characters with levels in one or more classes are called heroic characters. Heroic characters have action points and talents where ordinary characters do not, making heroic characters harder to beat in most situations—which means they can perform dangerous or heroic acts more frequently.

Advanced Classes

Few heroes remain in the basic classes as they gain levels. Eventually, an advanced class beckons, providing your character with new opportunities to grow.

Prestige Classes

Prestige classes have requirements that are more restrictive than those for advanced classes, and therefore reflect deeper specialization. In general, prestige classes are usually accessible only after 8 to 10 character levels and often have requirements only found in advanced classes.

The Multiclass Character

As your character advances in level, he or she may add new classes. A character with more than one class is called a multiclass character. Adding a new class gives a character a broader range of abilities, new skills to choose from, and different class features. An Apprentice, for example, might add a level of Gunslinger to be belter at firearms. Rules for creating and advancing multiclass characters can be found later in this chapter.

Class and Level Bonuses

An attack roll or a saving throw is a combination of three numbers, each representing a different factor: a random element (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

Base Attack Bonus

Check the table for your character's class. On an attack roll, apply the number from the Base Attack Bonus column to the d20 die roll. Use the bonus that corresponds to the character's level. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means that a character of this level makes three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks normally.

When a character's base attack bonus reaches +6, he or she is entitled to make an extra attack at a +1 base attack bonus. (As a character attains higher levels, this base attack bonus can rise to +7 or higher, and the bonus for the extra attack increases accordingly.) However, if the character's attack bonus reaches +6 or higher because of modifiers, the character does not get this extra attack.

For example, a 6th-level Explorer has a base attack bonus of +4. When using a pistol or other ranged weapon, she adds her Dexterity modifier. Even if this would increase her attack bonus to +6 or higher, she doesn't gain an additional attack. For these purposes, only the base attack bonus counts.

If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus. (See Multiclass Characters, below for an example.)

Base Save Bonuses

Check the table for your character's class. You'll see the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses. (See Multiclass Characters, below, for an example.)

Level-Dependent Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level.

XP: This column shows the experience point total needed to achieve a given character level. (See Experience and Level-Dependent Benefits, page xx.)

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his or her character level +3. A class skill is a skill frequently associated with a particular class. Class skills are listed in each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with the character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. (For example, at 1st level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks in a cross-class skill.) The half ranks (½) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats (one at 1st level, one more at 3rd level, and one more at every other level thereafter). See Chapter Six for feat descriptions.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon attaining 4th, 8th, 12th, 16th, and 20th level, a character increases two of his or her

ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

For example, a Scholar with a starting Charisma of 16 might improve to Charisma 17 at 4th level. At 8th level, the same character might improve Charisma again (from 17 to 18) or could choose to improve some other ability instead.

For multiclass characters, feats and ability increases are gained according to character level, not class level. Thus, a 3rd-level Explorer/1st-level Scholar is a 4th-level character and eligible for her ability scores boost.

Background Occupations

Although a hero may hold other jobs as his or her career unfolds, the benefits of a starting occupation are only applied once—at the time of character creation. Many of the Background Occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a list of skill choices, a number of which the character can select as additional permanent class skills. Once selected, a permanent class skill is always considered a class skill for the character. If the skill selected is already a class skill for the character, he or she gains a competence bonus for that skill whenever it is used.

Some Background Occupations provide a Reputation bonus or a bonus feat (in addition to the feat given a 1st-level character already receives). Finally, a starting occupation increases the character's Wealth bonus or starting cash (see Wealth).

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.

Academic

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

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (expression), Decipher Script, Gather Information, Knowledge (occult science, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, military science, technology, or Theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Bonus Increase: +3.

Adventurer

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

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Athletics, Demolitions, Disable Device, Operate Vehicle, Escape Artist, Persuasion, Athletics, Knowledge (Occult science, streetwise, military science, or technology), Stealth, Ride, Notice, Survival, Athletics, Treat Injury.

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

Wealth Bonus Increase: +1.

Athlete

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

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Acrobatics, Athletics, Operate Vehicle, Ride.

Bonus Feat: Select either Martial Weapons Proficiency or Brawl.

Wealth Bonus Increase: +1.

Artist

The artist profession encompasses a myriad of creative endeavors, from writing to sculpting or singing. Artists seek to earn their living by fanning their creative sparks into profitable, or at least sustaining, ways to provide food and shelter for themselves or their family. For the artist, two professional goals are crucial: the ability to earn a decent wage and the sense of creating something that enriches others and endures. An artist may choose to focus on any of a number of disciplines, including literary arts (journalist, novelist, columnist, playwright), visual arts (graphic artist, painter, sculptor, illustrator, cartoonist, photographer), musical arts (musician, singer, composer), or performance arts (actor, dancer, director). Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, playwrights, and photographers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose four of the following skills as permanent class skills. If a skill you select the character selects is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Craft (expression), Deception, Forgery, Knowledge (Occult science or art), Notice, Perform (act, dance, keyboards, percussion instruments, sing, vaudeville, stringed instruments, or wind instruments.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +0.

Bohemian

Bohemians are people who do not live life by society's rules. They are free spirits who express themselves in unique and quirky manners suited to their own tastes. Bohemians do not generally hold down regular 9-to-5 jobs, but spend what little money they have freely on life's little pleasures. They include social activists, beatniks, anarchists, vagabonds, artists, and anyone else who believes in throwing off society's shackles.

Prerequisite: Age 15+.

Skills: Choose four of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Athletics,

Craft (mechanical or structural), Persuasion, Deception, Forgery, Gather Information, Stealth, Knowledge (current events or streetwise), Notice, or Sense Motive.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +0.

Bureaucrat

Bureaucrats are skilled at navigating the systems, networks, and confusing arrays of rules and regulations inherent in business and political processes. They may be helpful or obstructive depending on where they work and with whom they're dealing, but they always know how to get things done.

Bureaucrats include receptionists, secretaries, paralegals, interns, desk clerks, executive assistants, human resources representatives, middle management, and anyone else involved in keeping the wheels of business turning.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (expression), Deception, Persuasion, Forgery, Gather Information, Knowledge (business, civics, current events, or history), Notice, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select either Educated or Renown.

Wealth Bonus Increase: +2.

Cloistered

This background is designed for characters that grew up in Himalayan mountain fortresses, hidden Vatican chapels, and other places isolated from society. Often the character was raised by a secret society, a cloistered character benefits from rigorous training, but usually knows little about the outside world.

Prerequisite: Age 22.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Decipher Script, Knowledge (occult lore, art, behavioral sciences, history, or theology and philosophy), Research, Sense Motive.

Bonus Feat: Select one of the following: Acrobatic, Archaic Weapons Proficiency, Athletic, Blind-Fight, Combat Martial Arts, Creative, Defensive Martial Arts, Educated, Exotic Melee Weapon Proficiency, Focused, Nimble, Stealthy, Studious.

Wealth Bonus Increase: +2.

Circus Performer

Distantly related to the escape artist, circus performers must compete with other performers for attention. Indeed, the audience is rarely looking at them most of the time, which pisses them off. Circus performers have to compete with a bunch of animals and clowns. And you thought YOUR job was tough.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Acrobatics, Athletics, Handle Animal, Knowledge (Occult science, Current Events, History, Streetwise), Perform (act).

Bonus Feat: Select Acrobatic, Archaic Weapon Proficiency, Athletic.

Wealth Bonus Increase: +1.

Craftsperson

A craftsperson is anyone trained to create or fix items using basic materials. This includes carpenters, jewelry makers, potters, cobblers, blacksmiths, plumbers, and anyone else whose work is making or repairing specific types of items or machinery.

Prerequisite: Dexterity 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (chemical, electronic, mechanical, structural, or visual art), Disable Device, Knowledge (art, physical sciences, or technology), Repair, Research, or Treat Injury.

Bonus Feat: Select one of the following: Builder, Creative, or Gearhead.

Wealth Bonus Increase: +2.

Criminal

You are quick with your hands. This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals. A Sleight of Hand check is a move action for you instead of a standard action. As well, you gain a +2 bonus on Initiative checks.

Prerequisite: Age 9+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. You can use this skill as a free action by taking a –10 penalty on the check instead of –20. (See Sleight of Hand in Chapter Five: Skills): Disable Device, Deception, Forgery, Gamble, Knowledge (streetwise), Stealth, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Dilettante

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

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Gamble, Persuasion, Knowledge (current events), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6.

Doctor

A doctor can be a physician, a surgeon, or a psychiatrist.

Prerequisite: Age 25+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (chemical), Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury.

Wealth Bonus Increase: +4.

Domestic

Domestics include maids, butlers, nannies, cooks, waiters, valets, gardeners, and anyone else who makes a living by performing routine household tasks for someone else.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Concentration, Persuasion, Operate Vehicle, Gather Information, Handle Animal, Stealth, Knowledge (current events), Repair, Search, Sense Motive, or Notice.

Wealth Bonus Increase: +1.

Drifter

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

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Concentration, Persuasion, Operate Vehicle, Gather Information, Handle Animal, Stealth, Persuasion, Knowledge (current events), Notice, Repair, Search, Sense Motive, or Notice.

Wealth Bonus Increase: +1

Engineer

The Engineering profession attracts people who immerse themselves in building and tinkering with machinery more complicated than a simple tool, or constructing great edifices and public works. An Engineer makes a living by creating or maintaining technological solutions to real community needs. This profession includes mechanics (fluent in engines, pumps, and machines of all sorts), telegraph operators and others familiar with electrical gadgets, civil Engineers (schooled in building dams, buildings, bridges, etc.), and architects. Depending on the level of expertise and nature of their work, some blacksmiths and gunsmiths may qualify as Engineers rather than artisans.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill: Craft (electric, mechanical, or structural), Knowledge (business, physical sciences, or technology), Operate Vehicle (aircraft, ground vehicles, watercraft), Repair, Research.

Wealth Bonus Increase: +3.

Escape Artist

Escape artists can break free from deadly traps and horrible contraptions. The twist is that the traps belong to the artist. Most escape artists are consummate perfectionists—indeed, their profession, as well as their lives, depend on executing every twist, turn, and key perfectly.

Prerequisite: Age 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Athletics, Craft (mechanical), Deception, Disable Device, Escape Artist, Knowledge (Occult science, Current Events, History), Sleight of Hand.

Bonus Feat: Select either Deceptive or Nimble.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +1.

Fortuneteller

Fortunetellers use a variety of *Divination* methods to determine the fate of their subjects. At least, that's what it says on their business cards.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Persuasion, Gather Information, Knowledge (occult science, behavioral sciences, streetwise), Research, Sleight of Hand.

Bonus Feat: Select Attentive, Deceptive or Renown.

Wealth Bonus Increase: +2.

Gentry

You have a British title. While not considered part of the Peerage, you are addressed as "Sir" or "Dame" and are granted certain noble privileges. Baronets and Knights are considered gentry; only Baronet is an inherited title. Characters that gain this background may choose to be a knight or a baronet.

Prerequisite: Age 21+

Skills: Characters that choose this background gain a +2 to Persuasion checks. They also get to choose one of the following skills as permanent class skills; if you have this skill you gain a +1 competence bonus on checks using that skill: Craft (expression) (Int), Knowledge (art, business, civics, current events, or history) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).

Wealth Bonus Increase: +3

Heir

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

Prerequisite: Age 21+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill: Craft (expression) (Int), Knowledge (art, business, civics, current events, or history) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).

Pre-Selected Feat: An heir must choose the Skill Focus feat as one of her starting feats at 1st level.

Reputation Bonus Increase: +1.

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

Hunter

Hunters specialize in tracking prey and taking it down. They like the thrill of pursuit and the challenge of pitting their wits against both nature and the skills of their quarry.

Prerequisite: Age 18+

Skills: Choose one of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill: Survival, Knowledge (earth and life sciences).

Bonus Feat: Select one of the following: Guide, Stealthy, Far Shot, and Point Blank Shot.

Wealth Bonus Increase: +1

Investigative

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

This covers those people, who are, in a London-based game, members of the Metropolitan Police in London or Scotland Yard detectives. Other smaller cities and town, outside of London, have their own police forces as well and they may sometimes journey to the "big city" for some case or another, but most often the police encountered by characters will be those from London itself.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (expression), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, military science, or streetwise), Notice, Operate Vehicle, Persuasion, Research, Search, Sense Motive.

Bonus Feat: Select one of the following: Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Laborer

Every society has those jobs that no one really wants to do, but that someone has to do in order for society to continue. In a Victorian setting, this would be jobs such as factory workers, pub staff, construction, service industry jobs, taxi drivers, postal workers, chimney sweeps, and any job that does not require working at a desk. This occupation encompasses all the callous-hand work done in cities, towns, ranches and mines. Laborers exist for virtually every task, from factory workers to construction hands, teamsters to miners, and railroad workers to ditch diggers. Often, Laborers are transient folks, moving from one place to the next to find good honest work at a fair and decent wage, then moving again when the work dries up.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill: Athletics, Craft (mechanical or structural), Operate Vehicle, Handle Animal, Persuasion, Repair, and Ride.

Wealth Bonus Increase: +1.

Magus' Assistant

This occupation is usually the domain of arcane spellcasting characters but that is not a prerequisite.

Prerequisite: Int 9+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill: Craft, Concentration, Decipher Script, Knowledge (occult sciences).

Special Ability: If the character is an arcane spellcaster he gains one bonus 1st-level spell slot. If the character is not a spellcaster he may cast 0-level spells as a first level Mage. He starts play with a spellbook and three 0-level arcane spells. The character's spellcasting ability may only be improved by taking levels in spellcasting classes.

Wealth Bonus Increase: +1

Military

Military covers any of the branches of the armed forces, including army, navy, and marines.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Athletics, Demolitions, Knowledge (military science), Navigate, Stealth, Survival.

Bonus Feat: Select one of the following: Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Politician

Politicians are born deal -makers. Usually found in thriving towns or municipalities, they may sometimes seize opportunities out on any frontier. Drawn to situations where money, goods, and or power are is bartered, and stolen or swapped, they are the people without whom the big deals cannot be made. Motivated by wealth, personal power or just a piece of the action, Politicians include the negotiators, lobbyists, senators, congressmen, agents, judges, mayors, and other people who that make their living by getting two or more groups or individuals to come to terms and consummate deals.

Prerequisite: Age 21+, Charisma 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose the character selects is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Persuasion, Gather Information, Persuasion, Knowledge (behavioral sciences, civics, current events, history, or Theology and philosophy), Notice, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select one of the following: Renown, Trustworthy, or Windfall.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Psychic Investigator

Psychic investigators are experts at sniffing out the strange and bizarre. Sometimes psychic investigators are hired to do what normal investigators cannot, considering the most outrageous answers to the most complex problems. And sometimes psychic investigators are hired by normal people to discern if the cause of a problem is supernatural—for instance, a father who claims he can't pay alimony because his money magically disappears every night.

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Persuasion, Gather Information, Knowledge (occult science, streetwise), Investigate, Research, Sense Motive.

Bonus Feat: Select either Attentive or Studious.

Wealth Bonus Increase: +2.

Religious

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

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Decipher Script, Knowledge (Occult science, art, behavioral sciences, history, streetwise, or Theology and philosophy), Notice, and Sense Motive.

Wealth Bonus Increase: +2.

Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Acrobatics, Athletics, Operate Vehicle, Handle Animal, Repair, Ride, Survival.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Stage Magician

Stage magicians use sleight of hand and parlor tricks to create supernatural-like effects. They do not, of course, genuinely levitate people or cut them in half, nor do they teleport small items into peoples' ears…or do they?

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Craft (chemical or mechanical), Disable Device, Escape Artist, Stealth, Perform (vaudeville), and Sleight of Hand.

Bonus Feat: Select either Deceptive or Nimble.

Wealth Bonus Increase: +1.

Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. If you select this starting occupation for a college-age student, you should also pick a major field of study for the character.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Knowledge (art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, technology, or Theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, vaudeville, stringed instruments, or wind instruments), Research.

Wealth Bonus Increase: +1.

World Traveler

This occupation represents people who have toured the world. Essentially one needs exposure to a culture that dramatically differs from their own.

Prerequisite: Age 25+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Deception, Gamble, Gather Information, Knowledge (civics, current events, or history), Navigate, Survival.

Bonus Feat: Select any one of the following: Attentive, Confident, Educated, Guide, Renown, Trustworthy.

Wealth Bonus Increase: +4

Basic Character Classes

Acolyte

The Acolyte is one of the faithful. Her beliefs and ideals burn pure and hot within her heart. She has a cause to believe in, be it a faith, religion, or simple system of beliefs to which she is divinely committed. Faith can move mountains and work other miracles, and the Acolyte is the instrument through which these wonders manifest.

Faith powers the Acolyte, providing a conduit through which she gains the ability to cast divine spells. This ability comes through calm reflection, meditation, or fervent prayer. The Acolyte might believe that the spells she wields come to her from a higher power, or she might believe that they come from deep within her own being, unlocked through her consideration of the ultimate forces of the universe.

At the time that the character receives the first level in the Acolyte class, he must decide if her faith leans toward the positive energy or negative energy of the universe. This choice adds either the good (positive) or evil (negative) allegiance to the character, and determines how the Acolyte uses certain aspects of her faith.

Hit Points: The Acolyte begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Acolyte's class skills (and the key ability for each skill) are Concentration (Con), Craft (structural, expression) (Int), Knowledge (behavioral sciences, earth and life sciences, occult science, theology and philosophy, the planes) (Int), Notice (Wis), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Sense Motive, Speak Language (none), Treat Injury (Wis).

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

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

Class Features

All of the following are additional class features of the Acolyte.

Turn or Rebuke Undead: Starting at 2nd level, an Acolyte gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. The Acolyte's allegiance (good or evil) determines the effect she can have on these unholy abominations. A character of the good allegiance can turn undead, driving them away or perhaps destroying them. One of the evil allegiances can use negative energy to rebuke undead, causing the creatures to cower in her presence. (In the text that follows, up to the section on Effect and Duration of Turning, "turning" refers to turning or rebuking, whichever is appropriate for a particular Acolyte.)

How Turning Works: An Acolyte can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Acolyte must present her holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures she wants to affect.

Times per Day: An Acolyte may attempt to turn a number of times per day equal to 3 + her Charisma modifier.

Range: The Acolyte turns the closest turnable creature first. She can't turn creatures that are more than 60 feet away or that have total cover.

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

Table 5.1: The Acolyte

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+2	Domains, Talent	+1	+2
2	+1	+3	+0	+3	Turn or rebuke undead	+1	+2
3	+1	+3	+1	+3	Talent	+2	+2
4	+2	+4	+1	+4	Bonus feat	+2	+3
5	+2	+4	+1	+4	Talent	+3	+3
6	+3	+5	+2	+5	Bonus feat	+3	+3
7	+3	+5	+2	+5	Talent	+4	+4
8	+4	+6	+2	+6	Medical Mastery	+4	+4
9	+4	+6	+3	+6	Talent	+5	+4
10	+5	+7	+3	+7	Bonus Feat	+5	+5

TABLE 5.2: MOST POWERFUL CREATURE AFFECTED

Turning Check Result	(Maximum Hit Dice)
0 or lower	Acolyte level –4
1–3	Acolyte level –3
4–6	Acolyte level –2
7–9	Acolyte level –1
10–12	Acolyte level
13–15	Acolyte level +1
16–18	Acolyte level +2
19–21	Acolyte level +3
22 or higher	Acolyte level +4

Turning Damage: If your turning check result is high enough to let you turn at least some of the undead (or other appropriate) creatures within 60 feet, roll 2d6 and add your Acolyte level and your Charisma modifier to the result to determine turning damage. That's how many total Hit Dice of undead (or other) creatures you can turn on this attempt.

You may skip over already turned creatures that are still within range so that you don't waste your turning capacity on them.

Effect and Duration of Turning: Turned creatures flee from the Acolyte by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, −2 penalty to Defense).

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

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

Evil Acolytes and Undead: An Acolyte with the evil allegiance channels negative energy to rebuke (awe) or command (control) undead, instead of turning or destroying them. An evil Acolyte makes the equivalent of a turning check. Creatures that would be turned are rebuked instead, and those that would be destroyed are commanded.

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

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

Dispel Turning: An evil Acolyte may dispel the turning effect of a good Acolyte. To do so, the evil Acolyte makes a turning check as if attempting to rebuke. If the turning check result is equal to or greater than the turning check result that the good Acolyte scored when turning them, then the creatures are no longer turned. The evil Acolyte rolls turning damage to see how many Hit Dice worth of creatures she can affect in this way.

Bolster Undead: An evil Acolyte may bolster creatures against turning effects in advance. She makes a turning check as if attempting to rebuke them, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' normal Hit Dice). This bolstering lasts for 10 rounds.

Bonus Feats: The bonus feat must be selected from the following list, and the Acolyte must meet all the prerequisites of the feat to select it.

Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Cautious, Defensive Martial Arts, Dodge, Educated, Frightful Presence, Improved Initiative, Iron Will, Medical Expert, Personal Firearms Proficiency, Studious, Toughness, Trustworthy.

Combat Casting: At 10th level, the Acolyte becomes adept at casting spells during combat. She gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Medical Mastery: When making a Treat Injury skill check, an Acolyte of 8th level or higher may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of this skill that he can use it reliably even under adverse conditions.

Spells: An Acolyte casts divine spells, which are drawn from the Acolyte spell list. However, he may be restricted him from casting certain spells opposed to his moral or ethical beliefs; An Acolyte must choose and prepare his spells in advance.

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

Like other spellcasters, an Acolyte can cast only a certain number of spells per day. An Acolyte also gets one domain spell of each spell level he can cast, starting at 1st level. When an Acolyte prepares a spell in a domain spell slot, it must come from one of his two domains (see *Domains* in **Chapter Nine: Beyond the Veil**).

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

Talents

At 1st, and every other level, the Acolyte selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Acolyte can choose from any of the talents on the below talent trees.

Empathic Talent Tree

The Acolyte's innate talents give her a great capacity for empathy.

- **Empathy:** The Acolyte has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Deception, Handle Animal, Persuasion, Perform, and Sense Motive), provided you spend at least 1 minute observing your target prior to making the skill check. The bonus is equal to the Acolytes level.
- **Improved Aid Another:** The Acolyte's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

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

Prerequisite: Empathy.

Healing Talent Tree

The Acolyte has a talent for healing.

- **Healing Knack:** The hero has a knack for the healing arts. She receives a +2 bonus on all Treat Injury skill checks.
- **Healing Touch 1**: The Acolyte's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.

Prerequisite: Healing knack.

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

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Acolyte's innate insightfulness serves her well.

- **Skill Emphasis:** The Acolyte chooses a skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.
- **Aware:** The Acolyte is intuitively aware of her surroundings. She adds her base Will saving throw bonus to Notice checks to avoid surprise.

Prerequisite: Skill emphasis.

- **Faith:** The Acolyte has a great deal of faith. It might be faith in herself, in a higher power, or in both. This unswerving belief allows the Acolyte to add her Wisdom modifier to the die roll whenever she spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

- **Cool Under Pressure:** The Acolyte selects a number of skills equal to 3 + her Wisdom modifier. When making a check with one of these skills, the Acolyte can take 10 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

Apprentice

The apprentice strives for knowledge of the physical and metaphysical worlds. Working to tap into the power of the occult and magic the Apprentice while weak in the physical worldly sense, makes up for this with their knowledge of spells, rituals, and the ability to manipulate the world using this knowledge.

Within their knowledge comes the ability to summon otherworldly information or assistance in the form of familiars and by contacting spirits. This comes in handy when danger or threats lurk around every corner. From city streets to the darkest jungles,

The Apprentice is there looking behind the mysteries of the *Gaslight* world to find out the source.

Hit Points: The Apprentice begins play with 18 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Apprentice's class skills (and the key ability for each skill) are Concentration (Con), Craft (expression) (Int), Decipher Script (Int), Operate Vehicle (Dex), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Device (Int).

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

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

Class Features

All of the following are additional class features of the Apprentice.

Bonus Feats: At 4th, 6th, 8th, and 10th level, an Apprentice gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The Apprentice must still meet all prerequisites for a bonus feat, including caster level minimums.

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

Summon Familiar: An Apprentice has the ability to obtain a familiar. A familiar is magically linked to its master. In some sense, the familiar and the Apprentice who controls it are practically one being. That's why, for example, the Apprentice can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Apprentice and the familiar are within 1 mile of each other.

For all familiar special abilities based on the master's level count only Apprentice levels. Any levels from classes other than Apprentice are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the above table.

Familiar Qualities: Use the basic statistics for a creature of its type but make these changes.

Hit Dice: Treat as the Apprentice's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the Apprentice's total, rounded down.

Action Points: A familiar cannot gain or spend action points, and an Apprentice cannot spend an action point through his familiar.

Attacks: Use the Apprentice's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

Saving Throws: The familiar uses the Apprentice's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Apprentice may have (such as from feats).

Skills: For each skill, use either the normal skill ranks for a creature of its type or the Apprentice's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance).

Familiar Special Abilities: Familiars have special abilities, or impart abilities to their Apprentices, depending on the level of the Apprentice.

Table 5.3: Familiars

Familiar	Special Benefit
Armadillo	Apprentice gains a +1 natural armor bonus to Defense
Bat	Apprentice gains a +3 bonus on Fly checks
Cat	Apprentice gains a +3 bonus on Stealth checks
Fox	Apprentice gains a +2 bonus on Reflex saves
Goat	Apprentice gains a +3 bonus on Survival checks
Hawk	Apprentice gains a +3 bonus on sight-based and opposed Notice checks in bright light
Hedgehog	Apprentice gains a +2 bonus on Will saves
Lizard	Apprentice gains a +3 bonus on Athletics checks
Monkey	Apprentice gains a +3 bonus on Acrobatics checks
Owl	Apprentice gains a +3 bonus on sight-based and opposed Notice checks in low light situations
Pig	Apprentice gains a +3 bonus on Persuasion checks
Platypus	Apprentice gains a +3 bonus on Athletics checks
Raccoon	Apprentice gains a +3 bonus on Sleight of Hand checks
Rat	Apprentice gains a +2 bonus on Fortitude saves
Raven[1]	Apprentice gains a +3 bonus on Appraise checks
Scorpion, greensting	Apprentice gains a +4 bonus on Initiative checks
Skunk	Apprentice gains a +2 bonus on Fortitude saves
Squirrel	Apprentice gains a +3 bonus on Sleight of Hand checks
Toad	Apprentice gains +3 hit points
Turtle	Apprentice gains a +1 natural armor bonus to Defense
Viper	Apprentice gains a +3 bonus on Bluff checks
Weasel	Apprentice gains a +2 bonus on Reflex saves

[1] Speaks one language of its master's choice as a supernatural ability.

Natural Armor (Ex): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Familiar's Intelligence (Ex): The familiar's Intelligence score. (Normal creatures of its type have a much lower Intelligence score.)

Alertness (Ex): The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet, the Apprentice gains the Alertness feat.

Share Spells (Su): At the Apprentice's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5 feet away. The spell's effect is not restored

even if the familiar returns to the Apprentice before the duration would otherwise have ended. Additionally, the Apprentice may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The Apprentice and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The Apprentice has an empathic link with the familiar out to a distance of up to 1 mile. The Apprentice can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Apprentice's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.

Touch (Su): The familiar of an Apprentice who is 3rd level or higher can deliver touch spells for him. When the Apprentice casts a touch spell, he can designate his familiar as the "toucher." (The Apprentice and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Apprentice could. As normal, if the Apprentice casts another spell, the touch spell dissipates.

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

Speak with Familiar/Speak with Master (Ex): A Apprentice of 5th level or higher and his familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Type (Ex): The familiar of an Apprentice of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.

Spell Resistance (Ex): The familiar of an Apprentice of 9th level or higher gains spell resistance equal to the Apprentice's level + 5.

Spelled Familiar: If the apprentice has an Intelligence score of 25 or greater, he can add one spell to his familiar of 8th level or below. Your familiar can now use this spell once per day as a spell-like ability, at a caster level equal to your caster level. You cannot bestow a spell to your familiar if the spell normally has a material component cost of more than a Purchase DC of 4 or an XP cost.

Table 5.4: Familiar Ability Table

Master Class Level	Natural Armor Adj.	Int	Special
1st-2nd	1	6	Alertness, improved evasion, share spells, empathic link
3rd-4th	2	7	Deliver touch spells
5th-6th	3	8	Speak with master
7th-8th	4	9	Speak with animals of its kind
9th-10th	5	10	
11th-12th	6	11	Spell resistance
13th-14th	7	12	Scry on familiar
15th-16th	8	13	
17th-18th	9	14	
19th-20th	10	15	
21st-22nd	11	16	Spelled Familiar
23rd-24th	12	17	
25th-26th	13	18	
27th-28th	14	19	
29th-30th	15	20	

Clockwork Familiars

Clockwork familiars are not true familiars, despite the name. They are tiny constructs that resemble a living creature, such as a cat, rat, owl or bat, and for an apprentice or sorcerer, have a place somewhere between a bonded object and a true familiar.

If an apprentice has a living familiar, he cannot also have a clockwork familiar. Likewise, the apprentice with a bonded object cannot also have a clockwork familiar. If an apprentice or sorcerer loses a familiar or bonded object, he or she can then acquire a clockwork familiar. An apprentice can never have more than one clockwork familiar at a time.

There are four common types of clockwork familiars – the clockwork cat, clockwork rat, clockwork bat and clockwork owl.

Table 5.5: The Apprentice

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Talent, familiar	+0	+0
2nd	+1	+0	+0	+2	Scribe scroll	+1	+0
3rd	+1	+1	+1	+2	Talent	+1	+1
4th	+2	+1	+1	+2	Bonus feat	+1	+1
5th	+2	+1	+1	+3	Talent	+1	+2
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Talent	+2	+2
8th	+4	+2	+2	+4	Bonus feat	+3	+2
9th	+4	+3	+3	+4	Talent	+3	+3
10th	+5	+3	+3	+5	Bonus feat	+3	+3

All are visually similar to their namesake animal, but are not living creatures. An apprentice must clean and oil his clockwork familiar at least once per week in order to keep grit, mud and rust from interfering with the gear mechanisms that give the clockwork familiar mobility. A clockwork familiar with faulty gears suffers a cumulative -1 penalty to all attack rolls, damage rolls, ability checks and skill checks for each week it goes uncleaned. The clockwork familiar's speed slows by 5 ft. per round for each week it is not cleaned. If a clockwork familiar's speed drops to 0 ft. due to ill maintenance, the internal gears freeze up, requiring 2d3 days work and DC 20 in supplies to return to working condition.

An apprentice must be within 1 mile of his clockwork familiar to easily cast spells. If he is more than 1 mile away from the clockwork familiar, the wizard must make a Knowledge (Occult Science) check or lose the spell. The DC for this check is equal to 20 + the spell's level.

Unlike a living familiar, a clockwork familiar grants an apprentice no special abilities. However, like a living familiar, the wizard can share spells (Su) with the clockwork familiar, even if the spells normally do not affect creatures of the clockwork familiar's type (construct). Also like a living familiar, the wizard can deliver touch spells (Su) through the clockwork familiar. The wizard must be 5th level or higher in order to do this, otherwise it works the same as the ability of a living familiar. Finally, as with a living familiar, an apprentice can scry on clockwork familiar (Sp). If the wizard is 13th level or higher, he may scry on his familiar once per day as if casting the spell scrying.

Because of the arcane nature of their construction, clockwork familiars possess a rudimentary intelligence on par with their living counterparts. Unlike a living familiar, a clockwork familiar's intelligence does not increase as its master gains power.

It is possible to improve a clockwork familiar. Wizards can invest some of their own power into the familiar (through feats detailed below) or can attach magic items to the clockwork familiar. Many protective magic items can be attached to a familiar, such as rings, brooches, amulets, and so on. Only those items that have a continuous effect can be attached to the clockwork familiar; clockwork familiars simply are not intelligent enough to be able to activate items that only function when activated. The most commonly attached items are rings of protection, rings of counterspells, rings of energy resistance, amulets of natural armor, and brooches of shielding. As with any living creature, the clockwork familiar must have an available body slot to make use of an attached magic item (e.g. no more than two magical rings per clockwork familiar).

Talents

At 1st, and every other level, the Apprentice selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Apprentice can choose from any of the talents on the below talent trees.

Armored Spellcasting Talent Tree

With time and training, you learn to overcome the limitations placed on you by armor.

- *Light Armored Spellcasting:* You may cast arcane spells while wearing light armor and suffer only half the normal percent failure chance for casting arcane spells while wearing armor. Prerequisites: Ability to cast arcane spells, Armor Proficiency (light) feat.
- *Medium Armored Spellcasting:* You may cast arcane spells while wearing medium armor and suffer only half the normal percent failure chance for casting arcane spells while wearing armor. Prerequisites: Ability to cast arcane spells, Armor Proficiency (light) feat, Armor Proficiency (medium) feat, Light Armored Spellcasting.
- *Heavy Armored Spellcasting:* You may cast arcane spells while wearing heavy armor and suffer only half the normal percent failure chance for casting arcane spells while wearing armor. Prerequisites: Ability to cast arcane spells, Armor Proficiency (light) feat, Armor Proficiency (medium) feat, Armor Proficiency (heavy) feat, Light Armored Spellcasting, Medium Armored Spellcasting.

Defensive Magic Talent Tree

A defense barrier is a magical force field that protects a spellcaster (and sometimes his or her companions) from harm. Erecting a defense barrier requires a standard action. A defense barrier can protect against damage from spells, spell-like effects, or the physical or supernatural attacks of magical or summoned creatures. Defense barriers are designed to protect against any type of magical threat, and it is up to the GM to decide whether a barrier protects against any given attack.

Each round that a defense barrier takes damage, its effectiveness is reduced by 5. This applies whether or not the damage was sufficient to penetrate the defense barrier, and whether there was one attack or several during the round. The defense barrier's value is reduced immediately prior to the spellcaster's initiative. A defense barrier is destroyed when its value is reduced to 0, but the spellcaster may use a free action to end the effect early if he or she wishes. In either case, a new defense barrier cannot be erected the same round. The character must spend at least one round with no defense barrier in place.

A defense barrier is not a spell, but it is a magical effect that requires concentration to maintain. A character wishing to cast a spell while maintaining a defense barrier must make a Concentration check to do so. A character inside a defense barrier may cast a damaging spell at a target outside the defense barrier but any damage inflicted by his or her spell is reduced by the defense barrier's value.

- **Defensive Barrier:** The apprentice gains a +5 defensive barrier.
- **Defensive Barrier 2:** The apprentice gains a + 10 defensive barrier. *Prerequisite:* Defensive Barrier
- **Defensive Barrier 3:** The apprentice gains a + 15 defensive barrier. *Prerequisite:* Defensive Barrier 2
- **Defensive Barrier 4:** The apprentice gains a + 20 defensive barrier. *Prerequisite:* Defensive Barrier 3
- **Defensive Barrier 5:** The apprentice gains a + 25 defensive barrier. *Prerequisite:* Defensive Barrier 4

Magus Talent Tree

You are a fighter; you take magic beyond academia and into the world. You can defend yourself just as well as a gunslinger or rogue.

- *Spellstrike (Su):* Whenever a apprentice casts a spell with a range of "touch" from the apprentice spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a apprentice can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the apprentice makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.
- *Pool Strike (Su):* The apprentice can expend 1 action point as a standard action to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the action point to activate this ability). He can use this ability with the spellstrike talent. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.
- *Maximized Magic (Su):* The apprentice can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell.

Prerequisite: 5th level

Universal Magic Talent Tree

You have learned the power of *Universal* magic from studying all the schools of magic.

- *Mage's Knowledge:* Your knowledge is nearly as formidable as your magic. You may re-roll any Knowledge check, but the result of the re-roll must be accepted, even if it is worse. *Prerequisite:* Any Knowledge skill.
- *Hand of the Apprentice (Su):* As a standard action, you can summon a ghostly hand to do your bidding. This functions like mage hand with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Intelligence modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.
- *Metamagic Mastery (Su):* You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day. *Prerequisite:* Hand of Apprentice.
- *Mastery of All Schools (Su):* All of your spell DC's increase by +1 and you gain a +2 insight bonus on caster level checks made to overcome spell resistance. *Prerequisites:* Hand of Apprentice, Metamagic Mastery

Everyman

Everymen are the men and women that make up the general populace. They are regular people with jobs and families, whose biggest concern is making ends meet. They may be general laborers or tradesmen such as bookkeepers, cooks, or mechanics. Their lives may not be exciting, but they keep the wheels of industry turning.

Whether sensible and dependable or dreaming of a life of adventure, these working class heroes never actually expect to save the world—and yet they often seem to end up in that position. When the chips are down and the situation looks grim, they are capable of saving the day in the most unlikely and unexpected ways.

Hit Points: The Everyman begins play with 18 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Everyman can choose any ten skills to be class skills.

Skill Points at 1st Level: (5 + Int modifier) ×4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Features

The following is a class feature of the Everyman class.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th level, the Everyman gains a bonus feat. This feat must be selected from the following list, and the Everyman must meet any prerequisites. Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.

Talents

At 1st, and every other level, the Everyman selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Everyman can choose from any of the talents on the below talent trees.

Attentive Talent Tree

The character likes and enjoys the company of others, but rather than using his force of his own personality to persuade or attract

Tablr 5.6: The Everyman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Talent	+0	+0
2nd	+0	+0	+0	+3	Bonus feat	+0	+0
3rd	+1	+1	+1	+3	Talent	+1	+1
4th	+2	+1	+1	+4	Bonus feat	+1	+1
5th	+2	+1	+1	+4	Talent,	+1	+1
6th	+3	+2	+2	+5	Bonus feat	+2	+2
7th	+4	+2	+2	+5	Talent	+2	+2
8th	+4	+2	+2	+6	Bonus feat	+3	+2
9th	+5	+3	+3	+6	Talent	+3	+3
10th	+6	+3	+3	+7	Bonus feat	+3	+3

people, prefers to watch and listen, gaining greater understanding and creating lasting friendships.

- **Social Intuition:** Some people develop an intuitive sense of human interaction. Your character has so much insight into personal relations that he can add his Wisdom bonus to all Persuasion and Gather Information checks.
- **Connected:** Your character has come to know a wide variety of people through his business dealings or travels. Once per session, he may spend an action point to seek out an individual with whom he has dealt positively in the past. Seeking this acquaintance out requires 1d6 hours. The acquaintance has one skill of the character's choice with a number of ranks equal to one-half the sum of the character's level + his Wisdom modifier (rounded up). Unlike allies gained from the contacts class ability, the character's acquaintance is only considered friendly (rather than helpful) and must be compensated for any services rendered. The character may use this ability even in remote locations, so long as there are at least 40 people within a 25-mile radius around the character when he declares the ability use (e.g. an Antarctic research base near the South Pole or a nomad camp in the midst of a desert).
- **Perceptive Synergy:** The character has a wide range of interest in many different fields, and is able to discern fact from fiction much more easily than other people due to his depth of knowledge. All synergy bonuses the character receives to Wisdom or Charisma based skill checks are increased by +2 (i.e. from +2 to +4).

Authority Talent Tree

This character wears the mantle of authority naturally, and can convince people to reconsider reckless or foolhardy actions.

- **Authority:** Twice per day, the character can add her base Will save to a Persuasion check.
- **Nonlethal Force:** The character becomes adept at using nonlethal force to subdue an opponent. A character with this talent can deal nonlethal damage with a weapon that normally deals lethal damage (if she so chooses) without taking the normal −4 penalty on the attack roll. Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.
- "**Freeze!":** Through a combination of persuasion and intimidation, the character may convince one target to cease any attempts to harm her. Three times per game session, as a full-round action, the character may make an Intimidate check against a single individual with a DC equal to 10 + the target's Will save bonus. If the check is successful, the target cannot attack the character for a number of rounds equal to 2 plus the character's Charisma modifier (minimum 1 round). However, the target may still take other actions, such as running or attacking the character's allies. The character can only use this ability on targets at least 1 character level lower than herself. *Prerequisite:* Authority
- **Shakedown:** Through a combination of diplomacy and intimidation, the character may convince one target to give up his weapons and come along quietly. Once per session, when the character makes a successful Persuasion check to use the "Freeze!" talent on a target, she can also convince the target to drop or abandon one item with a Purchase DC equal to or less than the character's check result. *Prerequisites:* **"Freeze!"** and **Authority**

By Grace of Fortune Talent Tree

Some people seem to be in the good graces of lady luck.

- Inherited Fortune: A character can fall back on his family fortune for many of his expenses. In addition to the +2

Wealth Bonus the character gets, the characters can spend an Action Point to prevent losing his wealth bonus when purchasing an item with a DC higher than 15.

Prerequisite: 1st Level only.

- Heirloom: The character gains a particular piece of equipment that has been passed thought generations in his family. The character can choose a piece of equipment with a DC of 15 plus the characters charisma modifier. The object is a master crafted item.

Prerequisite: Inherited Fortune

- Inherited Treasure: The character gains a +4 Wealth bonus.

Prerequisite: Inherited Fortune.

Fast Learner Talent Tree

Everyman not only think faster than others, they absorb information much faster too.

- Fast Learner: When the character takes this feat and every time he gains a level as an Everyman thereafter, he gains 2 additional skill points to divide up among his various skills as he sees fit.
- Improved Learning: Characters with this talent are always one-step ahead of their peers when it comes to education. The maximum ranks they can have in any Everyman class skill is 4 + total character level rather than 3 + total character level, as is normal for characters without this talent.

Prerequisite: Fast Learner.

- Broad Knowledge: Characters with this talent are familiar with a wide range of topics, making them capable of greater proficiency in unfamiliar areas. This talent allows their maximum ranks in all cross class skills to increase to a number that is equal to 75% of their class level +3, rounded down.

Prerequisite: Fast Learner.

- Cross Training: The Everyman may pick any three cross class skills, such as Stealth, or Sense Motive. These skills thereafter become class skills for the Everyman. This talent can be taken multiple times. Each time it applies to three new skills.

Prerequisites: Fast Learner, Broad Knowledge.

Explorer

The explorer is the penultimate wanderer. Never content with what is in front of them, the Explorer must also see what lies beyond the next ridge, the next town, what lays beyond the ocean in some distant land, and all are the places that call to the heart of the explorer, leading them on to strange and distant shores.

Blessed or perhaps cursed with curiosity, the thrill of filling in the blank spots on a map fuels the drive of those that explore. From distant islands to hidden lands, across the Seven Seas these stalwarts are there in support of others with agendas. Always ready to lead an expedition into uncharted territory, the Explorer is the first person to contact when any expedition is being considered.

Hit Points: The Explorer begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Explorer's class skills (and the key ability for each skill) are Athletics (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Treat Injury (Wis), Knowledge (dungeoneering, earth and life sciences, geography, physical sciences) (Int), Notice (Wis), Operate Vehicle (Dex), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Stealth (Dex), and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) ×4.

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

Class Features

All of the following are class features of the Explorer.

By The Bootstraps: When a roll fails to meet the target DC by 5 points plus the characters INT bonus, he may then spend an Action point to consider the roll a flat out success, this takes the place of the additional die normally added to rolls by spending action points. A character may not spend two action points and get both.

If this is used during an attack roll then the character inflicts minimum damage for his weapon type.

Favored Terrain: At 2nd level, an Explorer may select a type of terrain as a favored terrain. Due to his extensive training and experience operating in this terrain, the Explorer gains a +1 circumstance bonus to Knowledge (physical sciences), Notice, Stealth, and Survival checks when using these skills in this type of terrain. The Explorer's base speed is also increased by 10 feet when he's operating in his favored terrain.

At 6th level and at 10th level, the Explorer may select a new favored terrain, and the bonus associated with every previously selected favored terrain goes up by +1. The following are possible types for an Explorer's favored terrains.

ETable 5.7: xplorer-Favored Terrain

Terrain	Description
Arctic	Cold, icy areas; includes tundra and glaciers.
Aquatic	Fresh or saltwater.
Desert	Any dry area with sparse vegetation.
Forest	Any area covered with trees.
Hill	Any area with rugged but not mountainous terrain.
Marsh	Low, flat, waterlogged areas; includes swamps.
Mountains	Rugged, higher elevation than hills.

Pathfinder: At 1st level, an Explorer gains the ability to make a Survival check to locate or blaze a trail through trackless terrain while traveling overland. The DC of the check depends on the pace at which the Explorer is traveling.

Table 5.8: Pathfinder

PACE	DC
Walk	20
Hustle	25

If the Explorer is walking, he need only make the check once per eight-hour period of travel. The Explorer must make the check every hour that he hustles. If the check is successful and the Explorer is traveling alone, his overland movement rate increases by two steps, from trackless to highway. If the Explorer is leading a group, the improvement is only one step, from trackless to road (trail).

Talents

Starting at 1st level and continuing every fifth level, the Explorer selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Explorer can choose from any of the talents on the following talent trees.

Animal Friendship Talent Tree

These characters are especially devoted to the care and well-being of animals. Through their bond, they develop a kinship with animals and understand them almost empathically.

- **Animal Affinity:** Explorers with this talent gain add their Wisdom bonus to all Handle Animal checks. In addition, the Explorer can teach an animal a trick in one day rather than one week, but he suffers a –10 modifier to his Handle Animal check when he attempts to do so.
- **Wild Empathy:** The Explorer can improve the attitude of an animal. This ability functions just like a Persuasion check to improve the attitude of a person. The character rolls 1d20 and adds one half the Explorer's character level (rounded down) and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the Explorer and the animal must be able to study each other, which mean that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.) Animal empathy does not function on vermin.
- **Calm Animals:** So long as the Explorer is not suffering the negative consequences of a fear-based effect, he may replace the Will save result of any animal he has taught at least one trick with a Handle Animal check. The animal must be able to see and hear the Explorer and it must be within 60 feet of him.
- **Feral Bond:** The Explorer forms close emotional ties to the animals he trains. When he sees an animal he has taught at least one trick in danger or otherwise threatened with harm, he gains a +2 morale bonus to attacks and a +4 morale bonus to Will saves against fear-based effects for the remainder of the encounter.
- **Animal Friendship:** With this talent, the Explorer spends an Action Point to beguile any creature of the animal type. To use this ability, the Explorer must be within 30 feet of the intended target animal. Attempting to beguile the animal is a standard action that provokes an attack of opportunity. The target animal must make a Will save (DC 10 + the Explorer's Charisma bonus + the Explorer's Wisdom bonus). If the save fails, the animal becomes friendly for 1 minute per character level.
- **Greater Animal Friendship:** This talent allows the Explorer to add his own base Will save to the DC of a Will save made by any animal to resist the Explorer's Animal Friendship talent. In addition, the Explorer gains the ability to use his normal Animal Friendship ability to beguile any creature of the Animal, Vermin, or Magical Beast type with an Intelligence of 1 or 2. However, the Explorer can only add his own base Will save to the DC of saves for creatures of the animal type. *Prerequisites*: Animal affinity, wild empathy, animal friendship
- **Animal Companion:** A Explorer with this talent gains an animal companion selected from the following list: ape, badger, bear, camel, cat (small or lower), crocodile, dog (medium), eagle, elephant, hawk, herd animal (such as cow, camel, or bison), horse, lizard, monkey, octopus, owl, pony, porpoise, snake (Small or Medium viper), squid, tiger, or wolf. This animal is a loyal companion that accompanies the Explorer on her adventures as appropriate for its kind. The player running a Explorer with this talent should consider the fact that certain animals may create problems in urban areas. At

TABLE 5.9: THE EXPLORER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+2	+0	Talent, Pathfinder	+1	+0
2	+2	+3	+3	+0	Favored Terrain	+1	+0
3	+3	+3	+3	+1	Talent	+2	+0
4	+4	+4	+4	+1	By the Bootstraps	+2	+0
5	+5	+4	+4	+1	Talent	+3	+1
6	+6/+1	+5	+5	+2	Favored Terrain	+3	+1
7	+7/+2	+5	+5	+2	Talent	+4	+1
8	+8/+3	+6	+6	+2	Heroic Surge	+4	+1
9	+9/+4	+6	+6	+3	Talent	+5	+2
10	+10/+5	+7	+7	+3	Favored Terrain	+5	+2

lower levels, an animal companion is completely typical for its kind except as noted below. As the Explorer advances, however, the animal's power increases as shown in Animal Companions. The Explorer may release the animal back to the wild, regaining the action point initially spent in the process. The Explorer does not regain the action point if the creature dies. In either case, if a Explorer releases her companion from service, she may gain a new one by spending a complete and uninterrupted 24-hour period devoting herself to the effort of finding and binding with a new animal. This effort can also replace an animal companion that has perished. *Prerequisite:* Any talent from the Animal Friendship or Wilderness Expert talent trees.

Favored Enemy Talent Tree

The Explorer's knowledge of a special group or disdain for their motivations makes him especially effective against them.

- **Favored Enemy:** Select a single allegiance that is opposed to the Explorer's attitudes or allegiances. The Explorer gains a +1 bonus on Deception, Notice, Sense Motive, and Survival checks when using these skills against creatures with that opposed allegiance. Likewise, the Explorer gains a +1 bonus on weapon damage rolls against such creatures.
- **Improved Favored Enemy:** The Explorer either selects another allegiance as a favored enemy and gains a +1 bonus as described above against that enemy, or their bonus against their first favored enemy increases by an additional +1 (+2 in total). This talent may be selected multiple times. *Prerequisite:* Favored enemy
- **Implacable Foe:** The Explorer with this talent adds his Wisdom bonus to all damage rolls made against a specific favored enemy. *Prerequisite:* Favored enemy
- **Focused Resolve:** Explorers with this talent gain their character level in hit points at the beginning of any encounter in which they face a favored enemy. *Prerequisite:* Favored enemy
- **Dauntless Opponent:** Explorers with this talent gain a +3 bonus to all Will saves during any encounter in which they face a favored enemy. *Prerequisite:* Favored enemy

Natural Hunter Talent Tree

When this Explorer travels in any wilderness setting, she instinctively perceives the lay of the land, and can track other creatures through it swiftly

- **Wilderness Awareness:** The Explorer gets a +4 competence bonus when using Search, Notice, or Notice to detect ambushes or traps in the wilderness. *Prerequisite:* Survival 4 ranks
- **Trackless Step:** The Explorer leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired. *Prerequisites*: Wilderness awareness, Survival 5 ranks
- **Swift Tracker:** The Explorer can move at her normal speed while following tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. *Prerequisites*: wilderness awareness, Survival 9 ranks
- **Wilderness Attunement:** When in any sort of natural terrain, the Explorer may substitute her Wisdom modifier for her Dexterity modifier when making Stealth checks. *Prerequisites*: Swift tracker, wilderness awareness, Survival 9 ranks
- **Camouflage:** The Explorer can use the Stealth skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment. *Prerequisites*: Wilderness awareness, trackless step, Stealth 9 ranks, Survival 9 ranks
- **Hide in Plain Sight:** While in any sort of natural terrain, the Explorer can use the Stealth skill even while being observed. *Prerequisites*: Wilderness awareness, trackless step, camouflage, Stealth 11 ranks, Survival 11 ranks

Survivalist Talent Tree

Characters with this talent tree are adept at enduring the harsh elements of nature and living off the land.

Harsh Weather Endurance: The character with this talent experiences all temperatures as though they are 10 degrees more favorable to him. For determining the effects of severe weather on the character, hot weather seems 10 degrees cooler and cold weather seems 10 degrees warmer.

Improved Harsh Weather Endurance: The character takes only half damage from hot and cold weather (See Weather damage). *Prerequisite:* Harsh Weather Endurance

Outdoor Skills: Explorers with this talent add a bonus equal to their Constitution modifier to these skills when using them in the wilderness: Athletics, Athletics, and Navigate.

Master Survivalist: Characters with this talent add a bonus equal to their Explorer class level to all Survival skill checks.

Fast: The character is able to go six days without eating before he begins to suffer starvation penalties. *Prerequisite:* Concentration 4+ ranks

Camel's Endurance: Characters with this talent can survive on only half as much water as a normal person needs. *Prerequisites*: Concentration 4+ ranks, Fast

TABLE 5.10: GUN SLINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Talent, Close combat shot	+1	+0
2	+1	+0	+2	+2	Weapon focus	+1	+0
3	+2	+1	+2	+2	Talent	+2	+1
4	+3	+1	+2	+2	Defensive position	+2	+1
5	+3	+1	+3	+3	Talent, Lighting shot	+3	+1
6	+4	+2	+3	+3	Sharp-shooting	+3	+2
7	+5	+2	+4	+4	Talent	+4	+2
8	+6	+2	+4	+4	Great weapon focus	+4	+2
9	+6	+3	+4	+4	Talent	+5	+3
10	+7	+3	+5	+5	Bull's-eye	+5	+3

Gunslinger

The Gunslinger knows everything there is to know about handguns of all types. Whereas the Martial Artist develops her body into a perfect weapon, the Gunslinger trains his mind and body to work in concert with his handguns. His pistols become an extension of him.

The Gunslinger can be a mercenary or a modern-day knight, defending the weak and the innocent with a pair of blazing pistols instead of a sword and shield. Select this class if you want your character to excel with handguns or other ranged weapons.

Hit Points: The Gunslinger begins play with 30 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d10 plus constitution modifier.

Class Skills: The Gunslinger's class skills are as follows. Deception (Cha), Demolitions (Int), Escape Artist (Dex), Gamble (Wis), Knowledge (current events, popular culture, streetwise) (Int), Stealth (Dex), Notice (Wis), Operate Vehicle (Dex), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Survival (Wis).

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

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

Class Features

Weapon Proficiency: Gunslingers are proficient with Personal Firearms proficiency

Close Combat Shot: At 1st level, a Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus: At 2nd level, a Gunslinger gains the weapon focus class feature, providing the benefits of the feat with the same name. The Gunslinger must choose a specific personal firearm, such as a Colt Army or a Winchester carbine.

You add +1 to all attack rolls you make using the selected personal firearm.

Defensive Position: Starting at 4th level, a Gunslinger gains the ability to use cover to maximum advantage.

The Gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he has one-quarter, one-half, three-quarters, or nine-tenths cover.

Lightning Shot: Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using lightning shot is a full-round action. The Gunslinger can't take more than a 5-foot step and use lightning shot in the same round.

Sharp-Shooting: At 7th level, a Gunslinger gains the ability to score hits that others would miss due to the target's cover.

If the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Greater Weapon Focus: At 8th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the weapon focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bull's-eye: At 10th level, a Gunslinger becomes so adept at using the firearm to which he has applied weapon focus and greater weapon focus that his attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, he can spend 1 action point to deal +3d6 points of damage.

Talents

At 1st, and every other level, the Gunslinger selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Gunslinger can choose from any of the talents on the below talent trees.

Precision Talent Tree

Characters with this talent tree are experts with ranged weapons. They have keen eyesight and are experienced at judging distance.

- **Precision:** The Gunslinger with this talent gains a +1 bonus to damage with all ranged weapons.
- **Improved Precision:** The Gunslinger with this talent gains an additional +1 bonus to damage with all ranged weapons. *Prerequisite:* Precision.
- **Advanced Precision:** The Gunslinger with this talent gains an additional +1 bonus to damage with all ranged weapons. *Prerequisites:* Precision, Improved Precision.
- **Precise Critical:** When a character with this talent strikes a critical hit with a ranged weapon, the target also suffers 2 points of temporary Constitution damage. *Prerequisites:* Precision, Improved Precision, Advanced Precision.

Quick Draw Talent Tree

The Gunslinger is a master at drawing before the other guy.

- **Improved Quick Draw:** The Gunslinger gains a +2 bonus to his initiative score in a gunfight.
- **Shoot from the Hip:** The Gunslinger gains a +3 bonus to Initiative for every -2 penalty to his attack roll in a duel. For example, a gunslinger who accepts a -6 penalty to his attack roll would get a +9 bonus to his Initiative.
- **Twitch:** If the Gunslinger is outdrawn he may make a Reflex save at the DC of the highest Initiative total of his opponent. If he is successful then the gunslinger may move at the exact same time as his opponent. *Prerequisites*: Improved Quick Draw, Shoot from the Hip.

Trick Shooting Talent Tree

The Gunslinger knows all sorts of trick shots and fancy moves.

Improved Skip Shot: The gunslinger suffers no attack penalties for making a skip shot, and the damage from the attack is not halved. *Prerequisite:* Skip Shot Feat

Exact Shot: The gunslinger gains a +4 insight bonus to his attack roll when shooting a size Tiny or smaller target. He cannot use this bonus when firing at an enemy, but he can use it when trying to shoot a rope, hare, nickel, lantern, gun out of an enemy's hand.

- **Between the Eyes:** The gunslinger can now apply his +4 insight bonus to attack rolls from the Precise Shot feat to called shots against enemies. He only gains this bonus when he's making a called shot against a particular location. *Prerequisite:* Precise shot Feat

Gamblers Luck Talent Tree

The Gunslinger is a natural at gambling.

Professional Gambler: The character can make a Gamble check instead of a Profession check upon gaining a level in order to increase his Wealth score. Additionally, he gains a +3 bonus on Wealth checks to purchase a stake. See the Gamble skill for more details.

Lady Luck's Kiss: The character is tremendously fortunate in his dealings. Once per game session, he may re-roll any failed check; he must keep the second check's result.

Luck of the Dice: The character's luck increases when he puts some effort into things. When he spends an action point he rolls one extra d6, discarding the die that shows the lowest value.*Prerequisite:* Lady Luck's Kiss.

Certain Fortune: The character gambles with his own destiny whenever he tries something, betting it all for success. Instead of making a skill check, the character can make a scoundrel level check against the same DC as the skill's task. If he succeeds, he performs the task as if he had made a successful skill check. If he fails, he fails spectacularly; the Games Master is free to complicate the gambler's situation severely as a result of his failure. The character cannot gamble with fate for trained only skills, or with Psychic Skills. *Prerequisite:* Lady Luck's Kiss, Luck of the Dice.

Inventor

Inventors use intelligence and cunning to build devices, these devices can range from one shot weapons to the classic "get out of jail free" device. The inventor is usually found in a basement lab somewhere working on the next thing, he rarely goes adventuring, but when he does its mostly to show off his skills to those he considers to be less than himself.

Inventors are those that are sometimes looked at as crazies who are always tinkering with the natural world. You can find inventors as members of the Order of the Free Masons, or any other organization that supports builders and thinkers. They are typically employed by anyone that needs something interesting, amazing and one of a kind.

Table 5.11: The Inventor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Talent, Weird Science	+1	+0
2	+1	+0	+0	+3	Feat grab	+1	+0
3	+1	+1	+1	+3	Talent	+2	+0
4	+2	+1	+1	+4	Jack of all Trades	+2	+0
5	+2	+1	+1	+4	Talent	+3	+1
6	+3	+2	+2	+5		+3	+1
7	+3	+2	+2	+5	Talent	+4	+1
8	+4	+2	+2	+6		+4	+1
9	+4	+3	+3	+6	Talent	+5	+2
10	+5	+3	+3	+7	Exemplar	+5	+2

Hit Die: The Inventor begins with 18 hit points and gains hit points at a rate of 1d6 plus constitution modifier per level after the 1st.

Class Skills: The Inventor's class skills (and the key ability for each skill) are Benchthumping (Int), Craft (chemical, mechanical, structural) (Int), Deception (Cha), Decipher script (Int), Demolitions (Int), Disable Device (Dex), Operate Vehicle (Ground Vehicles) (Dex), Knowledge (physical sciences, technology) (Int), Repair (Int), Research (Int), Profession (Wis), Read/Write Language (none), Speak Language (none)

Skill Points at 1st Level: (6 + Int modifier) ×4.

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

Class Features

All of the following are class features of the Inventor.

Jack of All Trades: The inventor has picked up a smattering of even the most obscure skills. They may use any skill untrained.

Weird Science: An inventor is not a spellcaster, but instead possesses the ability to imbue items with magical power. This weird science allows the inventor to create devices that combine the effects of one or more spells, either arcane or divine.

Weird science devices must be invented in advance, however -- they cannot be created on the fly. The time to create such devices is 4 hours per spell level used. As such, an inventor usually has a fixed collection of regularly-carried devices.

Weird science devices are temporary and unreliable. They are able to be used reliably a number of times per day equal to 1 plus half the class level of the inventor who built the device (rounding up, naturally). The device may be used by anyone -- but if used by someone other than the inventor who built it, it requires a Use Device roll at DC 15 to activate (a failed roll indicates that the device fails to activate for that user, and a roll of 1 means that the device has a malfunction as described on the malfunction table below).

Feat grab: At second level an Inventor has access to Item Creation and Metamagic feats.

Exemplar: The inventor's Jack of All Trades ability reaches its zenith: The inventor may now add half his class level to all untrained skill checks.

Talents

Starting at 1st level and then at every other level thereafter the Inventor selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Inventor can choose from any of the talents on the below talent trees.

Craft Talent Tree

The Inventor has learned many secrets regarding the manufacture of items.

Craft Competence: The Inventor has studied the manufacture of goods relating to any single Craft skill to such a degree, that she can create items quickly without detracting from the quality of the item. When the Inventor begins the process of creating an item, she makes a Craft skill check (DC 20) adding her levels in the Inventor class as a bonus. If the Inventor succeeds, the time needed to create the item is halved. Other circumstances or skills that reduce the time are figured into the time to create the item first and then this amount is halved. *Prerequisite:* Craft (any) 4 ranks

Made to Last: Items created by the Inventor are made of such excellent material and with such skill that they are extremely durable. When the Inventor has completed an item, she makes a Craft skill check (DC 25) adding her levels in the Inventor class as a bonus. If the Inventor succeeds, the item is considered durable. Durable items receive a +1 enhancement bonus to any save. The Hardness and Hit Points of such items are increased by one-quarter. *Prerequisite:* Craft competence

Potent Weapon: Weapons created by the Inventor not only offer a bonus to hit, but also to damage. When the Inventor has completed a weapon, she makes a Craft skill check (DC 25) adding her levels in the Inventor class as a bonus. If the Inventor succeeds, the weapon provides a +1 enhancement bonus to damage rolls. *Prerequisite:* Craft competence

Scrimp and Save: The Inventor has become so adept at fashioning items that she uses less material and maximizes the use of the materials available. When the Inventor begins work on an item(s), she makes a Craft skill check (DC 25) adding the levels in the Inventor class as a bonus. If the Inventor succeeds, the value of the raw materials necessary is reduced by an amount equal to the character's Inventor levels. *Prerequisite:* Craft competence

Elbow Grease Talent Tree

Elbow Grease 1: The inventor gains a +2 bonus to all Craft checks.

Elbow Grease 2: The inventor gains an additional +2 bonus to all Craft checks. *Prerequisite:* Elbow Grease 1

Elbow Grease 3: The inventor gains an additional +2 bonus to all Craft checks. *Prerequisite:* Elbow Grease 2

Investigator

The Investigator uses Wisdom and deduction, as well as a lot of hard work, to get to the solution of whatever mystery comes before her. One Investigator might prefer to expend brain power and intuition instead of muscle on the case at hand, while another won't mind wading into trouble or engaging in a firefight while solving a crime.

An Investigator with his own business will need to find suitable office space and advertise. On the other hand, he can also set his own fees. The Investigator's relationship with the local police may be one of mutual respect or complete antipathy. An Investigator must usually have a license. It gives the Investigator the right to advertise and to charge for Investigate; otherwise he has the same powers as any private citizen.

Hit Points: The Investigator begins play with 18 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Investigator's class skills (and the key ability for each skill) are: Craft (Int), Deception (Cha), Disable Device (Dex), Forgery (Int), Gather Information (Cha), Persuasion (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Notice (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at 1st Level: (6 + Int modifier) ×4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Investigator.

Eye for Detail: A life of education and precision has trained the eye of the Investigator to discover clues typically overlooked by others. At 2nd level the Investigator gains a +4 circumstance bonus to all Search checks.

Discern Lies: At 8th level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Deception check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Bonus Feat: At 4th, 6th, and 10th level, the Investigator gets a bonus feat. The bonus feat must be selected from the following list, and the Investigator must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Improved Initiative, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Talents

Starting at 1st level and then at every other level thereafter the Investigator selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Investigator can choose from any of the talents on the below talent trees.

Sleuth Talent Tree

The Investigator has an eye for detail and an intuitive understanding of the criminal mind.

Target Bonus: The Investigator, as a full-round action, may designate an individual as a target. He spends one action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Investigator does not need to know the target personally and may know her only through her actions or description. The Investigator may not select a target while he or the target is in combat, and once he chooses a target he must wait 24 hours before choosing another. The Investigator gains the target bonus as a competence bonus on attacks against that particular target, as well as when using the following skills directly against the target, or in tracking a target: Deception, Gather Information, Investigate, Notice, Research, Search, and Sense Motive, The target bonus applies to a single individual and lasts until the Investigator chooses a new target. The bonus is +1, but this talent may be selected multiple times, and each time it is selected it raises the Target Bonus by +1.

Profile: The Investigator knows how to create a profile of a criminal. By making a Gather Information check (DC 15) related to a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing marks and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. However, the Investigator has no way to be certain that the criminal didn't wear a disguise or otherwise mask her identity. The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines the information gathered with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to cover additional evidence or otherwise locate the suspect—the Investigator develops a sense of the suspect's goals and where he or she might strike next.

Identify Motive: The Investigator can use a crime scene (or evidence from a crime scene) to determine the perpetrator's state of mind at the time she committed the crime. If the perpetrator

Table 5.12: The Investigator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+2	+0	Talent	+1	+0
2	+1	+0	+3	+0	Eye for Detail	+1	+0
3	+2	+1	+3	+1	Talent	+1	+1
4	+3	+1	+4	+1	Bonus feat	+2	+1
5	+3	+1	+4	+1	Talent	+2	+2
6	+4	+2	+5	+2	Bonus feat	+2	+2
7	+5	+2	+5	+2	Talent	+3	+3
8	+6/+1	+2	+6	+2	Discern lies	+3	+3
9	+7/+2	+3	+6	+3	Talent	+3	+4
10	+8/+3	+3	+7	+3	Bonus feat	+4	+4

attempted to hide the nature of her crime (such as making a premeditated murder look like a burglary gone awry), the Investigator must make a Sense Motive check opposed by the perpetrator's Deception check. If the crime was committed by more than one perpetrator and the Investigator does not know this fact, the Deception check receives a +5 bonus. Success allows the Investigator to understand the perpetrator's emotional state at the time of the crime, and reveals how many perpetrators were involved.*Prerequisite:* Profile

Deduction Talent Tree

The Investigator has spent time training his mind to be as efficient, analytical, and rational as possible. This allows him to take full advantage of his learning and experience, but can sometimes make him seem a little distant and emotionless.

Logical: The Investigator can use the theoretical information at his command to help solve real tangentially related problems. Choose any Knowledge category in which the Investigator has 8 or more ranks. He gains a synergy bonus equal to half his class level (round down) to the related skill listed below. The Investigator may take this talent multiple times, but each time it must apply to a different Knowledge category..*Prerequisite:* Knowledge (any) 8 ranks.

Table 5.13: Logical - Knowledge Synergies

Knowledge Category	Synergy Bonus to
Behavioral sciences	Sense Motive
Business	Forgery
Civics	Persuasion
Current events	Gather Information
Earth and life sciences	Treat Injury
History	Research
Occult science	Knowledge (theology and philosophy)
Physical sciences	Craft (mechanical)
Popular culture	Knowledge (streetwise)
Streetwise	Persuasion
Tactics	Investigate
Technology	Craft (mechanical)
Theology and philosophy	Knowledge (occult sciences)

Talk a Good Game: The Investigator has such stunning command of a subject that he is able to use it to obfuscate his real meaning or intention. Choose one Knowledge category to which the Investigator already has applied the logical talent. When talking about that subject, if a Deception, Persuasion, or Persuasion check is called for, the Investigator may instead use the skill modifier from his Knowledge skill. For example: If the Investigator has taken the logical talent for Knowledge (business) and is trying to convince a colleague that a particular company has a higher net value than it truly does, he may use his Knowledge (business) score instead of his Deception score when determining whether or not the colleague believes him. (The check is still opposed normally.) This talent may be taken multiple times, but each time it must be applied to a different Knowledge category to which the Investigator has applied the logical talent. *Prerequisites*: Knowledge (any) 4 ranks, logical

Implacable: The Investigator selects a number of Intelligence-based skills equal to 3 + his Intelligence modifier. When making a check with one of these skills, the Investigator can take 10 even when distracted or under duress. *Prerequisites*: Knowledge (any) 4 ranks, logical

Chameleon Talent Tree

The Investigator has spent time training to learn to be someone else.

Improvise Disguise: The character can make himself appear like a different person without the use of a disguise kit, suffering only a -2 penalty for doing so instead of the normal -4. He cannot disguise himself as a specific individual with this ability.

Masterful Impersonation: By studying a target and asking around, an Investigator can use the Disguise skill to impersonate said target almost flawlessly, requiring a Notice check from those he meets once every two hours instead of once per hour. *Prerequisite:* Profile.

Social Chameleon: The Investigator is adept at fitting seamlessly into almost any situation. He gains a +4 competence bonus to Bluff or Disguise checks made to convince someone that he belongs in a restricted area, is actually a member of a club organization or royal court, has been sent an invitation that he has somehow misplaced and so on. Furthermore, should his bluff succeed, his victim believes the Investigator's claim until he is presented with evidence to the contrary. Of course, a superior who is aware of the truth need only order a guard to hunt down the character. *Prerequisite:* Improvise Disguise.

Man of a Thousand Faces: The Investigator manages to establish and propagate several aliases. When traveling, he can opt to take on an alias, allowing him to disguise himself with ease. In game terms, the Investigator must create four aliases, describing their names, jobs, personality quirks and brief histories for the Games Master. At any time, the Investigator may spend an hour getting into character. He is then considered to automatically pass all Disguise checks when masquerading as one of his aliases. He may even use his Investigator and other class abilities while in disguise, utilizing his alias's friends, contacts and reputed abilities rather than his own. The only people who have any chance of piercing the disguise are close, personal friends, rivals and relatives of the Investigator, against whom the Investigator must make a Deception check as normal with a +8 circumstance bonus. One of the aliases may be of the opposite sex, while another one may be a different race.

Martial Artist

The Martial Artist is a student of one or more martial arts disciplines. To the Martial Artist, these disciplines represent more than self-defense and combat expertise. The training includes a profound philosophy that teaches restraint and humility. The Martial Artist works to master her mind as well as her body, attuning both to work in harmony through the techniques she has learned. A Martial Artist might develop her combat skills and philosophy to aid her career as an agent or a law enforcer, or she

might become an independent operative whose entire person is a weapon. No matter what career she chooses to pursue, she possesses confidence, commitment, and the means to get the job done.

Select this class if you want your character to become a master of unarmed combat or melee fighting with exotic weapons.

Hit Points: The Martial Artist begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Martial Artist's class skills are as follows. Acrobatics (Dex), Athletics (Str), Escape Artist (Dex), Knowledge (current events, popular culture, theology and philosophy) (Int), Persuasion (Cha), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Stealth (Dex), Speak Language (none), Notice (Wis).

Skill Points at 1st Level: (6 + Int modifier) ×4.

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

Class Features

All of the following are additional class features of the Martial Artist.

Living Weapon: A Martial Artist is a highly trained unarmed fighter who receives considerable advantages in unarmed combat. The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed. The Martial Artist may apply her full Strength bonus on damage rolls for all unarmed strikes.

The Martial Artist also deals more damage with her unarmed strikes. At 1st level, she deals 1d6 points of damage with an unarmed strike. At 8th level, damage increases to 1d8.

Fast Movement: At 2nd level and every four levels thereafter a Martial Artist gains +10' to his movement rate while he is unencumbered.

Stunning Attack: The martial artist can use this ability once per round, but no more than once per level per day. The martial artist must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the martial artist is forced to make a Fortitude saving throw (DC 10 + one-half the martial artist's level + Wisdom modifier). In addition to receiving normal damage, If the saving throw fails, the opponent is stunned for 1 round.

Evade Fire: At 8th level, a Martial Artist gains the ability to evade fire from all types of firearms. Once per round, when the Martial Artist would normally be hit by a shot from a firearm, he may make a Reflex saving throw against a starting base DC of 20 (if the weapon has a bonus to attack, the DC increases by that amount). If the Martial Artist succeeds, the attack misses. The Martial Artist must be aware of the attack and not flat-footed. Attempting to evade fire doesn't count as an action. A Martial Artist can use this ability a number of times per day equal to his Wisdom modifier.

Talents

Starting at 1st level and continuing every odd level, the Martial Artist selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Martial Artist can choose from any of the talents on the following talent trees.

Defensive Talent Tree

The Martial Artist gains the ability to improve her innate defensive talents as she attains new levels. If the Martial Artist decides to go this route, select talents from this tree.

Evasion: If the Martial Artist is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Martial Artist suffers no damage if she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Martial Artist retains her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized.) *Prerequisite:* Evasion.

Uncanny Dodge 2: The Martial Artist can no longer be flanked; she can react to opponents on opposite sides of herself as easily as she can react to a single attacker. *Prerequisites*: Evasion, uncanny dodge 1.

Table 5.14: The Martial Artist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Talent, Living Weapon 1d6	+1	+0
2	+1	+0	+3	+0	Fast Movement	+1	+0
3	+2	+1	+3	+1	Talent	+1	+0
4	+3	+1	+4	+1	Flurry of Blows	+2	+0
5	+3	+1	+4	+1	Talent	+2	+1
6	+4	+2	+5	+2	Fast Movement	+2	+1
7	+5	+2	+5	+2	Talent	+2	+1
8	+6/+1	+2	+6	+2	Evade Fire, Living Weapon 1d8	+3	+1
9	+6/+1	+3	+6	+3	Talent	+3	+2
10	+7/+2	+3	+7	+3	Fast Movement	+3	+2

Defensive Roll: The Martial Artist can roll with a potentially lethal attack to take less damage from it. When the Martial Artist would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Martial Artist can attempt to roll with the damage.

A Martial Artist spends 1 action point to use this talent. Once the point is spent, she makes a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage. The Martial Artist must be able to react to the attack to execute her defensive roll—if she is immobilized, she can't use this talent. Since this effect would not normally allow a character to make a Reflex save for half damage, the Martial Artist's evasion talent doesn't apply to the defensive roll. *Prerequisites*: Evasion, uncanny dodge 1.

Opportunist: The Martial Artist can spend 1 action point to use this talent. Once the point is spent, she can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Martial Artist's attack of opportunity for that round. Even a Martial Artist with the Combat Reflexes feat can't use this talent more than once per round. *Prerequisite:* Evasion.

Elusive Talent Tree

Characters with this talent tree are known for their uncanny ability to avoid attacks and to wriggle free of bonds or grapples.

Slippery: A character with this talent gains a +3 bonus to all Escape Artist checks, including those made to escape a grapple.

Fancy Footwork: Each round, on his initiative, the character may choose to either gain a +1 Dodge bonus to his Defense against all attacks directed at her, or a +2 Dodge bonus against a single specific opponent. She cannot use this bonus when she is flat footed or otherwise denied her Dexterity bonus to Defense. In addition, a character with this talent can acquire feats that have the Dodge feat as a prerequisite, even if the character does not possess the actual feat.

Catlike Reflexes: The character has remarkably keen reactions, enabling her to excel at certain skills. The hero with this talent adds her base Reflex saving throw bonus to all Stealth checks. *Prerequisites*: Any one talent from this talent tree and any talent from the Defensive talent tree.

Improved Fancy Footwork: Any Defense bonus the character gains from the Fancy Footwork talent is increased. Accordingly, each round the character may choose to either gain a +2 Dodge bonus to his Defense against all attacks directed at her, or a +3 Dodge bonus against a single specific opponent. *Prerequisite:* Fancy Footwork.

Celeritous Skulking: The character with this talent can move at normal speed without suffering the –5 penalty to his Stealth check. *Prerequisites*: Any two talents from this talent tree and any talent from the Defensive talent tree.

Unarmed Prodigy Talent Tree

The Martial Artist's combat instincts are honed for fighting without weapons.

Exotic Arms: The Martial Artist chooses three basic or exotic weapons of medium size or smaller with which she is proficient. For purposes of any talents, class abilities or special attacks that require an attack to be unarmed (such as jump kick, flurry of blows, etc.), she may consider attacks with those weapons to be unarmed attacks. *Prerequisite:* Combat Martial Arts feat or Defensive Martial Arts feat

Jump Kick: The Martial Artist may move one 5-ft. square before making an unarmed attack that is not a trip attempt. This does not prevent the Martial Artist from taking another 5-ft. step during the round as normal. *Prerequisites*: Athletics (2 ranks), Combat Martial Arts feat

Roundhouse Kick: The Martial Artist may attack two opponents who are adjacent both to herself and to each other with a single unarmed attack. The Martial Artist makes one attack roll and compares it to each targeted opponent's Defense value. If the Martial Artist hits either or both of them, she makes a single damage roll and deals that damage to each opponent she hit. *Prerequisites*: Combat Martial Arts feat, base attack bonus +1

Flying Kick: The Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the Martial Artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.*Prerequisites*: Base attack bonus +5

Flurry of Blows: The Martial Artist may strike with furious speed at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the Martial Artist might make before her next action. The Martial Artist must use a full attack action to strike with flurry of blows. The Martial Artist cannot wear any armor while using this ability. *Prerequisites:* Either the Brawl or Combat Martial Arts feat, at least two other talents from either this tree or the Acrobatic talent tree.

Iron Fist: A Martial Artist gains the ability to spend 1 action point to increase the damage she deals to a single opponent with a single unarmed strike. You declare the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

Officer

The officer is a leader of men and forms the core leadership for every military force across the Earth. The navies and armies of the various governments form the basis of units with thousands of soldiers below looking up to them for guidance and confidence while under enemy fire. Officers tend to be highly educated and motivated individuals.

Hit Points: The Officer begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Officer's class skills (and the key ability for each skill) are Demolitions (Int), Athletics (Str), Knowledge (current events, history, military science) (Int), Notice (Wis), Navigate (Int), Operate Vehicles (Dex), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Survival (Wis).

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

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

Class Features

All of the following are additional class features of the Officer. An officer needs to choose what branch of service he will belong, either Army or Navy.

Weapon Specialization: All officers' officers gain Personal Firearms Proficiency and Archaic Weapons Proficiency.

Rallying Call: At 3rd level, the officer may shout encouragement to any faltering allies within earshot (communications devices may be used) as a standard action. All allies hearing the call may make an immediate Will save at DC 15 to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day. Upon reaching 10th character level, Rallying Call may be used twice a day, and three times a day at 15th character level.

Way of Command: Upon reaching 6th level, the officer exudes an aura of confidence whilst under fire that steadies those under his command and makes them more receptive to his orders. All allies gain a +2 morale bonus to any skill checks. The range of Way of Command is the entire ship for a navy officer, 100 ft. for an army officer.

Branch Elite: As the officer increases in rank and capability, his reputation and skill increases. A veteran of countless military actions, he is now considered one of the elite. Upon attaining 8th level, the officer gains a benefit dependent on the branch in which he serves. Navy officers may grant a permanent +1 competence bonus to either their initiative, crew morale bonus or ship defense as long as he is in personal command of a ship. Army officers grant a +1 morale bonus to all attack rolls made by allies within 60 feet.

Legendary Speech: At 10th level, the officer has become a true leader of men, regardless of his prior background. Before entering battle, the officer may make an inspiring speech to the men he leads. This takes one minute and affects all allies who can hear his words. At the end of this time, the officer makes a Charisma check (DC 15). If successful, all allies will gain a +1 morale bonus to all saving throws, attack and damage rolls for the next 1d3 hours. In addition, they will not surrender during this time. At the Gamemaster's discretion, Legendary Speech may be used to gain other bonuses, such as swaying potential allies to join the officer's side in a forthcoming battle or war. Legendary Speech may be used once per day.

Bonus Feats: The Officer can choose bonus feats from the following list, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Blaze of Glory, Blind Fight, Brawl, Cleave, Combat Reflexes, Cover Fire, Dead Aim, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Opening Volley, Power Attack., Quick Reload.

The officer may choose to give up this Bonus feat and take a talent instead.

Talents

At 1st, and every other level thereafter, the Officer selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Officer can choose from any of the talents on the following talent trees.

Armsman Talent Tree

Firearms are an almost-*Universal* aspect of the combatants' life

Table 5.15: The Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+2	+0	Talent	+1	+1
2	+2	+0	+3	+0	Bonus Feat	+1	+1
3	+3	+1	+3	+1	Rallying Call	+2	+1
4	+4	+1	+4	+1	Bonus Feat	+2	+2
5	+5	+1	+4	+1	Talent	+3	+2
6	+6/+1	+2	+5	+2	Way of Command, Bonus Feat	+3	+2
7	+7/+2	+2	+5	+2	Talent	+4	+3
8	+8/+3	+2	+6	+2	Branch Elite, Bonus Feat	+4	+3
9	+9/+4	+3	+6	+3	Talent	+5	+3
10	+10/+5	+3	+7	+3	Legendary Speech	+5	+4

and many combatants become highly skilled in their use.

Controlled Fire: You are able to compensate for your weapon's recoil in order to better concentrate your pattern of fire. When you perform an autofire attack, the DC of Reflex saving throws against the attack is increased by half your combatant level.

Concentrate Fire: You are an expert in controlling the recoil of automatic weapons. When performing burst fire or strafe attacks, you reduce any strike penalties associated with these actions by –2. *Prerequisite:* Controlled fire.

Heavy Fire: The firearms of the Gaslight Victorian RPG world are formidable weapons and truly deadly in the hands of an experienced combatant. When performing an autofire or burst attack, you gain a +2 damage bonus. Prerequisites: Concentrate fire, controlled fire.

Tactical Talent Tree

The Officer's knowledge of tactics profits both herself and her allies.

An Officer can't inspire himself. He can inspire a number of allies equal to one-half his Officer level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate inspiration.

Unit Integrity: When the Officer attacks an opponent who stands within 5 feet of herself, she gains a +1 competence bonus for each ally who is within 5 feet of that opponent, up to a maximum of +4. This stacks with any bonus gained from flanking an opponent. *Prerequisite:* Knowledge (military science) 5 ranks

Tactical Aid: As a full-round action, the Officer provides tactical aid to all of her allies (including herself) within sight and voice range of her position. This use of tactical aid requires an action point. This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half the Officer's level, rounded down. *Prerequisite:* Knowledge (military science) 7 ranks

Tactical Expertise: As a full-round action, the Officer can use her tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Officer and must be able to understand her. The Officer must make a Knowledge (military science) check with a DC equal to 15 + the number of allies affected. She cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Defense equal to the Officer's Reputation bonus. The Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round. If the check fails, the Officer's allies gain no benefit, but the action point is still spent. The Officer cannot apply the benefits of this ability to herself. *Prerequisite:* Knowledge (military science) 9 ranks

Tactical Deception: The Officer can lure opponents into making poor decisions in battle—either leaving herself open to attack or drawing on her opponent's grasp of the tactical situation to manipulate him. As a standard action, the Officer can spend an Action Point to activate this ability against a single foe to which she has line of sight. Her opponent must also be able to see her. The Officer's foe attempts a Will save (DC 10 + half the Officer's character level + the Officer's Intelligence modifier). If this save fails, the Officer chooses one of the following effects:

- The opponent must charge the Officer on the next action

if there is a clear path to her. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.).
- The Officer chooses which of her allies the opponent targets with his next attack. The foe may have to move in order to attack the designated ally. The ally chosen must be either the closest ally or within 30 feet of the opponent. The Officer can force an enemy to suffer attacks of opportunity by this means, but otherwise can never compel him to move into immediate jeopardy (over a chasm, through a bonfire, etc.).
- The opponent suffers a –5 penalty to all Notice checks against a single ally of the Officer's choice. Prerequisites: Any other talent from this tree, base attack bonus +6

Leadership Talent Tree

The Officer has a talent for leadership and inspiration.

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

Inspiration: The Officer can inspire his allies, bolstering them and improving their chances of success. An ally must listen to and observe the Officer for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. An Officer can't inspire himself. He can inspire a number of allies equal to one-half his Officer level, rounded down (to a minimum of one ally). *Prerequisite:* Coordinate.

Greater Inspiration: The Officer can inspire his allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Officer for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

Personality

The Personality is in the public's eye by day. A movie star or radio star, a high-profile community leader or politician, or maybe even a world-famous novelist—all these and more fit into the Personality advanced class. The Personality is recognizable, has some amount of fame and a following, and often has the reputation and wealth (or *Illusion* thereof) to go along with the spotlight. A Personality might simply be famous because of who she is, or she may have earned her status by what she's done. She could be an entertainer, a celebrity, a dilettante, a politician, or the bored offspring of one of these public personalities.

Hit Points: The Personality begins play with 18 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Personality's class skills are as follows. Craft (expression) (Int), Deception (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, vaudeville) (Cha), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none).

Skill Points at 1st Level: (5 + Int modifier) ×4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Features

The following features pertain to the Personality class.

Unlimited Access: When others would normally make a Persuasion or Deception check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to his or her Personality level.

When a Personality buys a ticket to a show or for transportation, he or she can make a Persuasion (Diplomacy) check to get that ticket upgraded. DCs are given below.

Table 5.16: Ticket Upgrade

Upgrade	Persuasion DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Bonus Class Skill: At 3rd and again at 8th level, the Personality designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

Bonus Feats: At 4th, 7th, and 10th level, the Personality gets a bonus feat. The bonus feat must be selected from the following list, and the Personality must meet all the prerequisites of the feat to select it. Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Educated, Trustworthy.

Royalty: At 5th and 9th level, a Personality's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +4.

Winning Smile: At 6th level, a Personality develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Personality or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Personality's words and actions. The DC is 10 + Personality's class level + Personality's Charisma bonus.

This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. The Personality can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Personality level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do.

Talents

At 1st, and every other level thereafter, the Personality selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Personality can choose from any of the talents on the following talent trees.

Table 5.17: The Personality

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Talent	+0	+2
2	+1	+2	+2	+0	Unlimited access	+1	+2
3	+1	+2	+2	+1	Talent, Bonus class skill	+1	+2
4	+2	+2	+2	+1	Bonus feat	+1	+3
5	+2	+3	+3	+1	Talent, Royalty	+2	+3
6	+3	+3	+3	+2	Winning smile	+2	+3
7	+3	+4	+4	+2	Talent, Bonus feat	+2	+4
8	+4	+4	+4	+2	Bonus class skill	+3	+4
9	+4	+4	+4	+3	Talent, Royalty	+3	+4
10	+5	+5	+5	+3	Bonus feat	+3	+5

Charm Talent Tree

The Personality has an innate talent for being charming and captivating.

Charm: The Personality gets a competence bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Charismatic level. A Personality can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile. This ability can be taken more than once (for another gender).

Favor: The Personality has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Personality can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

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

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

Prerequisite: Charm.

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

To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Personality level as a bonus. If the Charisma check succeeds, the target can try to resist.

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

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

Prerequisites: Charm, Favor.

Compelling Performance Talent Tree

A Personality's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the Personality must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the Personality's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Personality's class level + Personality's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Notoriety Talent Tree

The Personality's activities seem to mark him as a member of the criminal element—whether he likes it or not.

Lawbreaker: Due to his natural confidence and his connections to others engaged in illegal activities, the character may add half his Reputation (round down) as a morale bonus to all Gather Information and Intimidation rolls. This stacks with any bonus or penalty that may or may not be gained from Reputation.

Code of Silence: The character is feared on the streets, and people are reluctant to discuss him. The Personality's Reputation score is added to the DC of all Gather Information rolls made to obtain knowledge of the character's whereabouts, history or activities.

Prerequisite: Lawbreaker

Street Cred: The Personality has developed such a reputation for his violent tendencies that even people who dislike him are afraid to cross him. Whenever the character's Reputation modifies an Intimidate roll, whether as a bonus or a penalty, the character may add his base Will save as a bonus to that Intimidate check. In addition, whenever the character's Reputation is applied as a penalty to any roll, he may offset this by adding his Will save as a bonus to that same roll. If the character has the authority talent (from the Everyman's Authority talent tree), he can use that ability and this one on the same roll. *Prerequisites:* Lawbreaker, code of silence

Well-Traveled Talent Tree

The Personality's path has taken her to many different places, whether all over the world, across the continent, or through all

the different cultural hubs of her home city. Whatever the reason, her repeated interactions with different kinds of people have given her a unique versatility.

Rubbing Elbows: The Personality has spent a lot of time around foreign dignitaries and other people of rank or importance, and knows how to deal with them. The Personality doubles his Charisma bonus on all Charisma based skill rolls made to interact with people who have a higher social standing—or greater wealth—than the Personality.

World Traveler: Seasoned travelers have a good sense for the common desires, fears, and prejudices that mark most human beings.

The Personality can use the Persuasion skill against those with whom she does not share a common language. Through pantomime and other gestures, the character can put her message across. The character suffers a –5 penalty to these checks, as this mode of communication pales compared to the spoken word.

Versatile Traveler: With their wide range of experience, travelers pick up bits of information here and there that can prove useful in their varied pursuits. When faced with a difficult task, the Personality can recall bits of an overheard conversation, a legend from a distant land, or some similar bit of useful information. Other times, he simply draws on a hidden reservoir of strength and toughness cultivated by years spent on the road.

He may make a single check using a skill of his choice as if he had ranks in it equal to his total class level + 3. This can be any skill, including one in which the Personality had no previous training. The character can use this ability three times per day.

Rogue

Hit Points: The Rogue begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The rogue's class skills (and the key ability for each skill) are Acrobatics (Dex), Deception (Cha), Athletics (Str), Craft (mechanical) (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Knowledge (current events, popular culture, streetwise) (Int), Notice (Wis), Persuasion (Cha), Perform (Cha), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Search (Int), Stealth (Dex), Speak Language (none), Demolitions (Int), Navigate (Int), Operate Vehicle (Dex), Survival (Wis), and Use Device (Int).

Skill Points at 1st Level: (8 + Int modifier) ×4.

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

Class Features

All of the following are class features of the rogue.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

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

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it. Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a normal trap has a DC of at least 20, higher if it is well hidden. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

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

Trap Sense: At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex

Table 5.18: The Rogue

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+0	Talent, Trapfinding	+3	+0
2	+1	+0	+2	+0	Evasion	+4	+0
3	+2	+1	+2	+1	Talent, Trap sense +1	+4	+1
4	+3	+1	+2	+1	Bonus feat	+5	+1
5	+3	+1	+3	+1	Talent	+5	+1
6	+4	+2	+3	+2	Trap sense +2	+6	+2
7	+5	+2	+4	+2	Talent, Improved uncanny dodge	+6	+2
8	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9	+6/+1	+3	+4	+3	Talent	+7	+3
10	+7/+2	+3	+4	+3	Trap sense +3	+8	+3

saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level. Trap sense bonuses gained from multiple classes stack.

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

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

Improved Uncanny Dodge: A rogue of 7th level or higher can no longer be flanked. This defense denies another rogue the ability to Stealth attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

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

Bonus Feats: This feat must be selected from the following list, and the Rogue must meet any prerequisites. Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

Talents

At 1st, and every other level, the Rogue selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Rogue can choose from any of the talents on the below talent trees.

1,000 Faces Talent Tree

Like the super-spies of cinematic legend, the Rogue has an amazing facility for disguise and impersonation.

Quick Change: Once per game session, as a standard action, the Rogue can change his mannerisms and clothes just enough to appear to be someone else. Essentially, he can use the Deception skill without the usual time and without suffering the penalty for not using a disguise kit. The character cannot use this skill while being observed, unless he is momentarily able to step out of sight (e.g. behind a column at a bus station). This disguise will not make the Rogue appear to be a specific person (at least, not to anyone who actually knows that person well), but can definitely make the character appear not to be himself. The quick change disguise stands up normally under casual scrutiny, but any careful inspection receives a +5 circumstance bonus to penetrate the disguise. This talent can be taken multiple times, allowing an extra use of this ability per game session each time.

A Thousand Faces: The Rogue becomes a master of the quick disguise. He can don a convincing disguise in one-tenth the normal time (1d4 minutes).

Convincing: Once per session, the Rogue may spend 1 action point to force an opponent to reroll a successful skill check that would penetrate his disguise or cover.

Fake It: Once per game session, the Rogue may credibly pretend to have a skill that he does not possess. This does not allow him to use the skill; it merely allows him to act as if he can. Thus, he could stand next to a surgeon and pretend to know what's going on, but he couldn't perform the surgery himself with the actual skill required to do so. When required to make a Deception check to fake having the skill, the Rogue gains a +20 competence bonus. This talent can be taken multiple times, allowing an extra use of this ability per game session each time. *Prerequisite:* Quick change

Face in the Crowd: When the Rogue uses his Quick Change talent while in a crowd or large group of people, that Quick Change does not count against the number of times the character is permitted to use the ability per game session. The Charisma of the crowd makes it much easier for the Rogue to disappear. He cannot use this benefit if the crowd is hostile or if the Rogue does not share the crowd's basic dress or ethnicity. *Prerequisites:* Quick change, a thousand faces

Perfect Mimicry: Once per game session, the Rogue may perfectly imitate the appearance, speech, and mannerisms of any one person. After studying the target for a number of days equal to the target's level, the Rogue may add his own character level to any Deception or Perform checks made while imitating the target. *Prerequisites:* Fake it, quick change

Thug Talent Tree

The Rogue understands how to hit someone where it hurts the most.

Sneak Attack: Any time the Rogue's target would be denied her Dexterity bonus to Defense (whether she actually has a Dexterity bonus or not), the Rogue's attack deals +1d6 points of damage. Should the Rogue score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less. With a sap or an unarmed strike, the Rogue can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals normal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack. A Rogue can only sneak attack living creatures with discernible anatomies. Additionally, any creature immune to critical hits is similarly immune to sneak attacks.

Also, the Rogue must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Rogue cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If the Rogue gains sneak attack from another class

or feat, the bonus dice from the various sneak attacks stack.

Sneak Attack 2: The bonus damage from the Rogue's sneak attack is increased to +2d6. *Prerequisites:* Rogue level 3, sneak attack

Sneak Attack 3: The bonus damage from the Rogue's sneak attack is increased to +3d6. *Prerequisites:* Rogue level 5, sneak attack 2

Sneak Attack 4: The bonus damage from the Rogue's sneak attack is increased to +4d6. *Prerequisites:* Rogue level 7, sneak attack 3

Sneak Attack 5: The bonus damage from the Rogue's sneak attack is increased to +5d6. *Prerequisites:* Rogue level 9, sneak attack 4

Crippling Strike: A Rogue with this ability can sneak attack opponents with such precision that her lows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Prerequisites: Sneak attack, base attack bonus +5

Death Attack: If the Rogue studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target(the Rogue's choice). While studying the victim, the Rogue can undertake other actions so long as his attention stays focused on the target and the target doesn't detect the Rogue or recognize her as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + one half the Rogue's level + the Rogue's Int modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Rogue. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Rogue has completed the 3 rounds of study, she must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the Rogue does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack. *Prerequisites:* Sneak attack, base attack bonus +7

Fast-Talk Talent Tree

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

Fast-Talk: The Rogue has a way with words when attempting to con and deceive. With this talent, he applies his Rogue level as a bonus on any Deception, Persuasion, or Gamble checks he makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Rogue has the ability to dazzle a target (a GM character) through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding his Rogue level as a bonus.

If the Charisma check succeeds, the target can try to resist. The target resists the dazzle attempt by making a Will saving throw (DC 10 + Rogue's class level + Rogue's Cha bonus). If the save fails, the target receives a –1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Rogue level.

This talent can be selected multiple times, each time worsening the dazzled penalty by –1.

Prerequisite: Fast-talk.

Taunt: The Rogue has the ability to temporarily rattle a target (a GM character) through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

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

The target resists the taunt by making a Will saving throw (DC 10 + Rogue's class level + Rogue's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times.

Prerequisites: Fast-talk, dazzle.

Sensitive

Through the known world these exist, sometimes found as performers in circuses, caravans or on the boardwalks of many cities. This unique group of people seems to be able to sense the spirit world and seemingly communicate with the very air that surrounds them.

Hit Points: The Sensitive begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Sensitive's class skills are as follows. Craft (Int), Deception (Cha), Handle Animal (Cha), Knowledge (geography, history, psychic, streetwise, theology and philosophy) (Int), Notice (Wis), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none).

Skill Points at 1st Level: (7 + Int modifier) x 4.

Skill Points at Each Additional Level: 7 + Int modifier

Class Features

All of the following are class features of the Sensitive.

Weapon and Armor Proficiencies: The Scholar begins play with Simple and Personal Firearms Weapon Proficiency.

Intuition (Ex): A sensitive has a very strong sense of how things are "supposed" to work, act, and relate to one another. As a result, the sensitive is often able to perform complex or specialized tasks without the background or training normally required to do so. A number of times per day equal to half her class level plus her Wisdom modifier, a sensitive may make an intuition check (1d20 + class level + Wisdom modifier +3) in place of a skill check. This acts as a skill check with the same DC for success as if the sensitive was trained in the appropriate skill. Only skill checks completed using a full round action or less may be replaced by an intuition check, and such checks still require the proper tools to perform them.

At 6th level, the sensitive's intuition is strong enough to reduce any nonproficiency penalty she suffers by 50% (resulting in only a -2 penalty to attack rolls with weapons she is not proficient with,

TABLE 5.19: THE SENSITIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psychic Powers, Intuition, Talent	+0	+2
2nd	+1	+0	+0	+3	Bonus Feat	+0	+2
3rd	+2	+1	+1	+3	Talent	+0	+2
4th	+3	+1	+1	+4	Bonus Feat	+1	+3
5th	+4	+2	+2	+4	Talent	+1	+3
6th	+5	+2	+2	+5	Intuition	+1	+3
7th	+6/+1	+3	+3	+5	Talent	+2	+4
8th	+6/+1	+3	+3	+6	Bonus Feat	+2	+4
9th	+7/+2	+4	+4	+6	Talent	+2	+4
10th	+7/+2	+4	+4	+7	Bonus Feat	+3	+5

and applying only half the armor check penalty of armor she is not proficient with to attack rolls and skill checks involving moving).

Psychic Powers: Beginning at 1st level the Sensitive can gain skills and feats from the chapter Through the Mind's Eye. The Sensitive takes these as class skills and feats (see page 318).

Bonus Feat: At 2nd, and every other level thereafter, the Sensitive gains a bonus feat. This feat must be selected from the following list, and the Sensitive must meet any prerequisites. This includes feats from Through the Mind's Eye (see page 318).

Talents

At 1st, and every other level thereafter, the Sensitive selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Psychometric Talent Tree

You are able to read the world around you; you can tune into the universe at large and are able to do more than others. Your senses are unique and can lead you to clues others might miss.

Clairsentience: You have tuned yourself to the nature of the psychic world.

Psychic Sense: You can sense the use and effects of psychic abilities. This ability works just like the Psychic skill of the same name (see page 325).*Prerequisite:* Clairsentience

Enhance Senses: You can enhance your normal sensory abilities. This ability works just like the Psychic skill of the same name (see page 322). *Prerequisite:* Clairsentience

Combat Sense: You can improve your ability in combat by sensing the flow of events around you. This ability works just like the Psychic skill of the same name (see page 322). *Prerequisite:* Psychic Sense

Psychometry: You can "read" psychic impressions from places and objects, getting images of their pasts. This ability works just like the Psychic skill of the same name (see page 327). *Prerequisite:* Psychic Sense

Telepathic Talent Tree

You have the capability of seeing into another's mind. You can use this ability to gain information from the dying, or even force your way into their head to gain the information other ways.

Mental Contact: You can make telepathic contact with another mind. This ability works just like the Psychic skill of the same name (see page 324). *Prerequisite:* Clairsentience

Mind Reading: You can read information from another creature's mind. This ability works just like the Psychic skill of the same name (see page 324) *Prerequisite:* Mental Contact

Suggestion: You can implant suggestions into the minds of others. This ability works just like the Psychic skill of the same name (see page 328) *Prerequisite:* Mind Reading

Scholar

The Scholar overseas scientific research, surveying and analysis. He is typically an expert in one or more specific fields, but broadly familiar in all branches of science.

Hit Points: The Scholar begins play with 24 hit points plus constitution modifier; every additional level after the first they gain hit points at a rate of 1d8 plus constitution modifier.

Class Skills: The Scholar's class skills are as follows. Craft (chemical, mechanical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (all skills, taken individually) (Int), Navigate (Int), Operate Vehicle (Dex), Profession (Wis), Read/Write language (none), Research (Int), Search (Int), Speak Language (none), Use Device (Int).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

All of the following are class features of the Scholar.

Weapon and Armor Proficiencies: The Scholar begins play with Simple and Personal Firearms Weapon Proficiency.

Educated: The Scholar gains the feat Skill Focus for free.

Feat Sacrifice: Each time that a Scholar is able to learn a feat,

he may sacrifice that feat to gain a number of skill points equal to those gained upon advancing a level (6 + Int modifier).

Bonus Feats: At 2nd, and every other level thereafter, the Scholar gains a bonus feat. This feat must be selected from the following list, and the Scholar must meet any prerequisites.

Builder, Cautious, Combat Expertise, Gearhead, Heroic Surge, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Skill Focus, Studious, Vehicle Expert, Weapon Focus

Legendary Knowledge: A scholar may make a special legendary knowledge check with a bonus equal to his character level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the Scholar has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

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

Table 5.20: Legendary Knowledge

DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge

Talents

At 1st, and every other level thereafter, the Scholar selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents: A 1st-level Scholar can choose from any of the talents on the Research, Strategy, Brains over Brawn and Medical Professional Talent Trees.

Research Talent Tree

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

Savant: Select one of the skills listed in the following paragraph. The Scholar gets to add a bonus equal to his Scholar level when making checks with that skill. A Scholar can take this talent multiple times; each time it applies to a different skill.

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

Spark of Genius: The character has an intuitive understanding of one academic field. He is able to solve difficult problems related to that field without the use of scratch paper or referring to his notes. The character can pick a Knowledge Skill and gain a +4 competence bonus when making rolls with that skill. This ability is stackable with Savant if applicable.

Prerequisite: Savant, Intelligence 13+

Linguist: With this talent, the Scholar becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, he can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to the hero's Scholar level + the hero's Intelligence modifier. For a written language, the bonus applies to a Decipher Script skill check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same family as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique (such as Sumerian or ancient Egyptian). (See the sidebar on page 151 for more on language families.) With this special ability, a Scholar can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

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

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

Plan: Prior to a dramatic situation, either combat- or skill-related, the Scholar can develop a plan of action to handle the situation. Using this talent requires preparation; a Scholar can't use this talent when surprised or otherwise unprepared for a particular situation.

The Scholar makes an Intelligence check (DC 10) with a bonus equal to his Scholar level. The result of the check provides the Scholar and his allies with a circumstance bonus. A Scholar can't take 10 or 20 when making this check.

TABLE 5.21: SCHOLAR PLAN BONUS

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

This bonus can be applied to all skill checks and attack rolls made by the Scholar and his allies, but the bonus only lasts for the first 3 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.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Scholar has the ability to temporarily confuse a target (a GM character) through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

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

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

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

Prerequisite: One talent from the Research Talent Tree.

Brains over Brawn Talent Tree

Characters with these talents are skilled at outsmarting opponents who are bigger and stronger than they are.

Bare-Knuckled Genius: Having studied physics, anatomy, and self-defense principles, the Scholar with this talent adds his Intelligence modifier to all Grapple and Trip checks.

Expert Tactician: With this talent, the Scholar adds a +3 bonus to all Knowledge (military science) checks.

Brilliant Tactician: With this talent, the Scholar spends an Action Point and makes an opposed Knowledge (military science) check against one opponent. If the Scholar wins the check, he gains a bonus to all attack rolls against that opponent equal to his Intelligence modifier. This bonus persists for 3 rounds +1 round per Scholar character level. Whether the check succeeds or not, the hero may only make one such check against each opponent in 24 hours. *Prerequisites:* Expert Tactician, Knowledge (military science) 4 ranks.

Knowledge is Power: With this talent, the Scholar can gain combat advantages over his opponents by researching them and their tactics. The Scholar may use Research, Investigate, or Gather Information skills to learn about his opponents and gain combat bonuses against them. Regardless of the skill used (though it must be appropriate for the enemy in question) the results are determined on the table below.

TABLE 5.22: KNOWLEDGE IS POWER

Check Result	Attack Bonus
1-10	+0 (check failed)
11-14	+1
15-24	+2
25-34	+3
35+	+4

Note that using this talent takes time and requires that the hero track down leads, ask questions, and sift through records, according to the skill he uses. He cannot use this talent when surprised, or otherwise unprepared for the confrontation.

Prerequisites: Research, Investigate, or Gather Information 4 ranks

Defensive Fighting: The character with this talent becomes skilled at fighting defensively, or what is sometimes called "fighting

TABLE 5.23: THE SCHOLAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Educated, Talent	+0	+2
2nd	+1	+0	+2	+2	Bonus Feat, Feat Sacrifice	+0	+2
3rd	+1	+1	+2	+2	Talent	+0	+2
4th	+2	+1	+2	+2	Bonus Feat	+1	+3
5th	+2	+1	+3	+3	Talent	+1	+3
6th	+3	+2	+3	+3	Legendary Knowledge	+1	+3
7th	+3	+2	+3	+3	Talent	+2	+4
8th	+4	+2	+4	+4	Bonus Feat	+2	+4
9th	+4	+3	+4	+4	Talent	+2	+4
10th	+5	+3	+4	+4	Bonus Feat	+3	+5

intelligently." While fighting defensively, the Scholar receives a bonus to his Defense equal to his Intelligence modifier and suffers only a –2 penalty on attack rolls, instead of the –4 normally associated with fighting defensively. *Prerequisite:* Brilliant Tactician

Medical Professional Talent Tree

Characters with these talents are skilled at bringing others back from death.

- **Healer:** Whenever the scholar restores hit points to a patient with a Treat Injury check, he restores an additional 1d4 hit points. The character can take this talent more than once; each time it is taken after the first, he adds another +1 to the number of hit points he can restore.

Improved Health: The scholar has been in contact with so many sources of infection through his travels and research that he has developed a strong resistance thereunto. He gains a +4 bonus to Fortitude checks against disease and +2 against poison.

First Aid Expertise: The scholar is so familiar with his vocation that he transcends the need for tools, coping admirably with only primitive or improvised equipment. The character only suffers a -2 penalty when making Treat Injury checks without a first aid or treat injury kit. *Prerequisite:* Healer.

Concoct Medicament: The character can make a Craft (chemical) check (DC 20) to create a dose of medicine capable of restoring ability damage lost to poison or disease. Brewing one dose of medicine takes 12 hours and heals 1d4 points of ability damage upon application. The medicine remains effective for one week after it has been prepared. *Prerequisite:* Healer.

Concoct Panacea: The character can make a Craft (chemical) check (DC 25) to create a dose of medicine capable of restoring levels lost to energy drain. Brewing one dose of medicine takes 18 hours and restores 1d4 levels or eliminates 1d4 negative levels. The medicine remains effective for one week after it has been prepared. *Prerequisite:* Healer, Concoct Medicament.

Miraculous Recovery: A scholar can save the life of a character reduced to –10 hit points or lower. If the scholar is able to administer aid within 3 rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30 and the scholar cannot take 10 or take 20. If the check succeeds, the dead character can make a Fortitude saving throw (DC 15) to stabilize and be restored to 0 hit points. If the scholar fails the skill check or the patient fails the saving throw, the dead character cannot be saved. *Prerequisite:* Healer, First Aid Expertise, Treat Injury 12 ranks.

Advanced Character Classes

Few heroes remain in the basic classes as they gain levels. Eventually, an advanced class beckons, providing your character with new opportunities to grow.

Agent

Once in a while a character will want to advance in the organization he or she belongs, they do this by becoming an Agent, with all the ranks and privileges thereof. The character fulfills his obligation to that agency by doing field work or even retrieving lost artifacts.

Requirements

To qualify to become a Agent, a character must fulfill the following criteria.

Ability Score: Int 13 or higher, Cha 11 or higher

Base Attack Bonus: +2

Allegiance: Must have at least one allegiance to a specific organization

Skills: Speak Language 1 rank, Research 1 rank

Class Information

The following information pertains to the Agent advanced class.

Hit Die: The Agent gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The Agent gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills: The Agent's class skills are as follows. Athletics (Str), Concentration (Con), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Deception (Cha), Forgery (Int), Gather Information (Cha), Investigate (Int), Knowledge (civics) (Int), Notice (Wis), Operate Vehicle (any), Persuasion (Cha), Profession (Wis), Read/Write Language (None), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Stealth (Dex), Speak Language (None), Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier

Table 5.24: The Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Jurisdiction	+1	+0
2	+1	+0	+3	+0	Big Brother	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Only the Best	+3	+0
5	+3	+1	+4	+1	Signature kit	+4	+1
6	+4	+2	+5	+2	Bonus Feat	+4	+1
7	+5	+2	+5	+2	Team effort	+5	+1
8	+6	+2	+6	+2	Bonus Feat	+6	+1
9	+6	+3	+6	+3	Safe house	+7	+2
10	+7	+3	+7	+3		+7	+2

Class Features

The following class features pertain to the Agent advanced class.

Jurisdiction: The Agent can sometimes override local law enforcement, command rescue personnel (such as firemen) and generally get his way. Starting at 1st level, by making a successful Reputation check, the Agent gets a +2 bonus to either Persuasion or Deception. If successful he will get the cooperation of the citizen or agency in question. When in a crisis situation he receives a bonus equal to half his Agent level, stacked with the normal +2.

Only the best: The Agency has access to the latest high-tech equipment, and the Agent benefits from that. Starting at 1st level he adds his Advanced Class level to his Wealth bonus when determining if an item is available for a mission. His Wealth bonus does not lower, even if he would normally reduce his Wealth bonus because of this purchase. If the Agent does not return the equipment after the mission, his Wealth bonus does lower by 1.

Big Brother: At 2nd level and above, the Agent has access to virtually unlimited information on any public information, and quiet a lot of private. By "calling in" an address, or a name, the Agent can obtain any information the Game Master determines the agency would know about that individual, organization, group or establishment. Some examples would include; full name, vital record (Date of Birth, etc), last known address, owner of establishment, etc. The Agent rolls his Research Skill and gets a bonus equal to his level in this Advanced Class. He may Take 10 or 20 with this check, or he may make the check normally if he needs the information quickly. He must have access to some method to request information from his agency.

Bonus Feats: At 3rd, 6th and 8th levels, the Agent chooses a Bonus Feat from the following list: Airship Operation, Brawl, Improved Brawl, Drive-By Attack, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Force Stop, Vehicle Dodge, Vehicle Expert, and Weapon Focus

Signature Kit: At 5th level the Agent may choose one personal firearm, one melee weapon, one general special equipment, and one vehicle. In addition to any mission-specific equipment, the Agent is always equipped with his Signature Kit – he does not have to return the equipment unless he leaves service. In addition, should any item be lost or destroyed, it will be replaced before the start of the next mission. If the Agent loses an item he also takes a permanent negative reputation modifier, the amount is at the discretion of the GM, but it's typically -1 per item lost.

Team Effort: At 5th level the Agent may call on his own team of agents. Whenever he needs to work on a case and implements this feature, he may add a bonus equal to half his Agent level to the following skills. Decipher Script (Int), Forgery (Int), Gather Information (Cha), Investigate (Int), Knowledge (any) (Int), Research (Int). This represents the pool of expert resources he has to draw on, and using this Feature takes as much time as if he had Taken 20. Additionally, the Game Master and Player should determine what other skills the team may have and allow the Agent to make a check using that skill even if it normally cannot be used unskilled. Any use of this Feature requires the Agent to be able to communicate the situation to his team and receive the answer.

Safe House: At 9th level the Agent has accumulated enough weapons, equipment and knowledge to have a Safe House. This is a physical location, be it an apartment, a warehouse, a store or even a cave, the location of which is unknown to the Agent's own agency. The Game Master should take some time to stock the Safe House with the Player, making Wealth checks with half the bonus available from the Only the best feature. The Game Master is the final arbiter of whether a particular piece of equipment or weapon is available.

Magician

There are many approaches to the study of arcane magic. Like the apprentice, magicians approach arcane magic as a science, studying theories and principles that they can apply in many situations.

Requirements

To qualify to become a Magician, a character must fulfill the following criteria.

Skills: Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (occult science) 6 ranks, Research 6 ranks.

Table 5.25: The Magician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	+1 spellcasting level of existing class	+1	+1
2	+1	+0	+0	+3	+1 spellcasting level of existing class	+1	+1
3	+1	+1	+1	+3	Bonus feat, +1 spellcasting level of existing class	+2	+1
4	+2	+1	+1	+4	Scribe tattoo, +1 spellcasting level of existing class	+2	+2
5	+2	+1	+1	+4	Spell mastery, +1 spellcasting level of existing class	+3	+2
6	+3	+2	+2	+5	Bonus feat, +1 spellcasting level of existing class	+3	+2
7	+3	+2	+2	+5	Combat casting, +1 spellcasting level of existing class	+4	+3
8	+4	+2	+2	+6	Spell mastery, +1 spellcasting level of existing class	+4	+3
9	+4	+3	+3	+6	Bonus feat, +1 spellcasting level of existing class	+5	+3
10	+5	+3	+3	+7	Maximize spell, +1 spellcasting level of existing class	+5	+4

Tattoos

Tattoos are single-use "items" containing a spell-like effect that affects only the bearer. They can be drawn or imprinted just about anywhere on the body; however, the bearer of a magic tattoo must touch it (and speak a command word) to activate its power, so tattoos are normally placed in easy-to-reach places.

Tattoos are permanent until activated or dispelled.

Activating a tattoo is an attack action, requires the utterance of a command word, and does not provoke attacks of opportunity.

Purchase DC: A tattoo's purchase DC is 15 + the tattoo's caster level or manifester level + spell level or power level unless noted otherwise. The purchase DC includes the cost of drawing or imprinting the tattoo on the body.

Examples of tattoos include the following.

Tattoo of Natural Armor: This tattoo, when activated, covers the bearer's skin in hard ridges that provide a +4 natural armor bonus to Defense. The effect lasts 7 minutes.

Type: Tattoo (psionic); Manifester Level: 7th; Purchase DC: 26; Weight: —

Tattoo of Spider Climb: The bearer can climb and travel on vertical surfaces and ceilings for 30 minutes. The bearer gains a climb speed of 20 feet and need not make Climb checks to scale a surface. The bearer cannot take run actions for the duration of the effect.

Type: Tattoo (magic); Caster Level: 3rd; Purchase DC: 19; Weight: —

Class Information

The following information pertains to the Magician advanced class.

Hit Die: The Magician gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The Magician gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills: The Magician's class skills are as follows. Concentration (Con), Craft (chemical) (Int), Craft (expression) (Int), Decipher Script (Int), Investigate (Int), Knowledge (art, current events, earth and life sciences, physical sciences, occult science, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

All of the following features pertain to the Magician advanced class.

Scribe Tattoo: At 4th level, a Magician can create tattoos on his body or someone else's. Tattoos function similarly to scrolls, and are created in the same way (see the scribe scroll ability), except that the pertinent skill is Craft (expression).

Spell Mastery: At 5th and 8th level, a Magician gains the spell mastery ability. Each time, the Magician chooses a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Magician can prepare these spells without referring to a spellbook. The Magician is so intimately familiar with these spells that he doesn't need a spellbook to prepare them anymore.

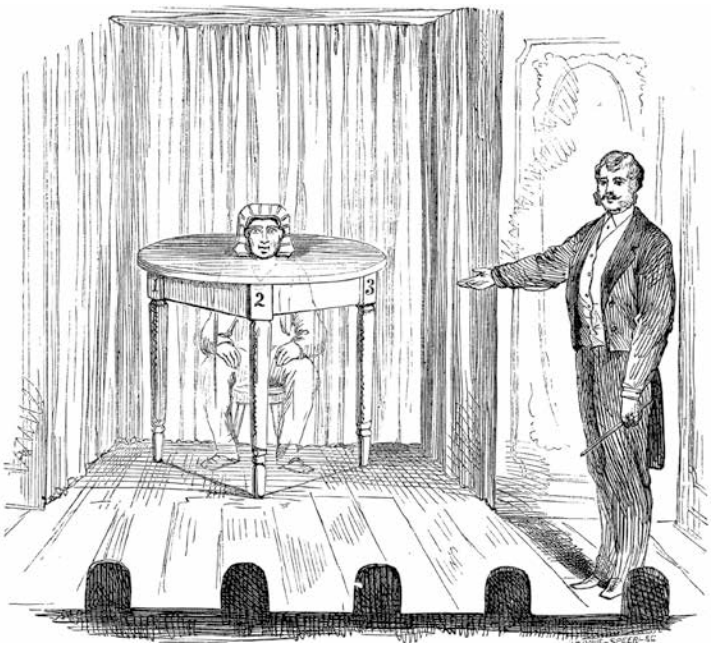
Combat Casting: At 7th level, a Magician becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Maximize Spell: At 10th level, a Magician learns to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Magician can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Magician will have available for the coming day, so it limits the number of other 4th-level spells the Magician can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

News Hound

Also called a Journalist, the News Hound is a traveling seeker of information. Not just any information, though - only information



that is interesting to the public. News Hounds sometimes travel with camera crews and other groups, but those are actually rare. There are far more undercover journalists, writers, and News Hounds traveling around behind the scenes than anyone know. Not all of these actually work for news services. Some are researching articles, books, and other publications.

In the end, though, journalists are all good at one thing and one thing in particular - digging for secrets. To find out what they need to know, they will often do or say anything at all. They do have their own level of integrity, however. In pursuing their knowledge, all good News Hounds instinctively obey the following rules:

Verify the Facts: Journalists never report information as truth without verifying them first. Something that is unverified is merely 'alleged.' If they have two or more independent sources who corroborate on a piece of data that is enough to consider it a fact. A News Hound who fails to obey this rule receives a -2 penalty on all future Bluff checks against people familiar with them.

Protect the Source: Good News Hounds never reveal the source of their information unless given a court order to do so. A News Hound who gives up his source quickly receives a reputation as untrustworthy and finds it much harder to get anyone to turn over information. A News Hound who does not live up to this restriction suffers a -2 penalty to all Gather Information checks from people who recognize them.

Remain Impartial: A good journalist always avoids making judgments about what he learns, even if he is an eyewitness to events. The News Hound's job is to present the news or information strictly as it exists, without any attempt to analyze it. If a News Hound resorts to judging the news or telling others what to think, he tends to make others angry and upset. He receives a -2 penalty to all Diplomacy checks from anyone who knows the News Hound's identity.

The News Hound is an agent of any major newspaper. He is a News Hound of top-notch caliber and regards his job as more of a religion than a job. He sees it as his duty to locate a story and report it to the people, as long as his editors believe it will sell papers.

Requirements

To qualify to become a News Hound, a character must fulfill the following criteria.

Abilities: Intelligence 12, Charisma 13

Skill: Deception 8 ranks, Persuasion 8 Ranks, Gather Information 8 ranks.

Class Information

The following information pertains to the News Hound advanced class.

Hit Die: The News Hound gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The News Hound gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills: Class Skills: The News Hound's class skills are as follows. Athletics (Str), Acrobatics (Dex), Craft (Writing) (Int), Concentration (Con), Deception (Cha), Gather Information (Cha), Stealth (Dex), Knowledge (all taken individually) (Int), Notice (Wis), Persuasion (Cha), Profession (Journalism) (Wis), Research (Int), Read/Write Language (None), Speak Language (None), Survival (Wis)

Skill Points at Each Level: 6 + Int Modifier

Class Features

The following class features pertain to the News Hound advanced class.

Information Gathering: The News Hound is highly skilled at gathering information from nearly any source. He receives a +1 competence bonus per level to his Gather Information skill.

Journalistic Sense: News Hounds have a 'nose for news.' They can instinctively tell whenever someone is hiding something, or if there is more to a story than it appears on the surface. A journalist receives a +1 bonus to Sense Motive checks for every two News Hound levels he achieves. In addition, his Sense Motive skill is considered constantly operational for the purposes of getting a 'hunch.' There is no need to spend any time at all concentrating upon it.

Calm Under Pressure: Skilled journalists are able to remain steady under any kind of stress. At 5th Level, they receive the Nerves of Steel feat automatically, if they do not already have it.

Sex Appeal: At 7th Level, a News Hound has learned new tricks to gather information and get into places he normally could not reach. By over-emphasizing his natural charisma - and, if necessary, using his personal charms as well - he can accomplish more than he

Table 5.26: The News Hound

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+1	Contact, Language Training	+1	+1
2	+0	+0	+0	+1	Alertness, Ally	+1	+1
3	+1	+0	+0	+2	Danger Sense, Contact	+2	+1
4	+1	+1	+1	+2	Ally	+2	+2
5	+1	+1	+1	+2	Nerves of steel	+3	+2
6	+2	+1	+1	+3	Contact, Language Training	+3	+2
7	+2	+2	+2	+3		+4	+3
8	+2	+2	+2	+3	Contact	+4	+3
9	+3	+2	+2	+4	Language Training	+5	+3
10	+3	+3	+3	+4	Contact	+5	+4

would otherwise. If desired, the News Hound may double his Charisma bonus for any class skill that requires that ability (Bluff, Diplomacy, Disguise, Gather Information, or Intimidate), but only against a member of the opposite sex. The Gamemaster should require an amusing bit of role-playing to pull this off. However, if the check fails, the consequences will be greater than they would otherwise - a slap to the face, perhaps, or something similar. Even a success might have undesirable consequences, too. The News Hound might have to make certain promises to get what he needs - and the victim might not be too happy if those promises are not met!

Intuition: News Hounds who reach 5th Level develop a sort of natural intuition about events that occur around them. This manifests as an almost psychic ability to see things coming. Whenever some major event is about to happen, such as an ambush, explosion, or something similar, the Gamemaster makes a secret Will save (DC 15) for the News Hound. If this save succeeds, the character receives some information - a hint, a feeling, or whatever - that points him in the direction of the event to come.

Memory for Facts: At 8th Level, the News Hound's mind has become a steel trap. Very few tidbits of information are forgotten. Even obscure names similarities. It is more of a trivia collection. Any time the character needs to recall something he once saw, read or heard, and that piece of information does not fall under a specific Knowledge category, he may make an Intelligence check (DC 12) to remember it, with a -1 penalty for every six months that has passed since he originally encountered the information. A retry is permitted once per hour. and facts heard weeks or months ago can be recalled without difficulty. This is not a Knowledge skill, although it does have some.

Bonus Feats: At 3rd level the News Hound gains a bonus feat of his choice, he still has to meet all prerequisites for the class.

Contact: At 4th level, the News Hound gains a contact. Each time the News Hound gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a News Hound on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the News Hound's behalf).

The News Hound can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the News Hound owes him a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Greater Intuition: This ability operates alongside standard Intuition (above). The basic Intuition check is made more frequently and for less major events, as well as those that create a personal danger to the character. In addition whenever the Will save is exceeded by 5 or more, the character receives a sense of what is going to happen. He will not learn any exact details, of course, but knows enough to take cover if an explosion is imminent, for example.

Language Training: At 9th level, the News Hound is given intensive training in a new language of his choice. This gives him 4 Ranks to spend in up to 2 languages.

Priest

Priests are the guardians of their religion and spiritual lore. Their sole responsibility is to the people they are protecting, which are not always of the same religious beliefs. These characters represent the upper echelons of their religious tenements and usually have a higher duty in their church than the acolyte.

Requirements

To qualify to become a Priest, a character must fulfill the following criteria.

Spells: You must have the ability to cast divine spells.

Action Points: The Priest gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Hit Die: The Priest gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Priest's class skills (and the key ability for each skill) are Craft (chemical, mechanical, structural) (Int), Deception (Cha), Decipher script (Int), Demolitions (Int), Disable Device (Dex), Operate Vehicle (Ground Vehicles) (Dex), Knowledge (physical sciences, technology) (Int), Repair (Int), Research (Int), Profession (Wis), Read/Write Language (none), Speak Language (none)

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Priest Advanced Class.

Bonus Languages: A priest's bonus language options include Latin, Greek, Celestial, Abyssal, and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

Lore: Thanks to long hours of study, a priest has a wide range of stray knowledge. At 4th level, the Priest becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A Priest can choose not to take 10 and can instead roll normally. In addition, once per day, the Priest can take 20 on any Knowledge skill check as a standard action. He can use this ability one

additional time per day for every three levels he possesses beyond 4th, to a maximum of three times per day at 10th level.

Inspiring Presence: The presence of a man of God has a soothing effect on the priest's allies, and can disrupt the morale of his enemies. Starting at 1st level, and every odd level thereafter (3rd, 5th, 7th, and 9th), the priest can choose one of the following benefits. He can choose the same benefit up to twice, and its effects stack.

Calming Presence: Chosen allies gain a +2 inspiration bonus on any skill check made with skills that require concentration (such as Athletics, Treat Injury, and Use Device).

Everyone Has Their Time: By giving a short speech before a combat or other undertaking, the priest can temporarily bolster those around him. This has the effect of granting each character 1 bonus hit point per priest level. Damage is subtracted from these bonus hit points first, and any remaining hit points dissipate after an hour. This ability requires one minute of constant sermonizing, during which the chosen characters may do nothing but listen. This ability can only be used once per day. If chosen twice, it can be used twice per day and grants double the number of bonus hit points.

Stand Fast: Chosen allies gain a +2 inspiration bonus on Fortitude saves.

Heads Up: Chosen allies gain a +2 inspiration bonus on Reflex saves.

Inspiration: Chosen allies gain a +2 inspiration bonus on Will saves.

Cast Out: By invoking God's will against his enemies, the priest causes all opponents who can hear him to make a Will save (DC 10 + ½ priest's level + the priest's Wisdom modifier). All those who fail their saves are shaken for the duration of the encounter. An enemy that succeeds at his Will save is immune to this particular priest's ability for 24 hours. This ability can only be chosen once.

Ecclesiastical Privilege: The priest gains a +1 bonus per 2 levels on all Deception and Notice checks. His status within the Church gets him out of trouble when a normal person would be in for it. This ability can only be chosen once.

Fear God's Wrath: Once chosen, an opponent must succeed on a Will save (DC 10 + ½ priest's level + the priest's Wisdom modifier) or be too frightened of eternal consequences to attack the priest. Once an opponent has made his saving throw, he is immune to this effect for 24 hours.

These benefits can be granted to a person or group of people as a move-equivalent action (unless otherwise noted) that does not provoke an attack of opportunity. The priest can employ his inspiring presence at will, and there is no limit to the amount of times per day he can inspire his allies. The bonuses granted last until one of the following things occurs: the priest loses sight of his allies, the priest goes unconscious, the priest inspires his allies in a different way, or the encounter ends. A priest can benefit from his own inspiring presence, but he must refocus his faith once per minute in order to maintain the benefits.

Channeled Shield Wall: You draw upon your channel energy to enhance the protective ability of your shield and those of allies while they are adjacent to you.

As a swift action, you can spend a use of your channel energy to grant yourself a +2 deflection bonus while using a shield. This bonus lasts 1 minute per cleric level or effective cleric level. While you benefit from this bonus, allies with shields also gain a +2 deflection bonus while they are adjacent to you.

Relic Hunter

Part Archeologist, part adventurer, the Relic Seeker explores ancient unknown ruins, seeking artifacts of the past in the quest for

Table 5.27: The Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+2	Inspiring presence, +1 spellcasting level of existing class	+0	+2
2	+1	+3	+0	+3	Bonus Languages	+1	+2
3	+1	+3	+1	+3	Inspiring presence, +1 spellcasting level of existing class	+1	+2
4	+2	+4	+1	+4	Lore	+2	+3
5	+2	+4	+1	+4	Inspiring presence, +1 spellcasting level of existing class	+2	+3
6	+3	+5	+2	+5	Channeled Shield Wall	+2	+3
7	+3	+5	+2	+5	Inspiring presence, +1 spellcasting level of existing class	+3	+4
8	+4	+6	+2	+6		+3	+4
9	+4	+6	+3	+6	Inspiring presence, +1 spellcasting level of existing class	+4	+4
10	+5	+7	+3	+7		+4	+5

knowledge. Characters enter this advanced class for a variety of reasons, from the love of pure scientific discovery, to a more mercenary quest for glory.

It is unknown what drives the Relic Hunter, some say it's for the glory, while others say it's for the sheer knowledge that their discoveries bring. Ask most relic hunters and they will tell you it's only for the money.

Requirements

To qualify to become a Relic Hunter, a character must fulfill the following criteria.

Skills: Knowledge (any) 8 ranks, Repair 8 ranks, Craft (mechanical or structural) 8 ranks

Action Points

The Relic Hunter gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Hit Die

The Relic Hunter gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Relic Hunter's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Knowledge (occult science, history) (Int), Navigate (Int), Notice (Wis), Research (Int), Ride (Dex), Search (Int), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Relic Hunter Advanced Class.

Evasion: If a Relic Hunter makes a successful Reflex save against an attack that normally deals half damage on a successful save, the Relic Hunter instead takes no damage. Evasion can only be used if the Relic Hunter is wearing light armor or no armor. At 10th level, the Relic Hunter takes only half damage on a failed save.

If the Relic Hunter already has Evasion or Improved Evasion from another source, when he gains these abilities through this class he may select either Improved Initiative or Lightning Reflexes as a bonus feat instead.

Improvised Tools: At 2nd level and above, the Relic Hunter suffers no penalties to skill checks for being without tools or proper equipment. If the relic Hunter needs to climb, he can use vines; if he needs to repair a vehicle, he can use a Swiss army knife and duct tape; if he needs to treat an injury, he can find the right rare jungle herbs. In short, Relic Hunters are masters at "making do."

Uncanny Dodge: At 3rd level and above, a Relic Hunter retains his Dexterity bonus to Defense (if any) if caught flat-footed or struck by an invisible attacker. At 5th level, the Relic Hunter can no longer be flanked.

At 7th level, the Relic Hunter gains a +1 bonus to Reflex saves made to avoid traps (including Evasion Saving throws) and a +1 dodge bonus to Defense against attacks by traps. At 9th level, this bonus rises to +2.

If a Relic Hunter gains Uncanny Dodge ability through this class which he has already gained from another source, he gains the next higher ability instead. Once the Relic Hunter gains all the abilities from this tree, he may select bonus feats from the Relic Hunter's bonus feat list.

Improvised Weapons: At 4th level, the Relic Hunter never wants for a weapon, in the same way that he is never without tools. The character may use (as a weapon) any item not designed to be a weapon with no penalty to his attack roll.

Bonus Feats: At the levels indicated, the Relic Hunter gains a bonus feat from the following list, provided the character meets all prerequisites for any feat so gained: Combat Expertise, Dodge, Renown, Skill Focus (any), Stealthy, and Windfall.

Miraculous Escape: At 9th level, when the Relic Hunter spends an action point to avoid a trap, he adds the highest two dice to his roll rather than the highest die.

Sewer Rat

"To you, it's a filthy stinking channel. To me, it's an office."

Where there are cities, there are sewer systems. Most of the

Table 5.28: The Relic Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+1	Evasion	+1	+0
2	+1	+0	+3	+2	Improved Tools	+2	+0
3	+2	+1	+3	+2	Uncanny Dodge	+2	+1
4	+3	+1	+4	+2	Improvised Weapons	+3	+1
5	+3	+1	+4	+3	Uncanny Dodge	+4	+1
6	+4	+2	+5	+3	Bonus Feat	+4	+2
7	+5	+2	+5	+4	Uncanny Dodge	+5	+2
8	+6	+2	+6	+4	Bonus Feat	+6	+2
9	+6	+3	+6	+4	Uncanny Dodge, Miraculous Escape	+6	+3
10	+7	+3	+7	+5	Improved Evasion	+7	+3

denizens of the upper world never give them a second thought. They are not a phenomenon of whose existence people wish to be reminded. There are some, however, who see the sewer networks for the labyrinth of opportunity that they truly are. They offer security, shelter, a constant trickle of resources, a ready escape route and (most importantly) they provide access to buildings that would be a lot harder to enter by any other means. They are not the most salubrious of working environments but you get used to the smell eventually and your immune system just has to cope as best it can.

All city-based rogues will take to the sewers once in a while but some rogues know their way around better than others. The sewer rat is a rogue who has made the underside of the city his home from home. While on his home turf, he is as elusive and resourceful as any aboveground roof runner or professional dungeon explorer.

Hit Die: d6.

Requirements

To qualify to become a sewer rat, a character must fulfill all of the following criteria.

Base Attack Bonus: +2 or higher.

Class and Level: At least 3 levels in Rogue.

Skills: Athletics 6 ranks.

Special: The sewer rat must be familiar with the sewer system of a large city. The class features listed applies only to that city. The prestige class may not be taken twice, specifying two cities; the sewer rat may only be familiar with one.

Class Skills: The sewer rat class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Deception (Cha), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Knowledge (local) (Int), Notice (Wis), Stealth (Dex), Search (Wis), and Sleight of Hand (Dex),.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the sewer rat advanced class.

Disease Resistance (Ex): To survive in a sewer environment for any length of time, the sewer rat has to have the immune system of a junkyard dog. Filth and disease-carrying creatures such as rats and other vermin constantly surround him. He accordingly benefits from a +1 circumstance bonus to all saving throws made to avoid disease effects. He may also choose one disease from those listed. The sewer rat is completely immune to this disease.

Scavenge (Ex): All sorts of interesting things find their way into the sewer system from up above. The rich, who would rather buy a new item than bother to have the old one replaced, throw away many useful things requiring only minor repair to become serviceable again. Then there are the items that end up down the drain by accident. Anything from a set of false teeth to a diamond engagement ring can sometimes appear among the detritus.

The sewer rat knows how to take full advantage of this. He knows which outlets to watch, which banks of mud and sludge to pick through and which stagnant pools to dredge patiently with a sieve. When in his favored sewer environment he may attempt to locate any object of Small size or less, under a DC 12 in value. With a successful Search check (DC 20) he finds the desired object, which will naturally need to be cleaned before it can be used. If the check is failed, the object is not present anywhere in the stretch of sewer that was being searched and no amount of searching will turn it up.

The sewer rat may, however, move to a new stretch of sewer and try again. Up to fifty feet of sewer pipe or thirty feet square of other sewer-type environment may be searched per attempt. Note that this is opportunistic searching and the ability does not apply to unique objects that are known to be in the area. At the Games Master's discretion, a critical success on the Search check may turn up an item of treasure.

Home Ground (Ex): The sewer rat knows his tunnels like the back of his hand. Any enemy attacking him in this environment is at a distinct disadvantage. He may exploit the features of the sewers, choosing firm ground to stand on and using irregularities in the walls and convenient shadows for cover. In game terms, this translates to a circumstance bonus to defense of the value listed. It applies only when the sewer rat is in that sewer system with which he is familiar.

From Beneath (Ex): Even when there are no signposts (and signposts are few and far between under the city) the sewer rat can map the dank, dripping world beneath the streets on to the upper world in his imagination. While in his favored sewer system, with a successful Survival check (DC 15) the sewer rat can name the building, street or other city area he is passing directly beneath, whether

Table 5.29: The Sewer Rat

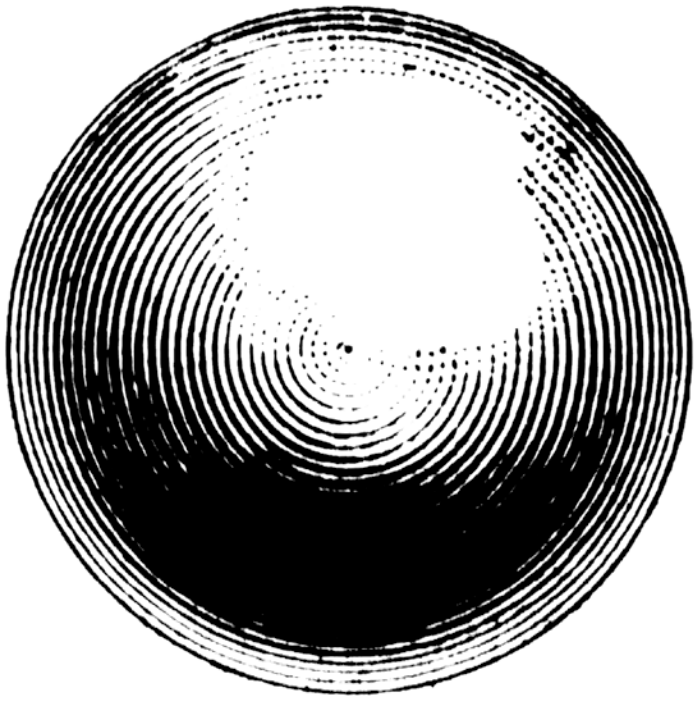
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Scavenge	+3	+0
2	+1	+0	+2	+1	Disease Resistance	+4	+0
3	+2	+1	+3	+1	Home Ground +1	+4	+1
4	+3	+1	+3	+2	From Beneath	+5	+1
5	+4	+1	+3	+2	Sneak Attack +1D6	+5	+1
6	+5	+2	+4	+2	Cause Disease	+6	+2
7	+6	+2	+5	+3	Home Ground +2	+6	+2
8	+7	+3	+6	+3	Sneak Attack +2D6	+7	+2
9	+8	+3	+6	+3	Vermin Fighter	+7	+3
10	+9	+3	+6	+4	Home Ground +3	+8	+3

or not there is any direct link from the sewers to the building.

Sneak Attack (Ex): This ability functions exactly as the rogue class feature. At any time the sewer rat's target would be denied his Dodge bonus to AC (whether he actually has a Dexterity bonus or not) or when the sewer rat flanks the target, the sewer rat's attack does extra damage. The sewer rat gains an additional 1d6 of sneak attack damage at levels two and four. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

Disease Carrier (Ex): As class features go, this one is truly disgusting. The sewer rat may voluntarily become a carrier for the disease to which he gained immunity at lst level. He may then attempt to pass this disease on to other people. How this is done depends on whether the disease is spread by ingestion, injury or contact. The sewer rat may spread digestive diseases by dangling a body part or item of his clothing in liquid from which a character then drinks. The use of a weapon or trap smeared with infectious filth may transmit diseases spread through injury. To spread a disease transmitted by contact, the sewer rat may rub the intended target, or even use a subtle maneuver such as shaking hands or (if he has the chance) kissing them.

Vermin Fighter (Ex): The sewer rat has encountered plenty of vermin-class creatures in his forays through the tunnels beneath the city. Insects and arachnids swollen to vast size are not uncommon, especially directly below wizardly districts where failed potions are dumped down the sinks with never a thought for what might happen to them afterwards. When he is fighting any creature of the vermin class, the sewer rat gains a +2 circumstance bonus to all attack rolls, damage rolls and saving throws.



Prestige Classes

Prestige classes have requirements that are more restrictive than those for advanced classes, and therefore reflect deeper specialization. In general, prestige classes are usually accessible only after 8 to 10 character levels and often have requirements only found in advanced classes.

Archmage

Magic is dangerous, and its also an art form. A master of this type of art is known as an archmage. They are the advanced practitioners of the art of magic, and they frequently have the capability to bend it to their will, unlike other practitioners. The archmage gains the ability to alter spells in remarkable ways, but must sacrifices some capability in order to master these arcane secrets.

Requirements

To qualify to become an Archmage, a character must fulfill the following criteria.

Skills: Knowledge (Occult Science) 12 ranks, Concentration 12 ranks.

Special: Ability to cast arcane spells.

Class Information

The following information pertains to the Archmage prestige class.

Hit Die: Archmages gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: Archmage gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Archmage's class skills are as follows: Concentration (Con), Craft (chemical, mechanical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (art, behavioral sciences, business, civics, current events, earth and life sciences, history, occult science, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Class Features

The following features pertain to the Archmage prestige class.

Total Spellcasting: Count all character caster levels when determining the Archmage's casting level for arcane spells.

Increased Spells/Day: At 2nd level, the Archmage increases the base number of arcane spells per day by one half (round down). This increase occurs before modifications for high intelligence or other alterations. At 4th level, the Archmage again increases the number of arcane spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Gifted Incantations: At 3rd level, the Archmage can spend an action point on an incantation to gain an additional +1d6 on all skill checks to complete the incantation.

Table 5.30: The Archmage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Total spellcasting	+1	+2
2	+1	+0	+0	+3	High Arcana	+1	+2
3	+1	+1	+1	+3	Increased spells/day	+2	+2
4	+2	+1	+1	+4	High Arcana	+2	+3
5	+2	+1	+1	+4	Gifted incantations	+3	+3
6	+3	+2	+2	+4	High Arcana	+3	+3
7	+3	+2	+2	+5	Increased spells/day	+4	+4
8	+4	+3	+3	+6	High Arcana	+4	+4
9	+4	+3	+3	+6	Granted incantations	+5	+4
10	+5	+3	+3	+6	High Arcana	+5	+5

Granted Incantations: At 5th level, failure during an Incantation holds no penalty for the Archmage.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

Dog Man

Dogmen get paid for their ability to hunt prey. They excel in the ability to find what regular law enforcement channels are unable to find. They are superb trackers, often working as freelancers for various agencies. You can find Dogmen in almost any organization, but most notably they will work for various law enforcement agencies

Requirements

To qualify to become a Dog Man, a character must fulfill the following criteria.

To qualify to become a Dog Man, a character must fulfill all of the following criteria:

Feats: Alertness, Track, Quickdraw, Point Blank Shot

Skills: Gather Information 5 ranks, Persuasion 5 ranks, Sneak 4 ranks, Notice 4 ranks.

Base Attack: +6.

Hit Die: Dog Mans gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: Dog Man gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Dog Man's class skills are as follows: Athletics (Str), Craft (Int), Demolitions(Int), Deception (Cha), Forgery (Cha), Gather Information (Cha), Persuasion (Cha), Knowledge (all skills taken individually) (Int), Notice (Wis), Stealth (Dex), Operate Vehicle (Dex), Profession (Wis), Repair (Int) Search (Int), Sense Motive (Wis)

Skill Points at Each Level: 6 + Intelligence modifier.

Class Features

The following features pertain to the Dog Man prestige class.

Relentless (Ex): The Dog Man learns to hunt down every clue to his quarries whereabouts, as such they gain an insight bonus to Gather Information, Spot and Wilderness lore checks to determine the whereabouts of his quarry.

Streetwise: The Dog Mans are at home in the urban environment in all quarters from highest to lowest, as such they gain a +4 competence bonus on all Streetwise checks.

Evasion: Where an attack would normally allow a Reflex save, the Dog Man only takes half damage, none if they make the saving throw. At 8th this improves to Improved Evasion, with this they taken no damage on all successful saving throws that allow a save for half. Even if they fail they only take half.

Uncanny Dodge: At 2nd level a Dog Man can retain Dex bonus to Defense in situations where it would normally be lost such as being caught flat footed, or being hit by an invisible being. At 5th level the Dog Man can no longer be flanked, except by a Rogue of 4 levels higher than the Dog Man. And finally at 10th the Dog Man receives a +1 bonus to his Reflex saves that are made to avoid Traps.

Fast Tracking: The Dog Man no longer suffers a –5 penalty on Survival checks for Tracking at normal Speed.

Precise Strike: The Bounty gains a bonus +1d6 damage when making single shots (no autofire) or single strikes against any creature. Precise strike does not work on any creature that is immune to Critical hits. This bonus damage increases to +2d6 at 6th level and +3d6 at 9th.

Improved Subdual (Ex): A Dog Man may use his Intelligence bonus on Damage rolls for any attack which deals only subdual damage.

Table 5.31: The Dog Man

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+2	+0	Relentless, Streetwise	+1	+2
2	+2	+0	+3	+0	Evasion, Uncanny dodge	+1	+2
3	+3	+1	+3	+1	Fast Tracking, Precise Strike +1d6	+2	+2
4	+4	+1	+4	+1	Improved Subdual	+2	+3
5	+5	+1	+4	+1	Uncanny dodge (can't be flanked)	+3	+3
6	+6	+2	+5	+2	Precise Strike +2d6	+3	+3
7	+7	+2	+5	+2	Infamy	+4	+4
8	+8	+2	+6	+2	Improved Evasion	+4	+4
9	+9	+3	+6	+3	Precise Strike +3d6	+5	+4
10	+10	+3	+7	+3	Uncanny Dodge (+1 vs Traps)	+5	+5

Infamy: At 7th level a Dog Mans reputation has spread and they are infamous, as such people tend to be more cooperative to their questioning granting them a +4 moral bonus to Intimidate and Bluff checks.

Ecclesiarch

The members of this class are typically the head of some church organization; these could be the Rosecrans or the Inquisition, or any number of organizations that have ties to the church.

Requirements

To qualify to become an Ecclesiarch, a character must fulfill the following criteria.

Skills: Knowledge (Occult Science) 10 ranks, Knowledge (theology and philosophy) 10 ranks, Concentration 8 ranks.

Special: Ability to cast divine spells, ability to turn a particular creature type.

Hit Die: Ecclesiarches gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: Ecclesiarches gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Ecclesiarch's class skills are as follows: Concentration (Con), Craft (chemical, mechanical, expression) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (art, behavioral sciences, current events, history, occult science, popular culture, theology and philosophy), Notice (Wis), Perform (any), Persuasion (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting: Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day: At 2nd level, the Ecclesiarch increases the base number of divine spells he may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 6th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Stalwart: At 10th level, an ecclesiarch can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a

Table 5.32: The Ecclesiarch

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Total spellcasting	+1	+2
2	+1	+0	+0	+3	Increased spells/day	+1	+2
3	+1	+1	+1	+3	Total turning	+2	+2
4	+2	+1	+1	+4	Stern gaze	+2	+3
5	+2	+1	+1	+4	Innovative turning	+3	+3
6	+3	+2	+2	+5	Increased spells/day	+3	+3
7	+3	+2	+2	+5	Determination	+4	+4
8	+4	+2	+2	+6		+4	+4
9	+4	+3	+3	+6		+5	+4
10	+5	+3	+3	+7	Stalwart	+5	+5

successful save, she instead avoids the effect entirely. This ability can only be used if the ecclesiarch is wearing light armor, medium armor, or no armor. A helpless ecclesiarch does not gain the benefit of the stalwart ability.

Stern Gaze: Ecclesiarchs are skilled at sensing deception and intimidating their foes. An ecclesiarch receives a morale bonus on all Persuasion and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1).

Determination: At 7th level, the ecclesiarch is a person of few words on the battlefield, but those words hold great power and authority. Once per day, the ecclesiarch can use this ability to create one of the following effects. Each is a free action to use.

Aggression: The ecclesiarch may reroll an attack roll that she just made before the results of the roll are revealed. She must take the result of the reroll, even if it's worse than the original roll.

Defense: When the ecclesiarch would be hit by a melee or ranged attack, as an immediate action she may add a +4 insight bonus to her Defense against that attack, and if this makes the ecclesiarch's Defense higher than the opponent's attack roll, the attack misses.

Warning: When a ecclesiarch's ally within line of sight would be hit by a melee or ranged attack, she may call out a warning to that ally, and the attacker must reroll the attack and use the results of the second roll. The ally must be able to hear the ecclesiarch and must not be helpless for this ability to have any effect.

Total Turning: Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning: When the Ecclesiarch gains 5th level, and every time he gains a character level above this, he may spend an action point to alter the creature type he can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect plants. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected.

Table 5.33: Innovative Turning

Aberrations	Magical beasts‡
Animals	Monstrous humanoids†
Constructs	Oozes
Elementals	Outsiders‡
Fey†	Plants
Giants†	Undead
Humans†	Vermin

†This type of creature cannot be destroyed by turning, regardless of the success of the turning.
‡This type of creature cannot be destroyed by turning, and cannot be commanded.

Paladin

The Paladin is chosen by the powers to protect from those things that go bump in the night. They can trace their ancestry to knights of the Crusades. They exist to be everything from demon hunters to keeping legendary outsiders at bay. Paladins are driven by the desire to right wrongs and making sure they stay that way.

Requirements

To qualify to become a paladin, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Knowledge (theology and religion) 8 ranks, Knowledge (nobility and royalty) 8 ranks, Ride 8 ranks.

Feats: Mounted Combat.

Spellcasting: Ability to cast protection from good/evil as a divine spell.

Special: Ability to turn undead.

Other: At the time that the character receives his first level in the Paladin prestige class, he must decide whether his faith leans toward the positive (good) or negative (evil) energy of the universe. This choice adds either the good or evil allegiance to the character, and determines how the Paladin uses certain aspects of his faith.

Action Points: The Paladin gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

Table 5.34: The Paladin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+0	+0	Sense Allegiance, Smite Allegiance 1/day, turn undead	+1	+0
2	+2	+3	+0	+0	Divine grace	+1	+0
3	+3	+3	+1	+1	Aura of courage, divine health	+2	+2
4	+4	+4	+1	+1	Remove disease 1/week	+2	+0
5	+5	+4	+1	+1	Smite Allegiance 2/day	+3	+1
6	+6	+5	+2	+2	Remove disease 2/week	+3	+1
7	+7	+5	+2	+2	Smite Allegiance 3/day	+4	+1
8	+8	+6	+2	+2	Remove disease 3/week	+4	+1
9	+9	+6	+3	+3	Smite Allegiance 4/day	+5	+2
10	+10	+7	+3	+3	Stalwart	+5	+2

Hit Points: The Paladin gain hit points at a rate of 1d6 plus constitution modifier.

Class Skills: The Paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Persuasion (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following features pertain to the Paladin Prestige Class.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Spells per Day: A paladin's training focuses on divine spellcasting. At every odd numbered level reached, the paladin gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class.

Sense Allegiance: At will, The Paladin can sense the presence of characters, creatures, and items of both his chosen allegiance, and his opposing allegiance. The sense allegiance ability extends in a 60-foot radius around the Paladin, but may be concentrated to a quarter circles emanating forward from the Paladin. You can pinpoint allegiance more finely with a successful Search check (DC 25).

Smite Allegiance (Su): Once per day, a paladin may attempt to smite characters, creatures, or items of opposing allegiance with a single melee attack with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may Smite Allegiance one additional time per day.

The Paladin spends an action point and, in addition to the normal benefit of the action point, gains a bonus to the attack equal to his Charisma modifier (if positive) and deals 1 extra point of damage per total character levels of the Paladin.

Should the attack miss, the action point is expended. Similarly, the action point is expended if the Paladin uses it and strikes a target that does not have an opposing allegiance. Smite allegiance is considered a supernatural ability.

Turn Undead (Su): For the purpose of determining his ability to turn undead, a paladin's class levels stack with his levels from all his other classes from which he has gained the ability to turn undead. For instance, a 4th-level rogue/1st-level acolyte/1-st level priest/2nd-level paladin would turn undead as a 8th-level acolyte.

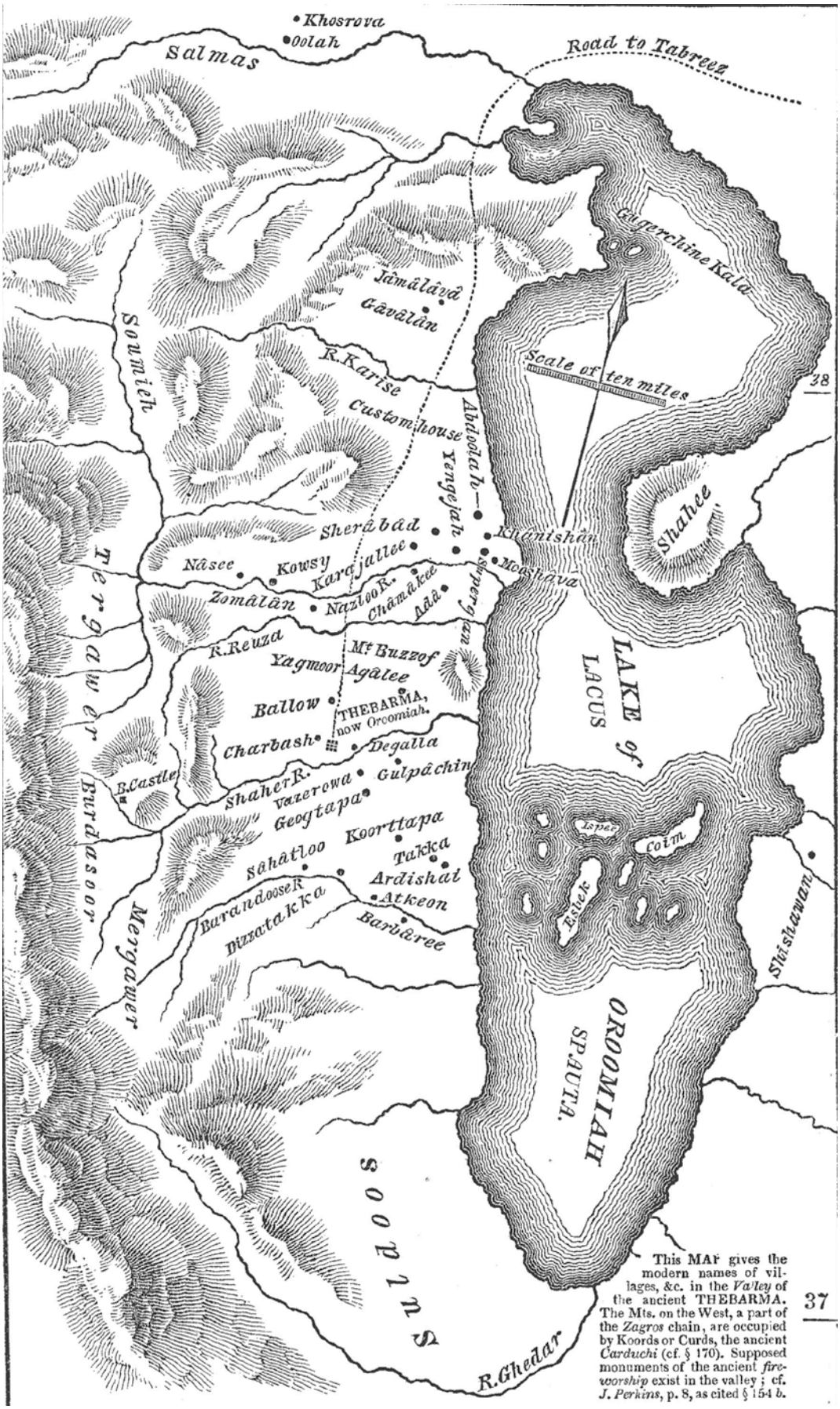
Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Special Mount (Sp): As the standard paladin ability of the same name, except treat the paladin's effective level as three higher when calculating the mount's bonus Hit Dice, powers, and so forth.

Aura of Courage: Beginning at 2nd level, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Divine Health: A paladin is immune to all diseases, including magical diseases.

Remove Disease: Beginning at 4th level, a paladin can remove disease. Remove disease cures all diseases that the subject is suffering from, and can use this ability one additional time per week for every two levels gained thereafter (twice at 6th and three times at 8th). The ability also kills parasites. Since the ability effect is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.


Khosrova
Oolah
Salmas
Road to Tabreez
Gugerchine Kala
Jâmâlâvâ
Gâvâlân
R. Karise
Scale of ten miles
38
Soumieh
Custom house
Abdolah Iv—
Yenghejah
Sherâbâd
Khânishân
Shahee
Nâsee
Kowsy
Kara jallee
Mogrâva
Zomâlân
Nazloo R.
Chamâkee
Adâ
Speryan
R. Reuza
Mt Buzzof
Yagmoor
Agâlee
LAKE of LACUS
Ballow
THEBARMA, now Oroomiah.
Charbash
Degalla
Gulpâchin
B. Castle
Shaher R.
Vazerowa
Geoytapa
Koorttapa
Takka
Sâhâtloo
Ardishai
Barandooze R.
Atkeon
Dizzatakka
Barbâree
Isper
Coim
Erlek
Shishawan
Mergawer
OROOMIAH
SPAUTA
Soopna
R. Ghedar
This MAP gives the modern names of villages, &c. in the *Valley* of the ancient THEBARMA. The Mts. on the West, a part of the *Zagros* chain, are occupied by Koords or Curds, the ancient *Carduchi* (cf. § 170). Supposed monuments of the ancient *fire-worship* exist in the valley; cf. *J. Perkins*, p. 8, as cited § 154 *b*.
37

Skills 6

Skill Basics

Your character's skills represent a variety of abilities, and you get better at them as you advance in level. At each level, you get skill points that you use to buy skills. Your class and Intelligence modifier determines the number of points you receive.

If you buy a class skill, you get 1 rank in the skill for each skill point you spend. If you buy a cross-class skill, you get ½ rank per skill point. Your maximum rank in a class skill is your character level + 3. Your maximum rank in a cross-class skill is one-half of this number.

Using Skills

To make a skill check, roll:

1d20 + skill modifier

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

The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to climb a fence, Stephen might have to make a Athletics check against DC 15, representing the difficulty of the obstacle the fence presents. To sneak quietly past a guard, Terrence's character Targe needs to beat the guard's Notice check with his Stealth check.

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

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

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

Acquiring Skill Ranks

Ranks indicate how much training or experience your character has with a given skill. Each of your skills has a number of ranks, from 0 (for a skill in which your character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

Ranks tell you how proficient you are and reflect your training in a given skill. In general, while anyone can get a lucky roll, the character with, say, 10 ranks in a given skill has a higher degree of training and expertise in that skill than a character with 9 ranks or less.

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

Characters tend to gain ability as they gain experience; sometimes the skill progression chart does not adequately reflect this gain in knowledge. As an optional rule the Gamemaster can allow all characters to gain a miscellaneous skill modifier of + ½ character level (rounded down for each skill.

Acquiring Skills at 1st Level

Use the following steps when picking skills for your 1st-level character.

1. **Determine the number of skill points you get.** This number depends on your class and Intelligence modifier, as shown on the Skill Points per Level Table.
2. **Spend the skill points.** Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list.

Each skill point you spend on a cross-class skill gets your character ½ rank in that skill. Cross-class skills are skills not found on your character's class skill list. (A single ½ rank does not improve your skill modifier, but two ½ ranks make 1 rank, so it's important to keep track of ½ ranks.)

Your maximum number of ranks in a class skill at 1st level is 4. In a cross-class skill, it's 2.

The Skills Table lists all the skills and indicates which are class skills, which are cross-class skills, and which can be used untrained. Spend all your skill points. You can't save them to spend them later.

Table 6.1: Skill Points per Level

Class	1st-Level Skill Points	Higher-Level Skill Points
Acolyte	(4 + Int Bonus) x 4	4 + Int Bonus
Apprentice	(4 + Int Bonus) x 4	4 + Int Bonus
Everyman	(5 + Int Bonus) x 4	5 + Int Bonus
Explorer	(6 + Int Bonus) x 4	6 + Int Bonus
Gunglinger	(4 + Int Bonus) x 4	4 + Int Bonus
Investigator	(6 + Int Bonus) x 4	6 + Int Bonus
Martial Artist	(6 + Int Bonus) x 4	6 + Int Bonus
Officer	(4 + Int Bonus) x 4	4 + Int Bonus
Rogue	(8 + Int Bonus) x 4	8 + Int Bonus
Sensitive	(7 + Int Bonus) x 4	7 + Int Bonus
Scholar	(6 + Int Bonus) x 4	6 + Int Bonus

Character Skills

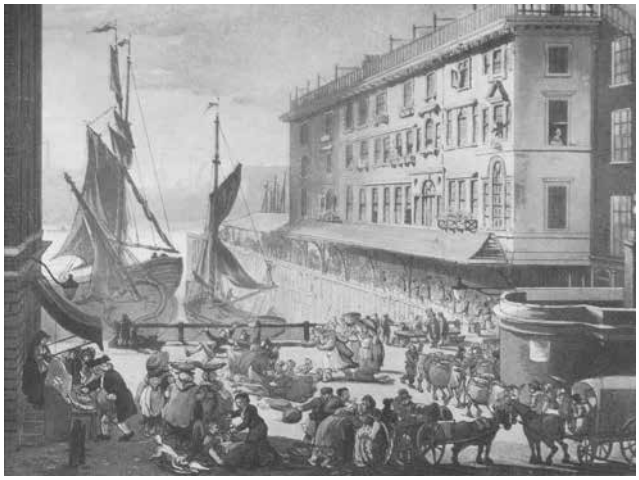
When you create your character, you will probably only be able to purchase ranks in a handful of skills. It may not seem like you have as many skills as real-life people do—but the skills on your character sheet don't actually define everything your character can do.

Your character may have solid familiarity with many skills, without having the actual training that grants skill ranks. Knowing how to drive a car or look up something on the Internet doesn't really mean you have ranks in Operate Vehicle or Research. Ranks in those skills represent training beyond everyday use, or to discover hidden facts in archives most people don't even realize exist.

So how do normal people get through life without ranks in a lot of skills? For starters, remember that not every use of a skill requires a skill check. Performing routine tasks in normal situations is generally so easy that no check is required. And when a check might be called for, the DC of most mundane tasks rarely exceeds 10, let alone 15. In day-to-day life, when you don't have enemies breathing down your neck and your life depending on success, you

can take your time and does things right—making it easy, even without any ranks in the requisite skill, to succeed (see Checks without Rolls.

You're always welcome to assume that your character is familiar with—even good at, as far as everyday tasks go—many skills beyond those for which you actually gain ranks. The skills you buy ranks in, however, are those with which you have truly heroic potential.



Skills at Higher Levels

When you attain a new experience level, follow these steps to gain new skills and improve those you already have.

1. **Determine the number of skill points you get.** See the Skill Points per Level Table, or the class description in Chapter One. A character gets at least 1 skill point even if he or she has an Intelligence penalty.
2. **Spend the skill points.** You can spend 1 point on a skill that was at its maximum ranks. That adds 1 rank if the skill is a class skill, or ½ rank to a cross-class skill. (A single ½ rank doesn't increase your skill modifier, but you can add another ½ rank to it later to raise it to 1 rank.)

You can increase the ranks of a skill that wasn't at maximum ranks, raising the number of ranks to a maximum of your new character level + 3 for a class skill, or half that number (don't round up or down) for a cross-class skill. You may spend as many skill points as it takes to max out the skill (provided you have that many skill points to spend).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum ranks equal your total character level + 3.

Using Skills

When you use a skill, you make a skill check to see how well you do. The higher the result, the better you do. Based on the circumstances, your result must equal or exceed a certain number (a DC or the result of an opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you eventually succeed. If others help you, you may succeed where otherwise you would fail.

Skill Checks

A skill check takes into account your training (skill ranks), natural talent (ability modifier), and luck (the die roll), among other things. To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates the ranks you purchased in that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have. The higher the result, the better.

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

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must attain to succeed. For example, climbing the side of an old warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Athletics check. An Athletics check is 1d20 + Athletics ranks (if any) + Strength modifier + any other modifiers. The Difficulty Class Examples table shows example DCs for skill checks.

Table 6.2: Difficulty Class Examples

Difficulty	DC	Example (Skill Used)
Very easy	0	Notice something large in plain sight (Notice)
Easy	5	Climb a knotted rope (Athletics)
Average	10	Hear an approaching security guard (Notice)
Tough	15	Disarm an explosive (Demolitions)
Challenging	20	Swim against a strong current (Athletics)
Formidable	25	Break into a secure system (Craft (mechanical))
Heroic	30	Leap across a 30-foot chasm (Athletics)
Superheroic	35	Convince the guards at Division 4 HQ that even though you don't have a badge and don't know the password, you're actually an agent of Division 4 (Deception)
Nearly impossible	40	Track a trained explorer through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For ties on opposed checks, the character with the higher base skill bonus wins. If those scores are the same, the highest key ability score wins the tie. If these are also the same, every character involved rerolls the check.

Trying Again

If a character fails a skill check, he can sometimes try again. Check the applicable skill description to find out if, and under what

Table 6.3: Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Stealth	Notice
Deceive a guard	Deception	Sense Motive
Hide from a guard when the last two actions fail	Stealth	Notice
Find food when everyone else in the slum is desperate to eat as well	Survival	Survival
Pilot a Zeppelin	Operate Vehicle	Operate Vehicle
Pretend to be a noble	Deception	Notice
Steal a pocket watch	Sleight of Hand	Notice
Create a fake college diploma	Forgery	Forgery

circumstances, a character can try again. Many skills have natural consequences for failing that must be accounted for. Even if these offer another try, the consequence must be suffered first. Some skills cannot be tried again once a check has failed for a particular task. If the use of a skill carries no penalty for failure, a character can 'take 20', as per the rules given below and assume that he keeps trying until he eventually succeeds, assuming he has enough of a modifier to succeed at all.

Untrained Skill Checks

Generally, if a character attempts to use a skill he does not have any ranks in; the character makes a skill check as described. The character's skill modifier does not include skill ranks because the character does not have any. The character does however receive other modifiers, such as the ability modifier for the skill's key ability. Some skills can be used only if the character is trained in the skill; there are very few circumstances that will allow a character to use such a skill with only his innate ability and some luck.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC. The Gamemaster can alter the odds of success in four ways to take into account exceptional circumstances. Exceptional circumstances happen all the time in the world of *Gaslight* Victorian RPG , but then, that is what keeps the action flowing and people's heads behind cover.

Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.

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

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

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

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

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (six seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use. In general, using a skill that requires concentration while in close combat is dangerous.

Tools

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

A character may be able to put together some impromptu tools to make the check. If the Gamemaster allows this, reduce the penalty to -2 (instead of -4) for having a set of 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. The best skill to use in this circumstance is the same one that was being attempted with the tool in the first place.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, you 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 you to Take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Distractions and threats make it impossible for a character to take 10. You also can't take 10 when using a skill untrained, unless the GM decides otherwise.

Taking 20

When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalty for failure, you can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 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. This equates to 2 minutes for a skill that can normally be checked in 1 round.

Aiding Another

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

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

Aiding Another with Alternate Skills

In some cases, the GM may allow you to Aid Another with an entirely alternate skill than the key skill for the check. The DM should encourage players to suggest alternate skills that they would like to use, and to make a compelling case for how they might apply to the task at hand. For example, you might try using your Persuasion skill to assist another character's Intimidate check, or vice versa; you might try using your Craft skill to assist the party wizard who is trying to use Knowledge (Occult Science) to identify a magic weapon. Be creative.

Roll your check along with any other players. You are never considered the acting character, even if you achieve the highest result; but if your alternate skill check beats DC 10, you may add +2 to the acting character's total.

Skill Challenges

As your mastery of a skill improves, you can achieve more difficult feats with it. An expert climber can scale a sheer, slippery surface that a neophyte would find impossible. By the same token, a veteran learns to complete simple tasks with greater efficiency, skill, and panache. An inexperienced climber might take a while to clamber up a rocky cliff, but a skilled mountaineer can scramble up it faster.

Skill challenges reflect an expert's ability to perform routine tasks with superior grace and efficiency. They also allow you to attempt heroic deeds otherwise unavailable to you by making already difficult skill checks even harder. With a bit of luck, skill, and good planning, you can achieve the impossible.

The challenge system was designed to make skills more useful across all levels. Without challenges, your skills would become less important as you gain levels. The total result you need on a check might be low enough that, at some point, improving the skill makes no difference.

A skill challenge allows you to increase a skill's Difficulty Class by 5 or suffer a –5 penalty to your check. In return, you can achieve an extra benefit in addition to the standard benefits of a successful check. If you fail due to this penalty or increased DC, you fail the skill check as normal. Note that, if the skill imposes a drawback for failing by more than a certain margin, you suffer the drawback as normal if you fail to meet your newly increased Difficulty Class. For example, characters who miss a Disable Device check by 10 or more accidentally activate the trap they attempted to disarm. If a trap's standard DC is 20 and your challenge increases it to 25, you activate the trap on a skill check result of 15 or lower.

Skill challenges on static skill checks require you to increase a skill's Difficulty Class. The check penalty applies to opposed checks and in cases where the result of your check becomes the DC for an opposed check. For example, your Disguise check result becomes the Difficulty Class for the Spot checks other characters must make to notice your deception. Any challenges you accept on a Disguise check would lower your total result. You can accept more than one challenge to a skill check.

In some cases, you can take on a single challenge more than once to gain its benefits multiple times. Such challenges are noted in the skill descriptions.

Generally, skill challenges allow you to gain added benefits when you face a low Difficulty Class and you have a high total skill modifier. You can also use skill challenges to attempt heroic actions, even when faced with a high Difficulty Class. You might need to make an Acrobatics check (DC 30) to move carefully across a thin wire. However, since the villain is about to escape, you might need to take on a skill challenge to complete your Balance check faster than normal.

Standard Challenges

The challenges below apply to any skill check, unless noted differently in the "Challenges" section of the skill description. Most of the skills in this chapter also include additional skill-specific challenges you can take when attempting a check. Your DM has the final say on whether a challenge applies to a specific situation. Remember, each challenge applies a +5 modifier to a check's DC or a –5 penalty to your check result.

TABLE 6.4: CHALLENGES

Basic Challenges Take Multiple Times?	(Maximum)
Fast completion	Yes (twice)
Risky prospect	Yes (twice)
Simultaneous action	No (n/a)
Superior assist	Yes (unlimited)

Fast Completion: You reduce the time needed to complete the skill check. If the skill check is normally a full round action, it becomes a standard one. A standard action becomes a move action, while a move action becomes a free action. For checks that require time expressed in rounds, minutes, or larger units, reduce the time needed to complete the check by 25 percent. You can apply this challenge's benefits twice to a single check. If you apply it twice to an action that takes an amount of time expressed as rounds, reduce the time needed by 50 percent. You cannot make a skill check as a free action if it normally requires a standard action or longer to complete.

Risky Prospect: Sometimes you can take a calculated risk on one action to make a later one easier to complete. For example, you could use Tumble to open yourself up to a cultist's attacks in order to avoid a mummy's grab. If you succeed at this skill challenge, you gain a bonus equal to the total penalty you accepted if you use the Acrobatics skill again your next action (to evade the mummy). You gain this benefit only if both checks involve the same sort of circumstances. For example, you could not use a risky prospect to try to climb a small rock before tackling a daunting slope. The two skill checks must be somehow related, and the first, penalized check should carry some consequences for failure.

Simultaneous Action: You have such talent with a particular skill that you can use it while completing other tasks. To attempt simultaneous checks, first make the skill challenge check, then make a second skill check using the same or a different skill. Your secondary check suffers a –10 penalty or a +10 increase in Difficulty Class. Some skills work together without penalty. The simultaneous action challenge normally applies only to skills that you would not normally attempt at the same time, such as using Acrobatics and Disable Device at the same time.

Superior Assist: If you aid another with a skill check (see above), you can attempt to provide a greater than normal bonus to the other character's total skill check. This challenge reflects the fact that a highly trained person can render better help than an untrained or fumbling assistant. In return for increasing the aid another skill check Difficulty Class by 5 (to DC 15), you boost the bonus you provide the other character by +1. There is no limit to how high you can push the Difficulty Class and the bonus, but remember that a skill challenge is an all-or-nothing risk. If your check to aid another fails, you provide no bonus.

Other Skill Challenges

In addition to the sample skill challenges given here and the specific ones designed for each skill, you can create your own in the course of play. The challenge game mechanic is flexible enough to cover a wide variety of situations. In essence, you can propose a challenge to your DM and he can accept it, reject it, or decide to increase the Difficulty Class by more than 5 to reflect a particularly daunting use of a skill.

Skill challenges show their true strength when you use them to handle actions that fall outside the bounds of the rules given in this book. GMs should think of challenges as another tool in your bag of tricks. If a player wants to gain an extra benefit from a skill check, make it a challenge, and you're ready to roll. Players should look at skill challenges as an opportunity to take actions that might not fall under the normal rules. They are an invitation to creativity and exciting game play.

The key to using skill challenges is to always keep in mind that they are flexible—but with that flexibility comes some responsibility. Don't use them as an excuse to make your skills overpowering.

Remember that the GM has final say on how the rules work. He might decide a challenge is simply impossible or nonsensical. He might also revise a previous ruling, especially if further play reveals that he has inadvertently opened a loophole in the rules. Challenges aren't an invitation to abuse the system. They are tools meant to handle actions not covered in the rules.

GMs, remember that challenges ought to make a skill check more useful. The following guidelines cover the typical benefits that a challenge can grant:

- A +2 bonus to attacks for the current round.
- A +2 bonus to damage for the current round.
- A bonus to a skill check equal to the challenge's penalty (often –5).
- The opportunity to complete a complex or unusually difficult action.
- The ability to combine two skill checks into one.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 8 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

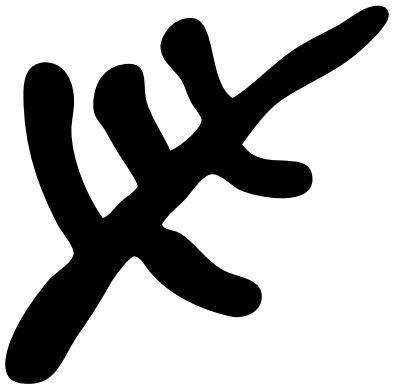
Some examples of when skill synergy might come into play: a specific Knowledge skill could aid in the practical use of a related skill; Disable Device might help when disarming an explosive with the Demolitions skill; Deception or Sense Motive could aid a Persuasion check; and Acrobatics could help an Athletics check succeed.

Ability Checks

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability **Check:** Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The initiative check in combat, for example, is essentially a Dexterity check. The character who rolls highest acts first.

Table 6.5: Ability Checks

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



In some cases, a test of one's ability doesn't involve luck. 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. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

TABLE 6.6: SKILLS

Skill	Ability	Untrnd?	Aco	App	Evy†	Exp	GnS	Inv	Ivs	MA	Off	Per	Rog	Sen	Sch	Action
Acrobatics[1]	Dex	Yes	X	X	†	X	X	X	X	C	X	X	C	X	X	Move
Athletics[1]	Str	Yes	X	X	†	C	X	X	X	C	C	X	C	X	X	Full or move
Benchthumping	Int	No	X	X	†	X	X	C	X	X	X	X	X	X	X	Move
Concentration	Con	Yes	C	C	†	C	X	X	X	X	X	X	X	X	X	[2]
Craft																
Chemical	Int	No	X	X	†	C	X	C	C	X	X	X	X	C	C	[2]
Expression	Int	No	C	C	†	C	X	X	C	X	X	C	X	C	X	[2]
Mechanical	Int	No	X	X	†	C	X	C	C	X	X	X	C	C	C	[2]
Structural	Int	Yes	C	X	†	C	X	C	C	X	X	X	X	C	X	[2]
Deception	Cha	Yes	X	X	†	X	C	C	C	X	X	X	C	C	X	[2]
Decipher Script	Int	No	X	C	†	X	X	C	X	X	X	X	C	X	C	[2]
Demolitions	Int	No	X	X	†	X	C	C	X	X	C	X	C	X	C	Full[2]
Disable Device	Int	No	X	X	†	X	X	C	C	X	X	X	C	X	C	Full[2]
Escape Artist[1]	Dex	Yes	X	C	†	X	C	X	X	C	X	X	C	X	X	Full[2]
Forgery	Int	Yes	X	C	†	X	X	C	C	X	X	X	C	X	X	[2]
Gamble	Wis	Yes	X	X	†	X	C	X	X	X	X	X	X	X	X	[2]
Gather Information	Cha	Yes	X	X	†	X	X	C	C	X	X	X	C	X	X	[2]
Handle Animal	Cha	No	X	X	†	C	X	X	X	X	X	X	X	C	X	[2]
Investigate	Int	No	X	C	†	X	X	C	C	X	X	X	X	X	C	Full[2]
Knowledge																
Archetechture/Engineering	Int	No	X	C	†	X	X	X	X	X	X	X	X	X	C	React or full
Art	Int	No	X	C	†	X	X	X	X	X	X	C	X	X	C	React or full
Behavioral sciences	Int	No	C	C	†	X	X	C	C	X	X	C	X	X	C	React or full
Business	Int	No	X	C	†	X	X	X	X	X	X	C	X	X	C	React or full
Civics	Int	No	X	C	†	X	X	X	C	X	X	C	X	X	C	React or full
Current events	Int	No	X	C	†	X	C	X	C	C	C	C	C	X	C	React or full
Dungeoneering	Int	No	X	C	†	C	X	X	X	X	X	X	X	X	C	React or full
Earth and life sciences	Int	No	C	C	†	C	X	X	X	X	X	X	X	X	C	React or full
Geograhpy	Int	No	X	C	†	C	X	X	X	X	X	X	X	C	C	React or full
History	Int	No	X	C	†	X	X	X	X	X	C	X	X	C	C	React or full
Military Science	Int	No	X	C	†	X	X	X	X	X	C	X	X	X	C	React or full
Occult Science	Int	No	C	C	†	X	X	X	X	X	X	X	X	X	C	React or full
Physical sciences	Int	No	X	C	†	C	X	C	X	X	X	X	X	X	C	React or full
Popular culture	Int	No	X	C	†	X	C	X	X	C	X	C	C	X	C	React or full
Psychic	Int	No	X	C	†	X	C	X	X	X	X	X	X	C	C	React or full
Streetwise	Int	No	X	C	†	X	C	X	C	X	X	X	C	C	C	React or full
Technology	Int	No	X	C	†	X	X	C	X	X	X	X	X	X	C	React or full
Theology / philosophy	Int	No	C	C	†	X	X	X	X	C	X	X	X	C	C	React or full
The planes	Int	No	C	C	†	X	X	X	X	X	X	X	X	X	C	React or full
Navigate	Int	Yes	X	X	†	X	X	X	X	X	C	X	C	X	C	Full[2]
Notice	Wis	Yes	C	X	†	C	C	C	C	C	C	X	C	C	X	React or move
Operate Vehicle	Dex	Yes	X	C	†	C	C	C	X	X	C	X	C	X	C	Move
Perform																
Act	Cha	Yes	X	X	†	X	X	X	X	X	X	C	C	X	X	[2]
Dance	Cha	Yes	X	X	†	X	X	X	X	C	X	C	C	X	X	[2]
Keyboards	Cha	Yes	X	X	†	X	X	X	X	X	X	X	C	X	X	[2]
Percussion instr.	Cha	Yes	X	X	†	X	X	X	X	X	X	X	C	X	X	[2]

Skill	Ability	Untrnd?	Aco	App	Evy†	Exp	GnS	Inv	Ivs	MA	Off	Per	Rog	Sen	Sch	Action
Stringed instruments	Cha	Yes	X	X	†	X	X	X	X	X	X	X	C	X	X	[2]
Vaudeville	Cha	Yes	X	X	†	X	X	X	X	X	X	C	C	X	X	[2]
Wind instruments	Cha	Yes	X	X	†	X	X	X	X	X	X		C	X	X	[2]
Persuasion	Cha	Yes	C	X	†	C	C	X	C	C	C	C	C	C	X	Full
Profession	Wis	Yes	C	C	†	C	C	C	C	C	C	C	C	C	X	[2]
Read/Write Language	None	No	C	C	†	C	C	C	C	C	C	C	C	C	C	—
Repair	Int	No	X	X	†	X	X	C	X	X	X	X	X	X	X	Full[2]
Research	Int	Yes	X	C	†	X	X	C	C	X	X	X	X	X	C	[2]
Ride	Dex	Yes	X	X	†	C	C	X	X	X	X	X	C	X	X	Full[2]
Search	Int	Yes	X	X	†	C	X	C	C	X	X	X	C	X	C	Full
Sense Motive	Wis	Yes	C	X	†	X	X	X	C	X	X	X	X	C	X	[2]
Sleight of Hand	Dex	No	X	C	†	X	C	X	X	X	X	X	C	C	X	Attack
Speak Language	None	No	C	C	†	X	C	C	C	C	C	C	C	C	C	—
Stealth[1]	Dex	Yes	X	X	†	C	C	X	X	C	X	X	C	X	X	Attack
Survival	Wis	Yes	X	X	†	C	C	X	X	X	C	X	C	X	X	[2]
Treat Injury	Wis	Yes	C	X	†	C	X	X	X	X	X	X	X	X	X	[2]
Use Device	Int	No	X	C	†	X	X	X	X	X	X	X	C	X	C	[2]

Notes:
C: Class skill, **X**: Cross-class skill, **†**: The Everyman Class selects 10 Skills to be the class skills. All others for them are cross-class skills.

[1] Armor penalty if any applies.

[2] See skill description for details. Untrained? Yes: The skill can be used untrained (with 0 ranks). No: You can't use this skill unless you have at least 1 rank in it

Skill Descriptions

The remainder of this chapter describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those discussed here.

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

Skill Name (Key Ability)

Trained Only; Armor Check Penalty

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

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

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

Armor Penalty: If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor you are wearing (see Armor) to checks involving this skill.

Check: What you can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether or not you can take 10 or take 20 when using the skill.

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

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

Acrobatics (Dex)

Armor Check Penalty

You can perform all sorts of agile moves in mid-air. This skill covers balancing, tumbling and other acts of trained physical dexterity.

Check: The check for Acrobatics varies depending on what the character is attempting to do.

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

The difficulty varies with the conditions of the surface. A damaging surface is any walking area that causes the character to take damage while he is contiguous with it, such as a burning window ledge or the acid-covered rim of an industrial vat.

TABLE 6.7: BALANCING DC

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

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

While balancing, the character is flat-footed. If the character takes damage, he must make an Acrobatics check again to remain standing. The character can try to cross a precarious surface more quickly than normal. The character can move his full speed but the character takes a –5 penalty on his Acrobatics check. Moving twice the character's speed in a round requires two checks, one for each move action.

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

Land Softly: The character can make an Acrobatics check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful Acrobatics check (DC 15), the character can weave, dodge and roll up to 20 feet through spaces adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful Acrobatics check (DC 25), the character can roll, jump or dive through spaces occupied by opponents, moving over, under or around them as if they were not there. 'Failure either means that the tumbling character's movement is stopped by the of the blocking character or the movement is successful but the character provokes attacks of opportunity as normal (blocking character's choice).

Athletics (Str)

Armor Check Penalty

This skill covers climbing, swimming, jumping and other trained physical activity dependent on strength.

Check: The check for Athletics varies depending on what the character is attempting to do.

With each successful check, the character can advance up, down or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Athletics check indicates that the character makes no progress and a check that fails by 5 or more means that the character falls from whatever height he had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5. Since the character cannot move to avoid an attack, he is flat-footed while climbing. Any time the character takes damage while climbing, make an

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. For example, if one object provides a +2 equipment bonus and another object provides a +1 equipment bonus, the two bonuses can't be combined together to accomplish the same task; only the best, the +2, 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 charge, competence, cover, equipment, flanking, initiative, morale, natural armor, and size.

If your game setting includes magic or other supernatural effects, you may also encounter deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

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

All penalties stack, regardless of their descriptor.

Athletics check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

A character can try to climb more quickly than normal. The character can move his full speed but the character takes a –5 penalty on his Athletics check. Moving twice the character's speed in a round requires two checks, one for each move action.

TABLE 6.8: CLIMBING DCS

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed without special gear.

TABLE 6.9: CLIMBING MODIFIERS

Bonus	Condition
–10[1]	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5[1]	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5[1]	Surface is slippery (increases normal DC by 5).
[1] These modifiers are cumulative; use any that apply.	

Jumping: The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Athletics check is modified by his speed. The DCs specified below assume a speed of 30 feet (the speed of a typical character). If the character's speed is less than 30 feet, he takes a penalty of –4 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Athletics skill and succeeds on a check, the character lands on his feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts an Athletics check untrained, the character lands prone unless he beats the DC by 5 or more. Standing from a prone position is a move action. Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the Long Jump DCs table. A character cannot jump a distance greater than his normal speed. All Athletics DCs covered for a Long Jump assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

TABLE 6.10: LONG JUMP

Distance	DC1
5 feet	10
10 feet	15
15 feet	20
20 feet	25
25 feet	30
30 feet	35

1 Requires a 20-foot move. Without a 20-foot move, double the DC.

If you fail the check by less than 5, you don't clear the distance, but you can make a Reflex save (DC 15) to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a Athletics check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height × 4 (in feet). For example, the DC for a 3-foot high jump is 14 (2 + [3 × 4]). The DCs for high jumps of 1 to 8 feet are given in the table below.

TABLE 6.11: HIGH JUMP

Distance	DC [1]
1 foot	6
2 feet	10
3 feet	14
4 feet	18
5 feet	22
6 feet	26
7 feet	30
8 feet	34

1 Requires a 20-foot move. Without a running start, double the DC.

All Jump DCs covered here assume that you can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

If you succeed on the check, you can reach the height. You grasp the object you were trying to reach. If you wish to pull yourself up, you can do so with a move action and a Climb check (DC 15). If you fail the Jump check, you do not reach the height, and land on your feet in the same square from which you jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall (such as a horse), treat it as one size category smaller.

TABLE 6.12: MAXIMUM HEIGHT REACHED WITHOUT JUMPING

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a Jump check (DC 10). Doing so counts as 10 feet of movement (so you could move 20 feet, then hop up onto a counter, if your speed is 30 feet). You do not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If you intentionally jump from a height, you take less damage than if you just fall. The DC to jump down from a height is 15. You do not have to get a running start to jump down (the DC is not doubled if you do not get a running start).

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. Thus, if you jump down a height of just 10 feet, you take no damage. If you jump down a height of 20 feet, you take damage as if you had fallen 10 feet.

Swimming: A successful Athletics check allows a character to swim one quarter his speed as a move action or half the character's speed as a full round action. Roll once per round. If the character fails, he makes no progress through the water. If the character fails by 5 or more, he goes underwater. If the character is underwater (from failing a swimming Athletics check or because the character is swimming underwater intentionally), the character must hold his breath. The DC for the Athletics check depends on the water.

Each hour that you swim, make a Swim check against DC 20. If you fail, you become fatigued. If you fail a check while fatigued, you become exhausted. If you fail a check while exhausted, you become unconscious. Unconscious characters go underwater and immediately begin to drown.

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

Time: An Athletics action is normally a move action.

Special: If you have 8 or more ranks in Acrobatics, you get a +2 synergy bonus on Athletics checks.

Benchthumping (Int)

Trained Only

Sometimes equipment or machinery becomes fouled up to the point that no amount of tinkering or repair will fix it. At this point, as a last ditch effort, a good, solid hit is all that can get the machinery working again.

Check: On a successful check with this skill, the machine will operate for a number of Turns equal to the DC of the check.

Try Again: On a failed check, the equipment is inoperable until it can be repaired.

Concentration (Con)

You are particularly good at focusing your mind.

Check: You make a Concentration check whenever you may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include using skills that provoke attacks of opportunity (such as Disable Device and Treat Injury, among others) while you are in a threatened square. In general, if an action would not normally incur an attack of opportunity, you don't need to make a Concentration check to avoid being distracted.

If the check succeeds, you may continue with the action. If the Concentration check fails, the action automatically fails.

The DC of the check depends on the nature of the distraction.

TABLE 6.13: DISTRACTION DIFFICULTY

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

[1]Such as an activity that requires more than a single full-round action (a Disable Device check, for instance). Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

[2]Such as from catching on fire.

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

Special: By making a check against DC 15, you can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, you may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on a check when you are in a stressful situation; you must roll the check as normal.

If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

Special: Since Concentration checks are called for in stressful situations, you cannot take 10 or take 20 on such checks.

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

Time: Making a Concentration check doesn't require an action;

it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Control Shape (Wis)

Werewolf Only

Check: The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (save DC same as for full moon).

Table 6.14: Control Shape

Task	DC
Resist Involuntary Change	25
Return to humanoid form (full moon[1])	25
Return to humanoid form (all others)	20
Voluntary change (full moon)	10
Voluntary change (not full moon)	15

1 For game purposes, the full moon lasts three days every month.

Try Again?: Check for an involuntary change once each time a triggering event occurs.

On a failed check to return to humanoid form, the character must remain in werewolf form until the next dawn, when he or she automatically returns to humanoid form.

Special: You can take 10, but you cannot take 20.

An attempt is a standard action and can be made each round. A character can also try to return to humanoid from after assuming werewolf form, using the appropriate DC. Only one attempt is allowed, however, as described above.

Time: Attempting to control one's shape is a full-round action.

Craft (Int)

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

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

To use Craft, first decide what you are trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if you succeed in acquiring the raw materials. If you succeed at that check, make the Craft check against the given DC for the object in question. If you fail the check, you do not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, you can take 10 when using a Craft skill to construct an object, but you can't take 20 (since doing so represents multiple attempts, and you use up your raw materials after the first attempt). The exception is Craft (expression); you can take 20 because you do not use up any raw materials (and thus no Wealth check is required to use the skill).

Note: The *Gaslight Roleplaying Game* is all about action. Skills provide the tools to keep the action moving between combat and in noncombat-oriented dramatic scenes. While the Craft skill could be used to make money, it has more application as a tool for characters with a scientific focus. Plus, the cost of hand-crafting an object in the modern world usually winds up being higher than simply buying the same object from a retail outlet.

Table 6.15: Craft (Chemical)

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

Craft (chemical) (Int)

Trained Only

This skill allows you to mix chemicals to alchemical agents, create acids, bases, explosives, and poisonous substances. This skill also allows you to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease. To use the Craft (chemical) skill in this manner is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

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

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius. If the check succeeds, the final product is a piece of solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Craft (mechanical) check.

Poisonous Substances: Solid poisons (such as arsenic) are usually ingested. Liquid poisons (such as scorpion venom) are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. Poisons are covered in more detail in the Rules of Order chapter.

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

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

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

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

Tavke 6.16: Acid/Base Creation Check

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

[1] The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid. See Splash Weapons for more information on splash damage.

Table 6.17: Scratch-Built Structure Craft Check

Type	Examples	Purchase DC	Craft DC	Time
Simple	Bookcase, false wall	5	15	12 hr.
Moderate	Catapult, shed, house deck	10	20	24 hr.
Complex	Bunker, domed ceiling	15	25	60 hr.
Advanced	House	20	30	600 hr.

Table 6.18: Scratch Built Explosives

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

[1] The figures in parentheses are typical damage/burst radius for each type of explosive. See Explosives for more information on burst radius.

Table 6.19: Scratch-Built Electronics

Type	Examples	Purchase DC	Craft DC	Time
Simple	Tripwire trap	8	15	1 hr.
Moderate	Clock-work power source	12	20	12 hr.
Complex	Clock-work power source, Revolver	16	25	24 hr.
Advanced	Analy-tical engine	20	30	60 hr.
Extreme	Steam Loco-motive	25	35	100 hr.

Table 6.20: Other Chemical Creation Check

Item	Purchase DC	Craft DC	Tme
Holy water (flask)†	12	15	5 min
Alchemist's fire (flask)	12	20	8 hr
Match	1	20	10 min
Smokestick	11	20	5 min
Sunrod	3	25	12 hr
Tanglefoot bag	14	25	24 hr
Thunderstone	13	25	1 hr
Gunpowder (horn)	2	20	1 hr
Percussion cap (12)	21	5	2 hr

† Requires the intervention of an Acolyte.

Table 6.22: Medicaments

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

Table 6.23: Craft (Expression) Result

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

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

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

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

Specialties: Medicaments (for disease), antitoxins (for poisons and drugs), drugs.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (chemical) checks. A character with the Medical Expert feat gets a +2 bonus on all Craft (chemical) checks.

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

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

Craft (expression) (Int)

Expressing thoughts and ideas is wholly different than creating practical things, yet experts at such crafts are finding recognition for their talent as their trade emerges and technology helps spread it through the media.

Specialties: Visual arts, telluric sketching, writing, analytical programming, printing operation.

This skill allows a character to express thoughts and ideas through material objects, such as visual media (paintings, photographs, lithographs, cinematography and so on), words (writing and print shop design) and even the more complex disciplines of programming an analytical engine or sketching telluric circuitry to combine the power of magic with the discipline of science.

Visual Arts, Writing and Printing: Unlike other Craft Specialties, expression is both an art and an industry. A character decides what he wants to do, considering that some crafts require very particular equipment like oils and paints, a photographic or cinematographic camera, pen and paper or a large and bulky printing engine. The character rolls a Craft (expression) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

No Wealth check is necessary to use this Craft skill.

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

Reputation Increase: Work of an Expert or Master quality can raise a character's Reputation score. Make a Reputation test, adding +1 for an Expert work or +2 for a Master work, against a DC of 20. If the test is successful, the artist's reputation goes up 1 point. Artistic endeavors can never raise a character's Reputation score by more than +5, and only one test can be made every 6 months.

Analytic Programming: By means of the Craft (expression) skill, a character can teach an analytical engine to perform certain functions. This is only possible with 'dumb' analytical engines, which are those found in the Equipment and Wealth chapter and for amazing machines with the Limited Sentience special feature.

Craft (mechanical) (Int)

Trained Only

Construction is the core ability of a Steampunk society. Those with the knowledge and talent to create mechanical devices, from simple toys to complicated contraptions, are greatly valued and are sure to achieve much in life.

Specialties: Clockworks, electrical devices, firearms, motors and engines, steamworks, traps.

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

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (structural) (Int)

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

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

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

Deception (Cha)

Use this skill to deceive people. You can bluff others in both words and disguises.

Bluff: Unlike diplomacy, where you put all of your cards on the table and persuade the target into accepting a long-term proposition, a bluff uses fast-talking, deception, and falsehood to trick the target into accepting your proposition— but only for a short **Time:** just long enough to "get away with it." Using Deception in this way uses all of the modifiers listed for Persuasion, but it is instead opposed by the target's Sense Motive check. A successful Deception check indicates that the target reacts to your bluff as you wish, but only for a short time (usually 1 round or less) or believes something that you want it to believe. Bluffing, however, is not a suggestion spell. A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

You can also use Bluff to send and understand secret messages while appearing to be talking about something else entirely.

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

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because

it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less), or the target believes something that you want him to believe. For example, you could use a bluff to put someone off guard by telling him someone was behind him. At best, such a bluff would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around.

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

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

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. (See the Hide skill.)

Sending a Secret Message: You can use Bluff to send and understand secret messages while appearing to be speaking about other things. Two Department-7 agents might suspect that their phones are tapped, for example, and decide to pass along information about their mission while appearing to be discussing last night's baseball game. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

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

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

Disguise: Use this skill to change your appearance. The effort requires at least a few props and some makeup. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a street person with little or no actual disguise.

Check: Your Deception check result determines how good the disguise is. It is opposed by others' Notice check results. Make one Deception check even if several people make Notice checks. The GM makes your Deception check secretly so that you're not sure how well your disguise holds up to scrutiny.

If you don't draw any attention to yourself, however, others don't get to make Notice checks. If you come to the attention of people who are suspicious, such as a police officer checking IDs at a road block, the suspicious person gets to make a Notice check. (The GM can assume that such observers take 10 on their Notice checks.)

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Table 6.24: Disguise Check

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2[1]

[1] Per step of difference between your age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If you're impersonating a particular individual, those who know what that person looks like automatically get to make Notice checks. Furthermore, they get a bonus on their Notice checks.

Table 6.25: Detect Disguise Check

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

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). For example, if a character is trying to pass as a merchant at a flea market, the GM can make one Notice check per hour for the people the character encounters. The GM uses a +1 modifier on the check to represent the average of the crowd (most people with no Notice ranks and a few with good Notice skills).

Try Again?: Generally, a failed Bluff check makes the target too suspicious for you to try another bluff in the same circumstances. You can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if you assume the same disguise again. For feinting in combat, you may try again freely.

Special: You can take 10 when making a bluff (except for feinting in combat), but you can't take 20. You can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a –4 penalty on Deception checks.

You can help someone else create a disguise for him or her, treating it as an aid another attempt (see Aiding Another).

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

Table 6.26: Sense Motive Check

Circumstances	Modifier	Example
The target wants to believe you.	–5	"These jewels aren't stolen. I'm just desperate for money right now, so I'm offering them to you cheap."
The bluff is believable and doesn't affect the target much one way or the other.	+0	"I don't know what you're talking about, sir. I'm just here to listen to the mayor's speech."
The bluff is a little hard to believe or puts the target at some kind of risk.	+5	"You want to fight? I'll take you all on myself. I don't need my friends' help. Just don't bleed on my new shoes."
The bluff is hard to believe or entails a large risk for the target.	+10	"This carriage doesn't belong to the mayor. It just looks like his. Trust me—I wouldn't sale you a carriage that would get you arrested."
The bluff is way out there; it's almost too incredible to consider.	+20	"You might find this hard to believe, but I'm actually a billionaire who's been sold into slavery by a religious cult. If you help me escape now, I'll make you rich beyond your wildest imaginings."

Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if you try something elaborate. Using Bluff as a feint in combat is an attack action. A Deception check requires 1d4x10 minutes of preparation. The GM makes Notice checks for those who encounter you immediately upon meeting you and again each hour or day thereafter, depending on circumstances.

Decipher Script (Int)

Use this skill to piece together the meaning of ancient runes carved into the wall of an archaeological dig or to break a coded message.

Check: You can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, you understand the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for you to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

The GM secretly makes both the skill check and the Wisdom check so you can't tell whether the conclusion you draw is accurate or not.

Try Again?: No, unless conditions change or new information is uncovered.

Special: You can take 10 when making a Decipher Script check, but you can't take 20.

A character with the Studious feat gets a +2 bonus on all Decipher Script checks.

If you have no ranks in Disable Device, increase the DC of all Disable Device checks by +10.

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

Demolitions (Int)

Trained Only

Use this skill to set explosive devices for maximum impact.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC. For example, you might decide to make the disarm DC 15. The DC to set the detonator becomes 15 (instead of the normal 10).

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that you don't know exactly how well you've done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If you fail the check, you do not disarm the explosive. If you fail it by more than 5, the explosive goes off.

Special: You can take 10 when using the Demolitions skill, but you can't take 20.

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

A character without a demolitions kit (see Equipment) takes a –4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Disable Device (Int)

Use this skill to disarm a security device, defeat a mechanical lock or trap, or rig the brakes on a car to fail when it reaches a certain speed. You can examine a simple or fairly small device and disable it. You usually need appropriate tools to use Disable Device.

Check: The GM makes the Disable Device check so that you don't necessarily know whether you've succeeded.

Open Lock: You can pick conventional locks and finesse combination locks. You must have a lockpick. The DC depends on the quality of the lock.

TABLE 6.27: OPEN LOCK CHECK

Lock Type (Example)	DC
Cheap	20
Average	25
High Quality	30

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

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

Try Again?: Yes, though you must be aware that you have failed in order to try again.

Special: You can take 10 when making a Disable Device check. You can take 20 to open a lock or to disable a security device, unless you're trying to prevent your tampering from being noticed.

Possessing the proper tools gives you the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set. Disabling a security device requires a mechanical tool kit. If you do not have the appropriate tools, you take a –4 penalty on your check.

If you have no ranks in Disable Device, increase the DC of all Disable Device checks by +10.

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

Escape Artist (Dex)

Armor Penalty

Use this skill to slip binders or manacles, to wriggle through tight spaces, or to escape the grip of an angry wrestler.

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

For ropes, your Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +10 bonus on his or her Dexterity check.

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

You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is an attack action, so if you escape the grapple you can move in the same round.

TABLE 6.28: ESCAPE ARTIST CHECK

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

Try Again?: You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks as long as you're not being actively opposed.

Special: You can take 10 on an Escape Artist check. You can take 20 if you're not being actively opposed (you can take 20 if you're tied up, even though it's an opposed check, because the opponent isn't actively opposing you).

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

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

Forgery (Int)

Use this skill to fake a document from the governor instructing a warden to release prisoners, to create an authentic-looking government document, to falsify a permit or license, or to detect forgeries that others try to pass off on you.

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document such as military orders, a government decree, or the like, you need to have seen a similar document before. (You can't forge something you haven't seen.) The complexity of the document, your degree of familiarity with it, and whether you need to reproduce the signature or handwriting of a specific individual, provide modifiers to your Forgery check, as shown below.

Table 6.29: Create Forgery Check

Document Type	Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead)	–2	20 min.
Complex (stock certificate)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (Certificate of Pardon)	–16	24 hr.

Table 6.30: Familiarity with Document

Familiarity	Modifier
Unfamiliar (seen once for less than a minute)	–4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	–4

Some documents, whether authentic ones or additional forgeries. The GM makes your check secretly so you're not sure how good your forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Table 6.31: Forgery Detection Check

Examiner's Condition	Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests[1]	+4
Examiner only casually reviews the document [1]	–2

1 Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

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

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

You can take 10 when making a Forgery check, but you can't take 20. A character with the Meticulous feat gets a +2 bonus on all Forgery checks. A character without a forgery kit takes a –4 penalty on Forgery checks.

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

Gamble (Wis)

Use this skill to earn money through games of chance, including poker, roulette, and betting on horse races. Gamble does not apply to games in which luck is the only factor, such as slot machines or lotteries.

Check: To join or start a game, you must first pay a stake. You set the purchase DC of the stake if you start the game, or the GM sets it if you join a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). You cannot take 20 when purchasing a stake.

If the stake is within your means (it is equal to or less than your Wealth bonus), you stand no chance of winning any significant amount. You might come out ahead by a few bucks (or a few hundred, or even a few thousand if you're extremely rich), but the amount is not enough to affect your Wealth bonus. Since paying the stake didn't cost you any points of Wealth bonus, you don't lose anything either.

If the stake is higher than your Wealth bonus (before applying any reductions from purchasing the stake), you get a +1 bonus on your Gamble check for every point the purchase DC is above your Wealth bonus.

Your Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If you beat all other participants, you win and gain an increase to your Wealth bonus. The amount of the increase depends on the difference between your check result and the next highest result among the other participants.

Table 6.32: Gambling Check

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

For example, Targe decides to participate in an evening of gambling. His Wealth bonus is +9. Of the several blackjack tables at the casino, he chooses one with a stake purchase DC of 14. As a result, he gets a +5 bonus on her Gamble check because the stake purchase DC is 5 higher than her Wealth bonus. He also loses 1 point of her Wealth bonus for purchasing the expensive stake—but he hopes the bonus on her Gamble check will make up for that.

Her check result, including bonuses, is 26. The GM decides to make one check for all the other gamblers. In this case, the house has the highest Gamble skill modifier (14, equal to the stake purchase DC). With the +2 bonus for making a single roll, the house gets a result of 23 on its check.

Lily won the opposed check, but only by 3 points. She gets a Wealth bonus increase of +1, which means she came out even overall.

Try Again?: No, unless you want to put up another stake.

Special: You can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time: A Gamble check requires 1 hour.

Gather Information (Cha)

Use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, you can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld (such as if you can't speak the local language). The higher the check result, the better the information.

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

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information you seek to gather, as given on the table below.

Table 6.33: Gather Information Check by Type

Type of Information	DC	Purchase DC
General "Who's the big cheese in this town?"	10	3
Specific "What can you tell me about the woman who always attends functions with the senator?"	15	5
Restricted "What do they make in that mysterious factory?"	20	10
Protected "Where is the next meeting of the Invisible College?"	25	15

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that you locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

You can increase the amount of money you use to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus you want to add to your skill check. For example, Targe is looking for restricted information about the location of the Ratling king. He really wants to get

Table 6.34: Gather Information Check by Population

Population	DC	Checks Required	Condition	DC Modifier
Fewer than 2,000	5	1d4	Every three creatures in the group being sought	-1
2,000–9,999	10	1d4+1	Every three creatures in the group being sought	-1
10,000–49,999	15	2d4	Every three creatures in the group being sought	-1
50,000–99,999	20	2d4+1	Every 24 hours the quarry has been missing or sought	+1
100,000–499,999	25	3d4	Every 24 hours the quarry has been missing or sought	+1
500,000+	30	3d4+1	Tracked quarry "lies low"	+5

this information, so he increases the Wealth check DC by +2 for every +1 bonus he wants to apply to the check. In this case, he thinks he can succeed on a Wealth check against DC 17, granting him a +2 bonus on the Gather Information check if he makes it.

The Gather Information skill can also be used to track people in cities and towns. You find them by asking the right people, those people can be bribed or otherwise enticed into giving someone up.

Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: You can take 10 when making a Gather Information check, but you cannot take 20.

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

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

Handle Animal (Cha)

Trained Only

Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, to raise a wolf as a devoted pet, or to teach an elephant to "trumpet" on your command.

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

Table 6.35: Handle Animal Checks

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

Handle an Animal: This means to command an animal to perform a task or trick that it knows. For instance, to command a trained attack dog to attack a foe requires a Handle Animal check against DC 10. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 (such as a snake or a shark) can learn a maximum of three tricks, while an animal with an Intelligence of 2 (such as a dog or a horse) can learn a maximum of six tricks.

You can teach an animal to obey only you. Any other person attempting to make the animal perform a trick takes a –10 penalty on his Handle Animal check. Teaching an animal to obey only you counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks you teach the animal by +5. If the animal already knows any tricks, you cannot teach it to obey only you.

Possible tricks include, but are not limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, you can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat (such as a warhorse) knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.

Special: You can take 10 or take 20 when handling animals.

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

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

Time: See above. Teaching or training an animal takes a number of days. You do not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) You cannot spread the days out; if you do not complete the training during a period of consecutive days, the effort is wasted. Thus, if training an animal takes 4 weeks, you must spend at least 3 hours per day with the animal, for 28 straight days, to make the Handle Animal check.

Investigate (Int)

Trained Only

Use this skill to analyze a crime scene and use an evidence kit. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

Check: You generally use Search to discover clues and Investigate to analyze them. For example, you might find a blood spatter or a potential murder weapon with a Search check. You would use Investigate to determine from which direction the blood was spattered, or to collect fingerprints from the weapon.

If you have access to a crime lab, you use the Investigate skill to collect and prepare samples for the lab. The result of your Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue: You can make an Investigate check to apply forensics knowledge to a clue. By examining a body, you might tell whether the victim fought back against the assailant or not. By looking at a bullet hole in a wall, you might approximate the location, or at least direction, of the shooter. By looking at a bloodstain, you might tell where the attacker was relative to the victim.

This function of the Investigate skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you've found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

TABLE 6.36: ANALYZING CLUES

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: You can collect and prepare evidentiary material for a lab, such as gathering fingerprints from objects touched, making casts of footprints or tire tracks, collecting samples of fluids, fibers, and other materials, gathering castings of scratch marks where tools have been used to break into a location, or collecting bullets from walls. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If you succeed, the evidence is usable by a crime lab. If you fail, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If you fail by 5 or more, the lab analysis simply cannot be done. On the other hand, if you succeed by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide you with evidentiary items. It simply allows you to collect items you've found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take (for instance, a large pool of blood may allow for a retry, since there's enough for more than one sample).

Special: You can take 10 when making an Investigate check, but you cannot take 20.

Collecting evidence requires an appropriate evidence kit. If you do not have the appropriate kit, you take a –4 penalty on your check.

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

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Table 6.37: Knowledge (Occult Science) DC

DC	Task
13	When using read magic, identify a glyph of warding. No action required.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (arcane spellcaster only). No retry for that spell until you gain at least 1 rank in Knowledge (occult science) (even if you find another source to try to learn the spell from). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (arcane spellcaster only). One try per day. No extra time required.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using read magic, identify a symbol. No action required.
20	Distinguish an animated object from a permanent construct (such as a golem).
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry. Can tell a motionless construct from an ordinary object.
20	Draw a diagram to allow dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry. A character can attempt a skill check to determine if she remembers reading of an item at one point during her studies. A successful result might give a hint to the item's function or reveal every detail about it. This method is most appropriate for legendary items or items that have a traditional shape associated with their function.

Knowledge (Int)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You make a Knowledge check to see if your character knows something. For instance, if you found a mummy with an amulet around its neck, you might make Knowledge check to see if you know of any significance to the symbols. This might be a Knowledge (occult sciences) check or a Knowledge (history) check, depending on what you're interested in knowing about the symbols.

The DC for answering a question within your field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, you accurately identify the object's purchase DC. If you fail, you think it has a purchase DC 1 higher or lower (determine randomly) than its actual value. If you fail by 5 or more, you think it has a purchase DC 2 higher or lower than its actual value. The GM may make the Knowledge roll for you, so you don't know whether the appraisal is accurate or not.

The nineteen Knowledge categories and the topics each one encompasses are as follows.

Architecture and Engineering: buildings, aqueducts, bridges, fortifications

Art: Fine arts and graphic arts, including art history and artistic techniques.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation and legal rights and obligations. Political and government institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Dungeoneering: aberrations, caverns, oozes, spelunking

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

Geography: lands, terrain, climate, people, navigation

History: royalty, wars, colonies, migrations, founding of cities

Streetwise: legends, personalities, inhabitants, laws, customs, traditions, humanoids

Military Science: The character has military-style tactical, staff, or leadership training. This skill includes the ability to use tactics and strategy.

Nature: animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin

Nobility and royalty: lineages, heraldry, family trees, mottoes, personalities

Table 6.38: Knowledge (technology) check

Unfamiliar Item	DC
Basic tool or instrument	10
Vehicular component	15
Weird Gadget/Steampunk item	25
Each step in Progress Level (up or down)	+5

Occult Sciences: ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, forbidden lore, magical beasts, spellcraft, Identify spells and super natural creatures conjured by magic, Recite the history of magic and name various important grimoires and spellbooks, Analyze alchemical compounds and ritual paraphernalia, Translate magical runes, glyphs and other arcane scribblings, Guess what spell was cast based on the physical evidence left behind-, Speculate about the possible interaction of magical effects

Physical Sciences: Astronomy, chemistry, mathematics, physics.

Psychic: psychic skills

Theology and philosophy: Ancient religions, mythic history, ecclesiastic tradition, holy symbols, undead

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

The planes: the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

You can take 10 when making a Knowledge check, but you can't take 20.

The GM may decide that having 8 or more ranks in a specific Knowledge skill provides you with a +2 synergy bonus when making a related skill check. For example, a character with 8 or more ranks of Knowledge (earth and life sciences) could get a +2 synergy bonus when making a Treat Injury check in certain situations, or characters with 8 or more ranks in Knowledge (history) could get a +2 synergy bonus to Knowledge (Military Science) when trying to determine if a situation is similar to one they had read about in history.

If you have no ranks in Knowledge, increase the DC of all Knowledge checks by +10.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Knowledge (Psychic) (Int)

The Knowledge (psychic) skill covers understanding of psychic talents and the various skills based on them, how they are developed and used. It includes various theories of how psychic abilities work.

Knowledge (Technology) (Int)

You can make a Knowledge (technology) check to correctly identify unfamiliar technological devices.

Check: The DCs for identifying technological items vary depending on the type of information required:

When confronted with an unfamiliar piece of technology you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level.

Navigate (Int)

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, and ocean currents.

Check: Make a Navigate check when you're trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to wend your way through a dense forest or a labyrinth of underground storm drains.

For overland movement, make a Navigate check. The DC depends on the length of the trip. If you succeed, you move at your normal rate via the best reasonable course toward your goal. If you fail, you still reach the goal, but it takes you twice as long (you lose time backtracking and correcting your path). If you fail by more than 5, you travel the expected time, but only get halfway to your destination, at which point you become lost. You may make a second Navigate check (DC 20) to regain your path. If you succeed, you continue on to your destination; the total time for your trip is twice the normal time. If you fail, you lose half a day before you can try again. You keep trying until you succeed, losing half a day for each failure.

When faced with multiple choices during local movement, such as at a branch in a tunnel, you can make a Navigate check (DC 20) to intuit the choice that takes you toward a known destination. For instance, if following paths through a mountainous region, you can choose the path that takes you toward a village that you know lies to the northeast. If unsuccessful, you choose the wrong path, but at the next juncture, with a successful check, you realize your mistake. You cannot use this function of Navigate to find a path to a site if you have no idea where the site is located. Your GM may choose to make the Navigate check for you in secret, so you don't know from the result whether you're following the right or wrong path.

You can use Navigate to determine your position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The DC is 15.

Special: You can take 10 when making a Navigate check. You can take 20 only when determining your location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

Notice (Wis)

This skill covers a character's ability to notice events and clues that are otherwise undetectable.

Check: This skill is primarily concerned with vision and sound, although the other senses such as taste and smell are also covered by it. In general, a character can make a Notice check as a free action when prompted by the Gamemaster to see if the character notices something or can make a Notice check as a move action when trying to detect some sign he suspects is there (the character Notices for the sound of approaching footsteps).

Vision: A successful Notice check when there is not anything to notice results in the character noticing nothing. Notice is often used to sense a person or creature hiding from view.

In such cases, the character's Notice check is opposed by the Stealth check of the character trying not to be seen. Notice is also used to detect someone in disguise or to notice a concealed weapon on another person.

A character's Notice check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.

Sound: Make a Notice check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Stealth check.

Table 6.39: Sample Sound DCs

DC	Sound
–10	A battle.
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise.
10	An unarmored person walking at a slow pace, trying not to make any noise.
15	A 1st level rogue sneaking up on someone[1].
20	A tiger stalking prey[1].
30	A bird flying through the air.
+5	Through a door.
+15	Through a solid wall.

[1]This is actually an opposed check; the DC given is a typical Stealth check result for such a character or creature.

Table 6.40: Hearing Penalties

Condition	Notice Penalty
Per 10 feet of distance.	–1
Spotter distracted.	–5

Try Again: Yes.

Time: Noticing is not generally an action as its carried out automatically.

Special: If you have 8 or more ranks in Investigate, you get a +2 synergy bonus on Notice checks.

If you have the Alertness feat, you gain a +1 bonus to Notice checks.

Operate Vehicle (Dex)

This skill allows a character to operate wind, motor, and human-powered vehicles. It actually encompasses three different categories: aircraft, ground vehicles, and watercraft. Each category is treated as a separate skill. The character must purchase skill ranks separately for each category.

Check: Routine tasks, such as ordinary vehicle maneuvers, do not require a skill check. Make a check only when unusual circumstances exist (inclement weather or an icy surface for a ground vehicle), the character is driving during a dramatic situation (being chased or attacked), or driving recklessly (when trying to reach a destination in a limited amount of time). When operating a vehicle, the character can attempt simple maneuvers or stunts. Most vehicles possess a maneuver modifier that applies to all Operate Vehicle checks made when controlling one of those vehicles. This modifier is provided within each vehicle description.

Aircraft: The character understands the principles underlying airborne vehicles, and is able to operate hot air balloons, dirigibles, and aerostats. A character flying an aircraft other than an airship is considered nonproficient with that vessel, suffering a –4 penalty on all Operate Vehicle (aircraft) skill checks.

Ground Vehicles: The character knows how to operate all mechanical ground transports including locomotives and horseless carriages. A character driving a conveyance other than a motorized ground vehicle suffers a –4 penalty on all Operate Vehicle (ground vehicles) skill checks.

Watercraft: The character can operate watercraft of all varieties. A character that operates a watercraft other than a human-powered boat suffers a –4 penalty on all Operate Vehicle (watercraft) skill checks.

Try Again: Most Operate Vehicle checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when operating a vehicle, but cannot take 20. When operating a vehicle, with which the character is not proficient, all Operate Vehicle skill checks suffer a –4 penalty. By acquiring the Vehicle Proficiency feat, a character may learn to operate specific classes of vehicles without the –4 penalty. Each time the feat is selected, the character becomes proficient with a new class of vehicles.

Time: An Operate Vehicle check is a move action.

Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You are accomplished in some type of artistic expression and know how to put on a performance. You can impress audiences with your talent and skill. The quality of your performance depends on your check result.

Table 6.41: Performance Check

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act: You are a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: You are a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: You are a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: You are a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: You are a musician gifted with a talent for producing musical tones with your voice.

Stringed Instruments: You are a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Vaudeville: You are a gifted comedian, capable of performing a stand-up routine before an audience.

Wind Instruments: You are a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Try Again?: Not for the same performance and audience.

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

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he attempts. At the GM's discretion, impromptu instruments may be employed (such as an upside-down garbage can in place of a drum), but the performer must take a –4 penalty on the check because his equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he gets a +2 bonus on checks involving two Perform skills he designates. See the feat description, for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Persuasion (Cha)

You have a knack of influencing the ideas of others.

Diplomacy: Use this to persuade the bouncer to let you into the exclusive club, to negotiate peace between feuding gangs, or to convince an enemy agent to release you instead of killing you. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

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

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given on the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. You don't declare a specific outcome you are trying for; instead, make the check and compare the result to the table below. For example, attempting to change the attitude of a hostile street thug fails on a result of 19 or lower; on a result of 20 or higher, the thug's attitude changes.

Table 6.42: Attitude Effects

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere berate, flee,
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Table 6.43: Intimidation Modifiers

Intimidate Situation	Modifier
Intimidating character is larger than target creature	+2
Intimidating character is smaller than target creature	–5
Target creature is below half its total hit points	+2
Target creature is superior to intimidating creature	–10
Intimidating creature is superior to target creature	+2
Target creature could easily escape if it wished	–5
Target creature could not escape (it's bound or trapped)	+2
Target creature is easily cowed (up to GM)	+2
Target creature has a firm resolve (up to GM)	–1 to –10
Change in behavior is antithetical to target creature	–1 to –20

Intimidation: Use this skill to get someone to do something he doesn't want to do by means of verbal threats, force of will, and imposing body language.

Check: With a successful check, you can forcibly persuade another character to perform some task or behave in a certain way.

Table 6.44: Attitude Change Results

	New Attitude				
Initial Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

If you fail by more than 5, the target may actually do the opposite of what you wish, frustrating your efforts or providing you with incorrect or misleading information.

Your Persuasion check is opposed by the target's level check (10 + the target's character level or Hit Dice + Wisdom Modifier). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If you succeed, you may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in your Charisma. (That is, the target retains his normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while Persuasion.)

Circumstances dramatically affect the effectiveness of a Persuasion check. A character holding a gun on a flat-footed opponent, backed by a crowd of like-minded onlookers, or holding a target at his mercy should get a +2 circumstance bonus on his check. On the flip side, if the target clearly has an advantage over the intimidator, a –2 penalty might be appropriate.

There are limits to what a successful Persuasion check can do. You can, for example, because an adversary to back down from a confrontation, surrender one of his possessions, reveal a piece of secret information, or flee from you for a short time. You can't force someone to obey your every command or do something that endangers that person's life.

Rattle: You can temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to Taunt in this way, must be within 30 feet of you, and must be able to hear and understand you. To rattle a target, you make a Taunt check as a standard action, opposed by the target's Will save). If you win the opposed check, the target becomes dazed (unable to act, but can defend normally) for 1 round.

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

A character immune to fear effects can't be intimidated.

You may add a +2 bonus to your Persuasion check for every size category you are larger than your target. Conversely, you take a –2 penalty to your check for every size category you are smaller than your target.

A character with the Confident feat gets a +2 bonus on all Persuasion checks and on level checks to resist intimidation.

Optionally a GM can allow the characters Strength modifier (instead of his Charisma modifier) to be added to the skill check if he displays a feat of strength prior to the beginning of the interrogation.

Time: A Persuasion check is a full-round action.

Profession (Wis)

Profession reflects your aptitude for making money at your occupation, whether it's an in-game job (an agent for MI-7), an out-of-game job (a construction worker who does his job between adventures), or something in between (a journalist whose assignments often lead into adventures). Profession relates to your ability to make the most of your money, improves your earning potential, and demonstrates an aptitude at developing a career. The more ranks you have in the skill, the more power you have to rise in your chosen field and accumulate wealth.

Check: You make Profession checks to improve your Wealth bonus every time you attain a new level. The DC for the check is your current Wealth bonus. If you succeed at the Profession check, your Wealth bonus increases by +1. For every 5 by which you exceed the DC, your Wealth bonus increases by an additional +1. You can't take 10 or take 20 when making a Profession check to improve your Wealth bonus.

For example, when Lois attains her 3rd character level, she makes a Profession check. The DC is equal to her current Wealth bonus, +5. If she gets a result of 16, then she increases her Wealth bonus by +3 (+1 for succeeding on the check, and +2 for exceeding the DC by 11). Tracey's Wealth bonus at the start of her 3rd level is +8.

How many ranks you have in the Profession skill (including ranks you may have just acquired after gaining a level) also adds to the Wealth bonus increase you receive upon gaining a new level. In addition to the Wealth bonus increase you gain from your Profession check result (if the check succeeds), the number of ranks you have in this skill increases your Wealth bonus as follows.

Table 6.45: Profession-Based Wealth Increase

Ranks	Wealth Bonus Increase
1–5	+1
6–10	+2
11–15	+3
16–20	+4
21–23	+5

So, continuing the above example, if Lady Holde von Weisstal has 5 ranks in Profession, then she would increase her Wealth bonus by +5 at 3rd level (+3 for her skill check result and +1 for the number of ranks she has in the skill).

See *Worldly Goods* for more details on Wealth checks.

Special: If your Gamemaster deems it appropriate, you can add your Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he gets a cumulative +1 bonus on all Profession checks.

Read/Write Language (None)

Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- You automatically know how to read and write your native language; you do not need ranks to do so.
- Each additional language costs 1 rank. When you add a rank to Read/Write Language, you choose a new language that you can read and write.
- You never make Read/Write Language checks. You either know how to read and write a specific language or you don't.
- To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.
- You can choose any language, modern or ancient. (See Language List for suggestions.) Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Repair (Int)

Trained Only

You can repair or jury-rig damaged machinery or electronic devices.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair you are attempting, then no Wealth check is needed.

TABLE 6.46: REPAIR CHECK

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate	7	15	10 min.
Complex device	10	20	1 hr.
Advanced device	13	25	10 hr.

Jury-Rig: You can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows you to make the check in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

You can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: You can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, you can't take 20.

Repair requires a tool kit. If you do not have the appropriate tools, you take a –4 penalty on your check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

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

Time: See the table for guidelines. You can make a jury-rig repair as a full-round action, but the work only lasts until the end of the scene (as defined in Chapter Seven: Game Mastering).

Research (Int)

Scientists stand on the shoulders of giants, using previous knowledge as the basis for their new theories and discoveries. Finding the proper information can save a lot of time that would be more constructively employed in the proving of new ideas. It doesn't include talking to people and asking questions; that's handled by Gather Information or roleplaying encounters.

Check: Researching a topic takes time, skill and some luck. The Games Master determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his research. Given enough time (usually 1d4 hours) and a successful skill check, the character develops a general idea about a given topic. This assumes that no obvious obstacles exist that would prevent such information from being available and that the character has a way to acquire restricted or protected information. Given enough time (usually 1d4 hours) and a successful skill check, you get a general idea about a given topic, such as the latest news in an area, the public history of an old building, or a few facts about a well-known individual. This assumes that no obvious reasons exist why such information would be unavailable, and that you have a way to acquire restricted or protected information.

TABLE 6.47: RESEARCH CHECK

Type of Information	DC	Example
General	10	Textbooks
Specific	15	Accounting Files
Obscure	20	Newspaper Morgues
Disorganized	+5	Scattered Notes
Restricted	+5	Major Metropolitan Police Files
Protected	+10	Government Documents[1]

[1] Usually requires access to a restricted information source.

The higher the check result, the better and more complete the information. If you want to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: You can take 10 or take 20 on a Research check. You may add +5 or +10 to the Difficulty to reduce Research time by half or one quarter respectively.

A character with the Studious feat gets a +2 bonus on all Research checks.

Time: A Research check takes 1d4 hours.

Ride (Dex)

Use this skill to ride any kind of mount, including horses, mules, and elephants, among others. Animals ill-suited as mounts provide a –2 penalty on their rider's Ride check.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Fight while Mounted (DC 20): While in combat, you can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If you succeed, you use only a move action, and you can use your attack action to do something else. If you fail, you can do nothing else that round. If you fail by more than 5, you lose control of the animal.

For animals trained in combat riding, you do not need to make this check. Instead, you can use your move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

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

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check. You make a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Special: If you are riding bareback, you take a –5 penalty on Ride checks.

You can take 10 when making a Ride check, but you can't take 20. A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Search (Int)

You can make a detailed examination of a specific area, looking for lost objects, hidden compartments, and traps, or to discern other details that aren't readily apparent at a casual glance. The Search skill lets a character detect some small detail or irregularity through active effort, whereas the Notice skill lets you see something with a quick scan..

Table 6.48: Search

DC	Task
10	Ransack an area to find a certian object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Search Task

Check: You generally must be within 10 feet of the object or surface to be examined. You can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow you to follow tracks or tell you which direction the creature or creatures went or came from.

Special: You can take 10 or take 20 when making a Search check.

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

Time: A Search check is a full-round action.

Sense Motive (Wis)

Use this skill to tell when someone is bluffing or lying to you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check allows you to avoid being bluffed (see the Deception skill). You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, you can use this skill to make a gut assessment of a social situation. With a successful check (DC 20), you can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though you may make a Sense Motive check for each bluff made on you.

Special: You can take 10 when making a Sense Motive check, but you can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

You can use Sense Motive to detect that a hidden message is being transmitted via the Deception skill, but even a successful check doesn't allow you to intercept the message or know anything about its content. The DC is the Deception check result of the character sending the message.

Time: A Sense Motive check may be made as a reaction to another character's Deception check. (When that's the case, your GM may roll your Sense Motive check in secret, so you don't necessarily know someone's trying to bluff you.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dex)

Armor Penalty

You can lift a wallet and hide it on your person, palm an unattended object, hide a small weapon in your clothing, or perform some feat of adroitness with an object no larger than a hat or a loaf of bread.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear; also have a DC of 10 unless an observer is concentrating on noticing what you are doing.

When you perform this skill under close observation, your skill check is opposed by the observer's Notice check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed.

When you try to take something from another person, your opponent makes a Notice check to detect the attempt. To obtain the object, you must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if her check result beats your check result, whether or not you take the object.

You can use Sleight of Hand to conceal a small weapon or object on your body. You can use a Sleight of Hand check to enhance your Gamble check when deliberately tricking your opponent (e.g. palming an item in a shell game, pulling a card from your sleeve). Make an opposed Sleight of Hand Check against your opponent's Notice check. If you succeed, you get a +2 plus an additional +1 for every 5 points you make over the Difficulty. If you fail, then you've been caught cheating.

Whenever you cheat in a game of chance, there's always a chance that you'll get caught anyway. The chance is equal to the bonus to your Gamble check on a d20 roll. For example, if you receive a +3 bonus on your Gamble check due to Sleight of Hand, then you'll get caught on a roll of 18 or better on a d20.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: You can take 10 when making a Sleight of Hand check, but you can't take 20.

You can make an untrained Sleight of Hand check to conceal a weapon or object, but you must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time: A Sleight of Hand check is an attack action.

Speak Language (None)

Trained Only

The Speak Language skill doesn't work like a standard skill.

- You automatically know how to speak your native language; you do not need ranks to do so.
- Each additional language costs 1 rank. When you add a rank to Speak Language, you choose a new language that you can speak.
- You never make Speak Language checks. You either know how to speak and understand a specific language or you don't.
- To be able to read and write a language that you can speak, you must take the Read/Write Language skill for the appropriate language.
- You can choose any language, modern or ancient. (See the accompanying sidebar for suggestions.) Your GM might determine that you can't learn a specific language due to the circumstances of your campaign.

Language Groups

There are thousands of languages to choose from when you buy ranks in Speak Language or Read/Write Language. A language's group doesn't matter when you're buying ranks in Speak Language or Read/Write Language. Language groups are provided here because they pertain to the Scholar's Linguist talent.

The signaling language group is unusual in that it includes non-verbal languages. A character cannot apply the Read/Write Languages skill to these languages. Instead, a character uses the Speak Languages skill. They have been included here to keep the languages on a common table.

Braille is another unusual group in that Braille is an literate means to read a language (of course, without requiring eyesight). When a character purchases a rank in Braille the character must select the individual language that the character wishes to learn to read in Braille. If a character wishes to read several languages in Braille, he or she must purchase a separate Read/Write Language skill rank for each language.

A language's group doesn't matter when you're buying ranks in Speak Language or Read/Write Language. This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonquin, Arapaho, Blackfoot, Cheyenne, Shawnee.
Armenian: Armenian.
Athabascan: Apache, Chipewyan, Navaho.
Attic: Ancient Greek*, Greek.
Baltic: Latvian, Lithuanian.
Braille: Any.
Caddoan: Caddo, Pawnee, Wichita.
Celestial: Celestial*, Abysmal*, Infernal*
Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.
Chinese: Cantonese, Mandarin.
Cryllic: Russian, Kazakh, Siberian, Mongol
Draconic: Draconic*, Ignan*
Druidic: Auran*, Aquan*, Druidic*, Xorn*
Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Iroquoian: Cherokee, Iroquois, Tuscarora.

Japanese: Japanese.

Korean: Korean.

Muskogean: Alabama, Chickasaw, Choctaw, Creek, Seminole.

Proto-Mayan: Huastecan*, Yucatecan*, Ch'olan*, Q'anjobalan*, Mamean*, Quichean*

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Sahaptian: Nez Perce, Sahaptian (Yakima), Sahaptian (Umatilla).

Signaling: Morse Code, Semaphore, Sign Language, Smoke Signals.

Siouixan: Crow, Dakota, Ho-Chunk, Iowa, Lakota, Mandan, Nakota, Osage.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

Uto-Aztecan: Comanche, Kiowa, Shoshone, Ute.

*This is an ancient language. In the *Gaslight Victorian RPG* it is spoken only by scholars, magicians, or in some cases by small populations in isolated corners of the world.

Stealth (Dex)

The Stealth skill allows the character to avoid being noticed by hiding and moving silently.

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

If people are observing the character, even casually, he cannot hide (though circumstances or feats might alter this). The character can run around a corner so that he is out of sight and then hide but the others then know at least where the character went.

Either cover or concealment are a necessity for hiding – without one of these, the character cannot hide. If a character has both cover and concealment (such as hiding behind a wall in a fog), he gains a +4 bonus to the Stealth check.

Diversions: Diversions help a character to hide. One of the few ways in which a character can hide when others are aware of him is to turn any spectators' attention away from the character. This diversion can be provided by the character himself with a successful Stealth check, but could also be provided by allies or unexpected events (such as a nearby grenade detonating). Such a diversion allows the character to make a Stealth check, if the character can get to a hiding place of some kind (as a general guideline, the hiding place has to be within one foot for every rank the character has in Stealth). This check, however, is at a –10 penalty because the character has to move fast.

A character's Stealth check is opposed by the Notice check of anyone who might hear the character. A character can move up to half his normal speed at no penalty. At more than half speed and up to the character's full speed, he takes a –5 penalty. It is practically impossible (–20 penalty) to Stealth while attacking, running or charging.

Tailing: Also called shadowing, a character can use Stealth to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he can make a Notice check (opposed by the character's Stealth check) every time he changes course (goes around a street corner, exits a building).

If he is unsuspecting, he generally gets only a Notice check after ten minutes of tailing or if the tailing character draws attention to himself.

Try Again: Yes, though a success does not cancel the effects of a previous failure. In order to hide around people aware of your location, you must follow the rules set down in the hiding description.

Time: Stealth checks are generally made in conjunction with a move action.

Special: A character can sometimes Take 10 on Stealth checks but only when there is remarkably little pressure involved in the attempt (such as quietly sneaking past drugged guards). A character cannot Take 20 on Stealth checks.

Survival (Wis)

Use this skill to follow tracks, hunt wild game, guide a party safely through the wilderness, identify signs that a pack of wild dogs live nearby, or avoid quicksand and other natural hazards.

Check: You can keep yourself and others safe and fed in the wild.

Table 6.49: Survival Check

DC	Task
10	Get along in the wild. 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 by which your check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half your overland speed, or gain a +4 circumstance bonus if stationary. You may grant the same bonus to one other character for every 1 point by which your check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

Special: You can take 10 when making a Survival check. You can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself.

Treat Injury (Wis)

Use this skill to help characters that have been hurt by damage, poison, or disease.

Check: The DC and effect depend on the task you attempt.

Examine Injury (DC10): Examine Injury allows you to obtain information about a specific wound. If you make the check, you determine the basic cause of the injury (a narrow blade, a small blunt object, teeth). If you make the check by at least five points, you gain specific details about the weapon that caused the injury (a double-edged knife with a six-inch blade). If you make the check by ten or more points, you gain information about the manner in which the wound was inflicted (the attacker was left handed, about six feet tall, and probably grabbed her from behind).

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at three times the normal rate—3 hit points per character level or 3 ability points restored per day, instead of the normal 1 point per day of light rest or 2 points per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

You can tend up to as many patients as you have ranks in the skill. The patients need to spend all their time resting. You need to devote at least ½ hour of the day to each patient you are caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, you can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, you can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. You can't revive an unconscious character who is at –1 hit points or lower without first stabilizing the character.

Determine Cause of Death (15): With a medical kit you can examine a recently deceased body and determine the approximate cause of death. This only provides general information: "She died as a result of decapitation" or "She appears to have died of natural causes." To obtain more specific details, you must make an additional check to examine the injury or determine the nature of foreign substances.

Stabilize Dying Character (DC 15): With a medical kit, you can tend to a character that is dying. As an attack action, a successful Treat Injury check stabilizes another character. The character regains no hit points, but he or she stops losing them. You must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, you can conduct field surgery, stitching grievous wounds, realigning broken bones, and removing bullets or shrapnel. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Thus, a character who has –3 hit points requires 1d4+3 hours of surgery to tend to his wounds.

Surgery restores 1d6 hit points for every character level of the patient (up to the character's full normal total of hit points) with a successful skill check. Thus, a 4th-level Apprentice has 4d6 hit points restored on a successful check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease (DC 15): 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 first make a Treat Injury check to help the character fend off secondary damage. This activity takes 10 minutes. If your check succeeds, you provide a bonus on the diseased character's saving throw equal to your ranks in this skill. See for more on disease.

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 Treat Injury check as an attack action. If your check succeeds, you provide a bonus on the poisoned character's saving throw equal to your ranks in this skill. See for more on poison.

Time of Death (DC25): Time of Death reveals when the victim was killed. This is an imprecise science at best. If the user does not possess the prerequisite levels of Craft (chemical), time of death can only be determined to within 4d6 hours.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill. If you miss the check by ten or more points you may come to a false conclusion, otherwise you will just be unable to obtain any useful information.

Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

You can take 10 when making a Treat Injury check. You can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating

poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If you do not have the appropriate kit, you take a –4 penalty on your check.

You can use the Treat Injury skill on yourself only to administer first aid, treat disease, or treat poison. You take a –5 penalty on your check any time you treat yourself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Use Device (Int)

Use this skill to activate devices, including strange inventions, psionic devices, scrolls and wands that you could not otherwise activate.

Check: You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Table 6.50: Use Device Check

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Simple devices (pulley systems, grappling lines, etc.), minor inventions	10
Difficult devices (basic traps, simple machinery), lesser inventions	15
Complex devices (clockworks), greater inventions	25
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Knowledge (occult science) skill, except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Weird Science Device: It takes a full round to activate a minor device, 1d4 rounds to activate a lesser device, and 2d4 rounds to activate a greater device. The Inventor can activate their own devices in half the time (standard action, 1d2 rounds, and 1d4 rounds, respectively).

Use a Wand: Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. If you have no ranks in Use Device, increase the DC of all Use Device checks by +5.

Feats 7

Every character in this game is built with the same set of classes, occupations, and skills, which keeps the playing field level and predictable. Where customization really begins is with feats. While every one of the same classes and levels will have the same number of total feats, they can be selected from a broad range and only the set ones granted by occupation and class choice are mandatory. Everything else is completely up to the Player and the role of the character in the campaign. Feats are essentially extra abilities that set one character apart from all the others of his class and skills.

Unlike a skill, a feat has no ranks. A character either has the feat or doesn't have it.

Acquiring Feats

Unlike skills, feats are not bought with points. You simply choose them for your character. All available feats are listed and described in Feats. Each character gets a feat when the character (two for Human characters) is created (at 1st level). At 3rd, 5th, 9, 12th, 15th, and 18th level, he or she gains another feat (see Experience and Level-Dependent Benefits). For multiclass characters, feats are gained according to character level, not by individual class levels.

Additionally, some Background Occupations offer bonus feats, and many classes get extra class-related feats to choose from special lists (see the class descriptions in Character Creation).

Prerequisites

Some feats have prerequisites. A character must have the indicated ability score, feat, ranks in a skill, and/or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains all the prerequisites. For example, a 2nd-level Officer who already has the Brawl feat accumulates enough experience points to attain 3rd level as a Officer. His base attack bonus goes up from +2 to +3. He now qualifies for the Improved Brawl feat, because the prerequisites are the Brawl feat (which he had already) and a base attack bonus of +3 (which he just obtained).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite. For instance, the prerequisites for the Frightful Presence feat are Charisma 15 and Persuasion 9 ranks. Any character with a Charisma score of 15 or higher and at least 9 ranks in Persuasion meet the prerequisites.

You can't use a feat if you've lost a prerequisite. For example, if your Strength temporarily drops below 13 because you are fatigued, you can't use the Power Attack feat until your Strength score returns to 13 or higher.

Feat Descriptions

Here is the format for feat descriptions.

Feat Name

Description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

Benefit: What the feat enables your character to do.

Normal: What a character that does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat that may help you decide whether to select it.

Academy Trained

You studied magic at one of the primary schools of magic worldwide (Harvard, Royal Academy of Magic, etc.)

Prerequisites: The ability to cast and prepare arcane spells.

Benefit: You gain four new spells of your choice to add to your spellbook every time you gain a spellcasting level. These spells are representative of research you have done to learn new spells. If you are a specialist wizard then you are required to have half your new spells be from the school of magic you have specialized.

Normal: You can normally only select two spells when you gain a spellcasting level.

Action Boost

The character has the ability to alter his luck drastically in dire circumstances.

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

Acrobatic

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Acrobatics skill checks. If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Advanced Combat Martial Arts

You are a master at unarmed fighting.

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When you score a critical hit on an opponent with an unarmed strike, you deal triple damage.

Normal: An unarmed strike critical hit deals double damage.

Advanced Two-Weapon Fighting

You are a master at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your offhand weapon, albeit at a –10 penalty.

Normal: You can't normally make three attacks.

Agile Maneuvers

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

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

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

Agile Riposte

You have learned to strike when your opponent is most vulnerable—at the instant your opponent strikes at you.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent you have designated makes a melee attack or melee touch attack against you and misses, you may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Airship Operation

The character understands the principles underlying airborne vehicles, and is able to operate hot air balloons, dirigibles, and aerostats.

Prerequisite: Operate Vehicle 4 ranks.

Benefit: You take no penalty on Operate Vehicle checks or attack rolls made when operating an airship of the selected class.

Normal: Characters without this feat take a –4 penalty on Operate Vehicle checks made to operate an airship that falls in any of these classes, and on attacks made with airship weapons.

Allure

You have a strong appeal to those normally attracted to your gender.

Prerequisite: Cha 13

Benefit: NPCs ordinarily attracted to members of your gender have their starting attitude improved by one step (indifferent to friendly, unfriendly to indifferent, and so on) when you encounter them. In addition, you receive a +2 bonus on all Deception, Persuasion, and Perform checks made with the intention of seducing an appropriate NPC target.

Special: The bonuses stack with the Exotic Features feat.

Alertness

You have finely tuned senses.

Benefit: You get a +2 bonus on all Notice checks.

Animal Affinity

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

Arcane Armor Mastery

You have mastered the ability to cast spells while wearing armor.

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

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

Arcane Armor Training

You have learned how to cast spells while wearing armor.

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

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

Arcane Strike

You draw upon your arcane power to enhance your weapons.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Archaic Weapons Proficiency

You are proficient with archaic weapons, including swords, bows, and axes.

Benefit: You take no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the –4 nonproficient penalty when making attacks with archaic weapons.

Armor Proficiency (heavy)

You are proficient with heavy armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light)

You are proficient with light armor.

Benefit: When you wear a type of armor with which you are proficient, you get to add the armor's entire equipment bonus to your Defense.

Normal: A character who wears armor with which she is not proficient takes an armor penalty on attack rolls and on checks involving the following **Skills:** Balance, Athletics, Escape Artist, Hide, Jump, Stealth, and Tumble.

Also, a character who wears armor with which she is not proficient adds only a portion of the armor's equipment bonus to her Defense.

Armor Proficiency (medium)

You are proficient with medium armor.
Prerequisite: Armor Proficiency (light).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).

Athletic

You have a knack for athletic endeavors.
Benefit: You get a +2 bonus on all Athletics checks.

Attentive

You are acutely observant.
Benefit: You get a +2 bonus on all Investigate checks and Sense Motive checks.
Special: Remember that the Investigate skill can't be used untrained.

Augment Summoning

Prerequisite: Spell Focus (*Conjuration*).
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.

Back Off

You are skilled at stepping out of the way when someone attacks you.
Prerequisites: Dexterity 13, Dodge, Mobility, Sidestep.
Benefit: If an opponent's actions allow you to perform an attack of opportunity, instead of attacking, you may take a single 5-foot step. Your 5-foot step may not take you into any square that is threatened by one or more of your opponents. Using this feat counts as one of your attacks of opportunity for the round. After your 5-foot step, your opponent may continue his or her action normally.
Normal: Attacks of opportunity normally do not allow you to make any movement, only a single melee attack.
Special: Unless you have Combat Reflexes or some other ability that grants you extra attacks of opportunity, you can only back off once per round.

Back To Back

By fighting back to back with an ally, you are able to mount a more effective defense against multiple opponents.
Benefit: When flanked, if an ally is in an adjacent square to you, you gain a +2 alliance bonus to your Defense.

Backwards Strike

When outnumbered, you strike quickly ahead and behind to even the odds.
Prerequisites: +3 Base Attack Bonus, Alertness
Benefit: When flanked, you may take a -2 penalty to all your attacks to get an additional attack at your full attack bonus which may only be used against an opponent you are not otherwise attacking this round.

Black Market

You are able to acquire illegal or restricted items more easily through your allies.
Prerequisite: At least one Supply ally, Reputation 6+
Effect: When purchasing a restricted or illegal item you may call on a supply ally to grant you a limited access to an item of that type. This allows you to ignore the Wealth increase due to the item being restricted or illegal.

Blaze of Glory

The character is skilled at delivering a massive barrage of pistol fire while on the move.
Prerequisites: Dexterity 15, Dodge, Mobility, Point Blank Shot, Shot on the Run, Two-Weapon Fighting.
Benefit: When wielding a pistol in each hand, the character may make one attack with each weapon as a single attack action. The character suffers a –4 penalty on each attack roll in addition to the normal penalties suffered for attacking with two weapons.
Normal: Attacking with two weapons is a full attack and requires a full-round action.
Special: This feat can be used only once per round as part of an attack action and not as part of a full-round action.

Blazing Saddle

The character has become an expert at firing ranged weapons from horseback.
Prerequisites: Ride 6 ranks, Defensive Riding.
Benefit: When making a ranged attack from horseback (or on any other sort of mount), the penalty for firing from an unstable platform is reduced by half. In addition, the rider can take this ranged attack action at any point along the mount's movement.

Normal: While riding a horse (or any other animal), a character suffers a penalty to all ranged attack rolls based on how vigorously the rider is jostled. The penalty is –4 for a horse that is making a double move and –8 for a horse that is running. While additional riders can ready an action to make an attack at any point along the mount's movement, the controlling rider can only make an attack action before or after the mount's movement.

Blind-Fight

You know how to fight in melee without being able to see your foes.

Benefit: In melee combat, every time you miss because of concealment, you can reroll your miss chance roll one time to see if you actually hit (see Concealment).

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half (see Hampered Movement).

Brew Potion [Item Creation]

Prerequisite: Caster Level 3.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

Builder

You have a knack for constructing things.

Benefit: Pick two of the following **Skills:** Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). You get a +2 bonus on all checks with those skills.

Special: You can select this feat twice. The second time, you apply it to the two skills you didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

Bull's Eye

Your attacks with ranged weapons are especially deadly.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: When you threaten a critical hit with a ranged weapon, you may spend 1 action point to automatically confirm the critical.

Card Sharp

The character is particularly adept at manipulating cards. Pick a card, any card.

Prerequisite: Dexterity 13.

Benefit: The character can use the Sleight of Hand skill to cheat at cards by palming and switching cards. The character gains a bonus to his Gamble check and must succeed at a Sleight of Hand skill check to avoid getting caught. The character may take a bonus of up to +5 to his Gamble skill check. This selected bonus may never exceed the character's ranks in the Sleight of Hand skill. To avoid detection the cheater must make a Sleight of Hand check opposed by the other gamblers', or other close observers', Notice checks. This Sleight of Hand check is modified by a penalty (as low as -5) equal in magnitude to the bonus that was selected for the Gamble check. If any observer wins the opposed roll, that observer has caught the character cheating.

Cautious

You are especially careful with tasks that may yield catastrophic results.

Benefit: You get a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

Cleave

You can follow through with a powerful melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to make him drop (either by knocking him out due to massive damage or by reducing his hit points to less than 0), you get an immediate extra melee attack against another opponent adjacent to you. You can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

Circle

You circle your opponent, forcing him to shift position to continue to defend against you.

Prerequisites: Mobility

Benefit: As a standard action, make an opposed Dexterity contest with your opponent that is within your threatened melee area. If you are successful, you exchange positions with your opponent while maintaining the same relative facing to one another. If you fail, you provoke an attack of opportunity by all who threaten you and remain where you are.

If exchanging positions with your opponent puts you in a threatened square, you provoke an attack of opportunity by all who threaten that square. The same applies to your opponent, however: if they are put into a threatened square by the exchange, they invoke an attack of opportunity as well.

If your opponent does not wish to engage in the contest of Dexterity, they may opt out by stepping 5 feet in a direction if that takes them into a square that you do not threaten, as a free action. This cancels your attempt without invoking attacks of opportunity for either you or your opponent. If no unthreatened square is available, opting out is not possible.

Combat Casting

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Combat Expertise

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Intelligence 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of up to –5 on your attack roll and add the same number (up to +5) to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action. The bonus to your Defense is a dodge bonus (and as such it stacks with other dodge bonuses you may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Defense.

Combat Loading

The character is cool under pressure when reloading a firearm.

Prerequisites: Quick Reload, base attack bonus +1

Benefit: When loading a firearm in combat, the character no longer provokes an attack of opportunity. Furthermore, if the character is forced to make a Concentration check while loading due to distractions or duress, the character receives a +4 bonus on that Concentration check.

Combat Martial Arts

You are skilled at attacking and dealing damage with unarmed strikes.

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, you deal lethal or nonlethal damage (your choice) equal to 1d4 + your Strength modifier. Your unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when you attack them unarmed (see Unarmed Attacks). You may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Misdirection

You are skilled at misdirecting your opponent's attention in melee combat.

Prerequisites: Intelligence 13, Improved Combat Martial Arts, Streetfighting.

Benefit: You can make a Deception check in combat as a move action. You receive a +2 bonus on Deception checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Combat Reflexes

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: The maximum number of attacks of opportunity you may make each round is equal to your Dexterity modifier + 1. For example, a character with a Dexterity of 15 (modifier +2) can make three attacks of opportunity in a round. If four thugs move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity on a single opponent.

With this feat, you may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow a character with the opportunist talent to use that talent more than once per round.

Combat Throw

You can use an opponent's momentum against him.

Prerequisite: Defensive Martial Arts.

Benefit: You gain a +2 bonus on opposed Strength and Dexterity checks any time you attempt trip or grapple attacks, or when you try to avoid a trip or grapple attack made against you.

Confident

You exude a natural self-confidence.

Benefit: You get a +2 bonus on all Gamble checks and Persuasion checks, and on level checks to resist intimidation.

Country Squire

You have status in rural communities due to your large property ownership.

Prerequisites: Must own largest country estate in rural area (usually near a village)

Benefit: Characters with this feat gain a +2 to Persuasion checks. In addition, you are considered to be a gentleman and you wield political power in the closest village (acting as a justice of the peace, selecting rectors, etc.).

Courtesy Title

You are from a noble family (or have married into one). You don't hold a true title; this is held by someone else in your family.

Benefit: You gain a +2 to all Persuasion checks and gain a +5 wealth bonus. In some countries you are considered an aristocrat, while other countries (such as Britain) treat you as a respected commoner.

Special: If you take this feat at 1st level, you may choose whether you are part of a noble bloodline or are already married to a noble. If you take this feat after character creation, you must marry into a noble family to gain this feat.

Cover Fire

You are highly skilled at providing cover fire.

Prerequisites: Personal Firearms Proficiency, Teamwork

Effect: You gain a 50% increase in cover fire bonuses (+3 or Dexterity modifier x1.5 whichever is higher).

Craft Magic Arms and Armor [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Craft Rod [Item Creation]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

Craft Staff [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

Craft Wand [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

Craft Wondrous Item [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Creative

You have a creative streak.

Benefit: Pick two of the following **Skills:** Craft (visual art), Craft (expression), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). You get a +2 bonus on all checks with those two skills.

Special: You can select this feat as many as five times. Each time, you select two new skills from the choices given above.

Criminal Record

You have had numerous brushes with the law and many of your friends are criminals.

Benefit: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Disable Device, Deception, Forgery, Gamble, Stealth, Knowledge (streetwise), Stealth, or Slight of Hand are the possible skills. This feat also gives you a +1 Reputation bonus when dealing with others with a criminal background.

Cross-Training

You are fanatically dedicated to improving some aspects of yourself, while being willing to let other aspects atrophy.

Benefit: Raise two different ability scores permanently by +1 each and lower one ability score permanently by –2.

Dead Aim

You are capable of lining up deadly shots with ranged weapons.

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

Deceptive

You are especially good at misleading and giving false impressions.

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

Defensive Martial Arts

You are skilled at avoiding harm in battle.

Benefit: You gain a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Defensive Riding

The character rides as though born in the saddle.

Prerequisite: Ride 4 ranks.

Benefit: While riding, both the character and mount gain a +1 dodge bonus to Defense.

Special: Any condition that causes the character to lose his Dexterity bonus to Defense also makes the character lose any dodge bonuses. In addition, the mount will also lose the +1 dodge bonus granted by this feat. Remember, unlike most other bonus types, dodge bonuses stack.

Die Hard

You are especially hard to kill and remain conscious with even the most grievous wounds.

Prerequisite: Endurance.

Benefit: When reduced to between –1 and –9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately fall unconscious or die if your Constitution score is 10 or less.

Normal: A character without this feat that is reduced to between –1 and –9 hit points is unconscious and dying.

Dodge

You are adept at dodging attacks.

Prerequisite: Dexterity 13.

Benefit: As a swift action, you gain a +1 dodge bonus to your Defense until your next turn. If you have 10 or more ranks in Acrobatics, the dodge bonus increases to +2.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

You can make two quick shots with a firearm as a single attack.

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a –2 penalty on this attack, but you deal +1 die of damage with a successful hit. For example, a firearm that normally deals 2d6 points of damage instead deals 3d6.

Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Dual Charge

You and an ally mount a coordinated charge for improved effect.

Prerequisites: Base Attack Bonus +3

Benefit: Hold your action such that you are moving on the same phase as an ally who is in a square adjacent to yours. If that ally makes a charge attack, you may declare a charge attack against that same opponent and move simultaneously. Both you and your ally get a +1 alliance bonus to your attacks, in addition to the normal bonuses from the charge.

Dual Guard

You and an ally can team up to guard an area more effectively.

Prerequisites: Base Attack Bonus +3

Benefit: If you are in an adjacent square to an ally, and an opponent moves in a way that would provoke an attack of opportunity by your ally, your ally gets a +2 alliance bonus to his attacks of opportunity.

Eclectic

You heed to the voice of more than one calling.

Prerequisites: Character level 3+

Benefit: Choose a Talent tree from a class that the character does not belong to. The character can choose talents from that class as if he were a member of that class.

Special: A character may select this feat multiple times. Each time the character must select a different Talent tree. If a character multiclasses into that class he gains no other benefit.

Educated [Initial]

You have received several years of formal schooling in which you were an excellent student.

Benefit: All Knowledge skills are class skills for you, regardless of your character class. You gain a +2 bonus on two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

Elusive Target

You can use opponents as cover when engaged in melee combat.

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you 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 you –8.

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

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Endurance

You are capable of amazing feats of stamina.

Benefit: You gain a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold your breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, you may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

Enlarge Spell [Metamagic]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

Eschew Materials

Benefit: You can cast any spell that has a material component costing DC 10 or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than DC 10, you must have the material component at hand to cast the spell, just as normal.

Exotic Features

Whether it is your unusual accent, physical features, or lack of social etiquette, you are viewed as a foreigner. Men feel overprotective of you and tend to underestimate you.

Prerequisites: Female only, Cha 13+.

Benefit: When dealing with a male PC or NPC, you gain a +2 to Deception, Persuasion, and Sense Motive checks.

Special: You may only take this feat at 1st level.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons or heavy machine guns. You understand how to use all weapons within that group in combat.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: You can gain this feat as many as four times. Each time you take the feat, you select a different weapon group.

Expert Advice

You are widely published, and widely known, in an activity or area of knowledge. Choose a single skill for this feat to affect; you may not choose Profession or Speak Language.

Prerequisites: At least 1 rank in the skill selected.

Benefit: When making checks with the selected skill, you may use your Reputation bonus instead of the usual ability modifier.

Special: You can gain this feat multiple times. Each time you take it, you select a different skill.

Extend Spell [Metamagic]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

Extended Guard

You are better able to guard against opponents who come at you head-on.

Prerequisites: Alertness, Base Attack Bonus +3.

Benefit: Directly in front of you, and 5 feet to either side, you are considered to threaten an area 5 feet further away than usual (basically, tack on a 15 x 5 area to your threatened squares, directly ahead), but are not able to actually attack this area. Thus, when an opponent moves from that area into your "true" threatened area, they invoke an attack of opportunity, as they are passing from threatened square to threatened square.

Fade to Black

People fail to notice you – even when they should.

Prerequisite: Charisma 13+

Benefit: You may add your Charisma modifier to your Stealth checks (in addition to your Dexterity modifier).

False Opening

You are able to make it seem as though an irresistible opportunity to hit you exists when it does not.

Prerequisites: Skill **Focus:** Deception, Charisma 13+, Base Attack Bonus +3.

Benefit: As a partial action, make a Deception roll against an opponent, who defends by making a Sense Motive roll. If you beat the opponent's Sense Motive roll, and your opponent has an available attack of opportunity and is within range to make use of it, the opponent must take the opportunity and attack. You have +4 to your Defense against this attack.

Far Shot

You can get greater distance out of a ranged weapon.

Benefit: When you use a firearm or archaic ranged weapon (such as a bow), its range increment increases by one-half (multiply by 1.5). When you throw a weapon (such as a grenade), its range increment is doubled.

Fast Track

You have gained the notice of your superiors and are marked for rapid promotion, either through demonstrating your ability to lead, or your ability to brown-nose.

Effect: You may immediately make a Promotion Check upon taking this feat. You receive +4 on this and all future Promotion Checks.

Flashing Blade

You draw your foe's gaze and then flash light in their eyes.

Prerequisites: 6 ranks in Perform or Deception, Base Attack Bonus +2, Charisma 13+, Dexterity 13+

Benefit: Can only be done in a well-lit area, using a well-polished, reflective weapon or piece of jewelry, as determined by the GM. Once per round, as an attack, make an attack roll against an opponent who is directly engaged with you (close or adjacent, facing you, and able to attack you). This is the DC that your opponent must make a reflex save against; if the save fails, the opponent suffers a -1 to his attacks for the next d3 rounds. This penalty does not stack with the effects of the Flare spell. Sightless creatures are not affected by this maneuver.

Fleet of Foot

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.

Fletch

You make a running strike against your opponent, putting extra force into the blow. However, the faster you go, the clumsier the maneuver can be.

Prerequisites: Lunge

Benefit: Make a charge attack. For every 5 feet you move, you may add +1 to your damage and take -1 from your Defense in addition to the normal round-long Defense penalty for making a charge.

Forceful Parry

Your parries can be delivered with enough force to damage your opponent's weapon.

Prerequisites: Sunder, Parry.

Benefit: Once per round, on a successful parry, you may roll damage normally for damaging your opponent's weapon. This cannot be used in conjunction with Riposte.

Forge Ring [Item Creation]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. To craft a ring, you must spend 125 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

Forgotten

You have slipped between the cracks.

Prerequisites: Character level 5+, Fade to Black, Traceless

Benefit: The DCs of Gather Information and Search checks to gain information about you are increased by +5. The time required to use abilities that don't require a check to acquire data about you is increased by 12 hours.

Focused

You maintain your focus even under difficult circumstances.

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

Fool's Fortune

For you, things have a way of coming out for the best.

Benefit: Once per day, re-roll one attack roll, saving throw, skill check, or ability check and choose the better result.

Special: You may only take this feat at 1st level.

Frightful Presence

Your mere presence can terrify those around you.

Prerequisites: Charisma 15, Persuasion 9 ranks.

Benefit: When you use this feat, all opponents within 10 feet who have fewer levels than you must make a Will saving throw (DC 10 + ½ your level + your Charisma modifier). An opponent who fails his save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + your Charisma modifier. You can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to your use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If you have the Renown feat, the Will saving throw's DC increases by 5.

Gearhead

You have a knack with machines.

Benefit: You get a +2 bonus on all Craft checks and Repair checks.

Special: Remember that the Craft skill and the Repair skill can only be used untrained in certain situations.

Good Impression

You have the gift of gab that can convince people that you know what you're talking about (even when you don't). Before attempting a Deception check, you may first use this feat to try to improve your chances of success.

Prerequisites: Charisma 13.

Benefit: Make a check against your Reputation, opposed by the appropriate Knowledge check. If the target does not have any ranks in the appropriate Knowledge skill, it is instead opposed by an Intelligence check. If you are successful, you gain a +4 circumstance bonus on your Deception check.

Special: If you are trying to bluff a group of characters, the one with the highest skill or Intelligence modifier rolls for the entire group.

Gone Native

You've spent so much time in a particular exotic locale that you've started to understand and emulate their ways. This has given you greater expertise in this particular culture, but has a negative impact on those who feel you've turned your back on their ways.

Prerequisite: Speak Language in the culture you're adopting.

Benefit: You gain a +2 to all Persuasion, Gather Information, and Knowledge checks that involve the culture you've adopted. In addition, you suffer no Attitude penalties that would normally be given to someone from your original culture. Unfortunately, members of your original culture treat you as one Attitude level lower than they normally would.

Great Cleave

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

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

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Spell Focus

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

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

Greater Spell Penetration

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.

Guide

You keep your wits about you in the great outdoors.

Benefit: You get a +2 bonus on all Navigate checks and Survival checks.

Hard Eyed

With a gun in your hand, you have an especially dangerous aspect.

Prerequisites: Charisma 13, Persuasion 4 ranks.

Benefit: You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

Normal: Circumstances such as holding a gun on a flatfooted opponent normally grant a +2 circumstance bonus.

Heroic Surge

You can perform an additional action in a round.

Benefit: You may take an extra move action or attack action in a round, either before or after your regular actions. You may use Heroic Surge a number of times per day depending on your character level (as shown below), but never more than once per round.

Table 7.1: Heroic Surges

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

Heighten Spell [Metamagic]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Highly Skilled [Initial]

The character has the benefit of knowledge and/or training beyond that of a normal hero. This manifests itself as a higher number of skills available to the character.

Prerequisite: This is an initial feat, only for 1st level characters.

Benefit: The number of Skill Points the character receives (both starting and per level) are doubled. The Class Skill Max Ranks for the character are equal to his or her character level +5.

Normal: This feat can only be taken by a character during character creation as a Starting feat. It can only be taken once by a character.

Hilt Strike

You are skilled with attacking using the hilt of your weapon.

Prerequisites: Base Attack +3.

Benefit: You may use a piercing or slashing weapon to do bludgeoning damage. If you opt to do subdual damage with this attack, you incur only a -2 penalty.

Improved Brawl

You deal extensive damage in a fistfight.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, you receive a +2 competence bonus on your attack roll, and you deal nonlethal damage equal to 1d8 + your Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

You know how to push opponents back.

Prerequisites: Strength 13, Power Attack.

Benefit: When you perform a bull rush (see Combat), you do not provoke an attack of opportunity from the defender.

Improved Craft

Prerequisites: Intelligence 13

Benefit: The character has a knack for building things. Therefore, he gets to add a bonus equal to his Intelligence bonus to any Craft skill check.

Improved Critical

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your critical range is doubled.

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

Improved Combat Martial Arts

You are highly skilled at attacking and dealing damage with unarmed strikes.

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: Your threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

You excel at using an opponent's momentum against him.

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against him. This counts as an attack of opportunity.

Special: This feat doesn't grant you more attacks of opportunity than you are normally allowed in a round.

Improved Counterspell [Metamagic]

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

You are harder to take down than normal.

Benefit: You increase your massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his Constitution score. With this feat, the character's massive damage threshold is Con +3.

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

Improved Disarm

You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent get a chance to disarm you.

Normal: See the normal disarm rules.

Improved False Opening

You are able to draw in your opponent even more effectively with a false opportunity to attack you.

Prerequisites: False Opening, Base Attack Bonus +6

Benefit: As False Opening, but in addition, when the opponent takes the attack of opportunity, he has overextended himself, and is at -2 to his Defense for the next round.

Improved Feint

You are skilled at misdirecting your opponent's attention in melee combat.

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: You can make a Deception check in combat as a move action. You receive a +2 bonus on Deception checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Initiative

You can react more quickly than normal in a fight.

Benefit: You get a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

You are extremely skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Natural Healing

You recover from wounds and injury faster than normal.

Prerequisite: Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

Improved Overrun

You are skilled at knocking down opponents.

Prerequisites: Power Attack, Strength 13.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 competence bonus on the Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Improved Parry

You can parry more effectively.

Prerequisites: Parry, Improved Initiative

Benefit: As Parry, but even if your opponent has not invoked an attack of opportunity, you may "burn" one of your attacks of opportunity this round to make the parry. This can only be done once per round.

Improved Persuasion

You can persuade your foes more effectively.

Prerequisites: Persuasion 5 ranks

Benefit: You can persuade an opponent as a move action (using the Diplomacy or Intimidate aspect of the skills).

Normal: Use of Persuasion is a standard action

Improved Riposte

You may riposte more often.

Prerequisites: Riposte, Base Attack +11

Benefit: As Riposte, save that you may Riposte twice per round.

Improved Repair

Prerequisites: Intelligence 15

Benefit: The character has a knack for fixing things. Therefore, he gets to add a bonus equal to his Intelligence bonus to any Repair check.

Improved Trip

You are trained in tripping opponents in melee combat and following through with an attack.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

If you trip an opponent in melee combat, you immediately get to make a melee attack against that opponent as if you had not used your attack action for the trip attempt.

Normal: See the normal trip rules.

Improved Turning

Your power against the undead is stronger.

Prerequisite: Ability to turn or rebuke creatures.

Benefit: The character turns or rebukes creatures as if he were one level higher than he is in the class that grants the ability.

Improved Two-Weapon Fighting

You are an expert at fighting with a weapon in each hand. Unlike the Two-Weapon Fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: You get a second attack with your offhand weapon, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons). See Attacking with Two Weapons, Two-Weapon Fighting Penalties.

Information Network

You have a network of contacts and informants that keeps you up to date. When you need information, they can provide it to you. An information network can be expensive, but not knowing the latest can be far more costly.

Prerequisite: Henchmen.

Benefit: Each follower you devote to the task of keeping tabs on things grants you a +1 bonus to Gather Information or Notice skill checks. Note, however, that some information is not free; you must still pay any special costs or "fees" associated with certain types of restricted information.

Intimidating Prowess

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Persuasion skill checks in addition to your Charisma modifier.

Iron Will

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

Jack of All Trades

You have an amateur's knowledge of all skills, even ones that require training.

Prerequisite: Character level 3

Benefit: You may use any skill untrained. You cannot, however, gain ranks in a skill unless you are normally allowed to gain ranks in the skill.

Judge Opponent

The character can judge his or her opponent's approximate Base Attack Bonus and Hit Points Remaining from the foe's attitude and posture even without actually seeing him or her fight.

Benefit: Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a gun, but if you connect a few times with your Colt Revolver, it will drop him," rather than saying "the enemy's base attack bonus is +10 and he has 30 Hit Points remaining."

Knockout Punch

You are skilled at cold-cocking unprepared opponents.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making your first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if you have the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Legal Protection

Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes.

Benefit: The character gains a +4 circumstantial Reputation bonus when dealing with the Police

Library

Your character owns a massive library, which he frequently consults.

Benefit: A library offers a +2 circumstantial bonus to each of three Knowledge, Profession, or Craft/Repair skills. A single skill may benefit from this bonus only once. At least an hour of study must be spent in the library to gain one of these bonuses for the next roll made with the skill in question.

Lightning Calculator

Prerequisite: Wisdom 15

Benefit: You can do complex calculations in your head in an instant. When jumping a deep chasm, you can instantly calculate the speed you would hit the ground if you miss. You gain a +2 bonus to Gambling and Navigate as well as to any other skill rolls where instant calculation would be exceedingly helpful.

Lightning Reflexes

You have faster than normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

Lock Blades

You are skilled at locking an opponent's blade with your own.

Prerequisites: Parry, Strength 13+

Benefit: On a successful parry, when you have not used Riposte or Forceful Parry, make a second roll using the same bonus as used for the initial parry. If this is also successful, you manage to lock your blade with your opponent's, leaving you both unable to use the weapons involved in the parry. If either you or your opponent is otherwise unarmed, you are considered unarmed until your blades are no longer locked.

If either you or your opponent wishes to break the lock, and the other does not, a successful opposed strength roll is necessary to do so. This check may be made any time either you or your opponent is attacked by a third party. If both of you wish to break the lock, it is broken automatically.

While locked with your opponent, you or your opponent may make use of the Trip maneuver as usual; your opponent may only take attacks of opportunity that do not involve the locked weapon. Regardless of the success of the trip, the attempt breaks the lock.

Low Profile

You are less famous than others of your class and level, or you wish to maintain a less visible presence than others of your station.

Benefit: Reduce your Reputation bonus by 3 points.

Lunge

You have some skill at making quick, forceful forward strikes.

Prerequisites: Weapon Finesse, Power Attack

Benefit: This may only be done with a piercing weapon with which you have Weapon Finesse. You can make a charge attack by moving only 5 feet. However, as this is a charge attack, the 5 foot move counts as a move action, not as a 5-foot-step, and you may still only make one attack with the usual bonuses and penalties associated with a charge attack.

Normal: Charging has a normal minimum distance of 10 feet.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Manipulate Life [Item Creation]

Not all weird scientists are content to work with machines. Some desire to manipulate life itself.

Prerequisites: Surgery, Treat Injury 9, Handle Animal 9

Benefit: This feat allows characters to create creatures such as giants and beast men. Use Knowledge (Earth and Life Sciences) for the design check. Instead of Construct Item use either Treat Injury (for surgical alterations), or Handle Animal for a selective breeding program. The subjects must be alive and survive the process for a viable creature to be produced.

The DC for Manipulating life is never less than 35, and takes months of work. At the GMs discretion, a failed check produces a living sample that is somehow flawed.

Medical Expert

You have a knack for aiding the sick and injured.

Benefit: You get a +2 bonus on all Craft (chemical) checks and Treat Injury checks.

Special: Remember that the Craft (chemical) skill can't be used untrained.

Meticulous

You are thorough and painstakingly complete.

Benefit: You get a +2 bonus on all Forgery checks and Search checks.

Midas Touch

Your Reputation for skillful business dealings makes others much more willing to support your ventures.

Prerequisite: At least one Influence ally, Wealth 6+, Reputation 6+

Effect: You may call on an influence ally to grant a bonus to a Wealth check equal to one-half your Reputation. While this could allow you access to much more expensive items than you could normally afford your Wealth is still reduced by the usual amount, representing loans needed to purchase the items in question. However characters with this feat are much better able to live "above their means" than other characters.

Miracle Worker

Your reputation for being a flawless doctor actually causes you to be a better doctor since your patients' faith in you enhances their bodies' ability to heal.

Prerequisite: Treat Injury 6 ranks, Reputation 6+

Effect: You gain a bonus on all Treat Injury skill checks equal to your Reputation.

Mobility

You are skilled at dodging past opponents and avoiding attacks they make against you.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity provoked when you move out of a threatened square.

Special: A condition that makes you lose your Dexterity bonus to Defense also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Mounted Firing

You can ride and shoot.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty a character takes when using a ranged weapon while mounted is halved: –2 instead of –4 if the mount is taking a double move, and –4 instead of –8 if the mount is running.

Nimble

You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Noble Title

You are a landed noble.

Prerequisites: Courtesy Title or Heir Background

Benefit: You receive a +2 bonus to Persuasion checks. You also receive a +5 wealth bonus. You are entitled to all rights and privileges of being a landed noble (in Britain, this gets you a seat in the House of Lords and the right to be tried in the House, not common court, for your crimes).

Non-Lethal Spell

You can modify a spell to deal nonlethal instead of lethal damage.

Benefit: You may modify a spell that deals lethal damage to deal nonlethal damage instead. All other effects of the spell remain normal (for example, a nonlethal fireball may still set flammable objects ablaze).

Oathbound

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

Prerequisites: At least one declared allegiance.

Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

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

One Shot Left

Benefit: The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, or stone in a sling. This option does not remove the need to reload weapons, but rather assures that the character will not be forced to reload at a critical moment.

Open Minded

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as ½ ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

Opening Volley

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

Benefit: Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

Parry

You are able to deflect melee attacks.

Prerequisites: Weapon Finesse, Lightning Reflexes, Base Attack +3

Benefit: If you have the ability to attack with a melee weapon (one with which you have Weapon Finesse) on the same phase as someone who attacks you with a melee weapon (either through held action or because they have invoked an attack of opportunity), you may trade that attack for a parry. You may choose to do so after it is determined that the opponent will hit you.

When parrying, roll attack as you would normally (using the appropriate attack bonus) for this attack; if you beat (not meet) the attacker's roll, the attack is parried and does not land. If you have multiple attacks available to you, you may do this multiple times (only once per attack, however), e.g., a +6 base attack bonus would allow you to parry one attack at +6 and another attack at +1, and using an offhand weapon would allow you to parry with each weapon, etc.

If you would have attacks still left after a series of parry attempts, however, you cannot take them (a parry on at +11 and +6 does not allow you to then attack at +1). If the size class of the attacker's weapon is one class greater than yours, you may still parry, but you suffer a -6 penalty. If the size class of your attacker's weapon is greater than one class greater than yours, you cannot parry that weapon.

Perceptive Defense

You are difficult to bluff in a fight.

Prerequisites: Wisdom 13+

Benefit: You have +3 to your Sense Motive checks, but only for defeating Deception attempts in combat (e.g., feints and false openings). This stacks with Skill Focus.

Personal Firearms Proficiency

You are proficient with all types of personal firearms.

Benefit: You can fire any personal firearm (a firearm designed to be carried and used by a single person; see Ranged Weapons) without penalty.

Normal: Characters without this feat take a –4 penalty on attack rolls made with personal firearms.

Photographic Memory

Prerequisite: Intelligence 16

Benefit: You can recall everything you've seen, read, or experienced perfectly. If you forget some detail your character should remember, you can ask the GM to remind you. You get a +2 bonus to any skill rolls for which rote memorization is useful (at the GM's judgment). Knowledge skills and Research should both always gain this bonus.

Political Influence

The political machine has indexed you as an influential member of your community, for better or worse.

Benefit: The character gains a free affiliation with Politicians and his circumstantial Reputation bonus when dealing with them increases by +4.

Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Portable Armory

Benefit: The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired the standard way, but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as sights or scopes in a single round.

Power Attack

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Power Critical

You may threaten a critical hit if you succeed In hitting an opponent.

Prerequisite: Base attack bonus +10, proficiency with weapon.

Benefit: You may spend an action point before making an attack with a weapon with which you are proficient. If you score above the targets defense you automatically score a critical hit.

Normal: A critical hit is only given if the attack roll is within the critical range of the weapon.

Precise Shot

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

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

Normal: You take a –4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat (see Shooting or Throwing into a Melee).

Promethean Spark [Item Creation]

The character has gained equal footing with the gods by learned to bring forth life from inanimate material.

Prerequisites: Surgery, Manipulate Life, Craft (any) 9, Handle Animal 9, Treat Injury 9

Benefit: With this feat the character can create life from non-living material. There are two parts to creating life. The character must design and build the animation device or formula as a standard Weird Science device. He must also prepare a body to be brought to life, either by stitching together dead components with the Surgery feat, or by creating it from another source such as clay. The DC for Manipulating life is never less than 50, and takes months or years of work. At the GMs discretion, a failed check produces a living sample that is somehow flawed.

Quick Feet

Your fast footwork makes it difficult to put you off-balance.

Prerequisites: Dex 13+, 4 ranks in Acrobatics

Benefit: You may add your Dexterity bonus to your defensive roll when someone is trying to Trip or Bull Rush you.

Quick Draw

You can draw weapons with startling quickness.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a swift action. A character with this feat may throw weapons at his or her full normal rate of attacks. You also gain an additional +1 to your initiative score.

Normal: You can draw a weapon as a move action. If you have a base attack bonus of +1 or higher, you can draw a weapon as a free action when moving.

Quick Reload

You can reload a firearm with exceptional speed.

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

Renown

You have a better chance of being recognized.

Benefit: Your Reputation bonus increases by +3.

Riposte

You can turn a parry into an attack.

Prerequisites: Parry, Base Attack +6

Benefit: Once per round, on a successful parry, you may roll immediately (using the same attack bonus you used for the parry) to strike your opponent. This cannot be used in conjunction with Forceful Parry.

Root

You are able to set your stance so as to make it more difficult to knock you back or down.

Prerequisites: Strength 13+

Benefit: As a move-equivalent action, you may declare that you are bracing yourself; for the next round, you are considered "exceptionally stable" and get a +4 stability bonus when rolling to oppose a Trip or Bull Rush attempt. If you move at all after taking this action (under your own power or someone else's), the bonus is lost.

Rumor Monger

Your friends have keen ears and tend to pass along useful bits of information they come across to you.

Prerequisite: At least one Influence ally, Reputation 6+

Effect: You may call on your Influence ally for information rather than making an introduction. This grants you a bonus to a single Gather Information or Knowledge (current events) check equal to your Reputation. Use of an ally for rumors still counts as contacting that allegiance for help and the character must still pay the normal Wealth cost for making the Gather Information skill check (his ally is simply pointing him toward the information not providing it).

Run

You are fleet of foot.

Benefit: When running, you move a maximum of five times your normal speed instead of four times (see Run under Modes of Movement). If you are in heavy armor, you can move four times your speed rather than three times. If you make a long Athletics (see the Athletics skill), you gain a +2 competence bonus on your Athletics check.

Scarring Strike

You can strike with precision, humiliating and disfiguring an opponent.

Prerequisites: Weapon Finesse, Base Attack +3

Benefit: On a successful hit with your weapon finessed weapon, rather than doing damage, you may do 1 point of temporary Charisma damage. Ability points lost in this manner return at the rate of 1 per day.

Scribe Scroll [Item Creation]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level. To scribe a scroll, you must spend XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Secret Identity

You lead a double life.

Benefit: When you take this feat you may divide your Reputation modifier into two pools between your identities. Hereafter whenever your Reputation modifier increases you may decide which identity to add it to. You may adopt a disguise to further this secret identity and gain a +5 bonus to all Deception checks when adopting the chosen disguise.

Special: This feat may be bought multiple times, each time will be for a new identity.

Servant

You are part of a household staff and treated as practically invisible. As a result, people tend not to question your assertions or motives.

Benefit: You get a +2 to Deception and Persuasion checks

Sex Appeal

For some reason, members of the opposite sex find you almost irresistible, and members of your sex are more than a bit jealous of your natural gifts. Your charm and looks are especially effective when you use them in a friendly or amorous fashion.

Prerequisite: Charisma 15.

Benefit: You receive double your Charisma modifier to all Charisma-based skills and ability checks when dealing with members of the opposite sex. However, when dealing with members of your sex, you suffer a -2 penalty to all Charisma-based skills and ability checks because of their irrational jealousy.

Shot on the Run

You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal).

Sideways Trip

You're adept at putting your foot in the way of someone who's in a hurry.

Prerequisites: Improved Trip

Benefit: When an opponent is overrunning you, and you opt to step aside, you may make a Trip attempt as a free action against that opponent. This does not work if you are unable to step aside.

Silhouette

Your slide into obscurity has made you nearly invisible to the untrained eye. You find it difficult to interact with anyone—even those you seek out.

Prerequisites: Character level 10+, Forgotten

Benefit: You are always considered to be using the Stealth skills as if you'd taken 10 (though you may still use actions and roll to replace this total, perhaps with a higher result). People must make a Notice check (DC 10 + your Stealth skill bonus + all other applicable modifiers) to notice you. You must take one move action to make a Concentration check (DC equal to the number of ranks you have in Stealth) before communicating with others.

Characters with the ability to notice invisible or hidden objects (such as through the Second Sight feat) may see and hear you normally (unless you successfully take action to conceal yourself).

Silent Spell [Metamagic]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Simple Weapons Proficiency

You understand how to use all types of simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: A character without this feat takes the –4 nonproficient penalty when making attacks with simple weapons.

Spiritual Heritage [Initial]

You have divine spellcasting abilities in your background, such as a saint in your family tree, or you have had a divine experience, revelation, or epiphany which has left you with modest divine abilities.

Prerequisite: Wisdom 10.

Benefit: Choose three 0-level divine spells ("orisons"). You may cast each of these spells once per day per your divine spellcasting level (minimum 1).

Special: You may only take this feat as a 1st level character.

Skill Focus

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

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

Skip Shot

You can ricochet a firearm shot around cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If you have a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, you may ignore cover between you and the target. However, you receive a –2 penalty on your attack roll, and your attack deals –1 die of damage. For example, a firearm that deals 2d6 points of damage deals 1d6 instead.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for you to attempt a skip shot.

Spell Penetration

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

Spring Attack

You are trained in fast melee attacks and fancy footwork.

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

Benefit: When using an attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from others, as normal).

You can't use this feat if you are carrying a heavy load or wearing heavy armor.

Stealthy

You are particularly good at avoiding notice.

Benefit: You get a +4 bonus on all Stealth checks. If you have 10 or more ranks in Acrobatics the bonus increase to +6.

Streetfighting

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if you make a successful melee attack with an unarmed strike or a light weapon, you deal an extra 1d4 points of damage.

Still Spell [Metamagic]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Studious

You have a knack for research.

Benefit: You get a +2 bonus on all Decipher Script checks and Research checks.

Suppressive Fire

You can lay down a barrage of gunfire, giving you the chance to hit your opponent even when it's not your turn.

Prerequisites: Wisdom 13, Personal Firearms Proficiency.

Benefit: When the last thing you do during your turn is attack a target that is at least 30 feet away with a semiautomatic or automatic firearm, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-foot-by-10-foot area). You may make ranged attacks of opportunity into that square. If you attack more than one target (or more than on 10-foot-by-10-foot area, if using autofire) during your turn, you only threaten the square (or 10-foot-by-10-foot area) that you last attacked.

Sunder

You are skilled at hitting an opponent's weapon, shield, or other objects with a melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: When you strike an object held or carried by an opponent, such as a weapon, you do not provoke an attack of opportunity (see Strike a Weapon).

You gain a +4 bonus on any attack roll made to attack an object held or carried by another character. You deal double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (sailships, steamships and locomotives). You are proficient at operating that class of vehicle.

Prerequisite: Operate Vehicle 4 ranks.

Benefit: You take no penalty on Operate Vehicle checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Operate Vehicle checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons.

Special: You can gain this feat as many as five times. Each time you take the feat, you select a different class of surface vehicle.

Surgery

You are trained to perform surgical procedures to heal wounds.

Prerequisite: Treat Injury 4 ranks.

Benefit: You can use the Treat Injury skill to perform surgery without penalty.

Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

Sweep

You trip opponents using speed and timing, not strength.

Prerequisites: Dex 13+

Benefit: You may use your Dexterity bonus in place of your strength bonus when making a Trip attempt.

Tactician

You are a skilled leader, with a strong grasp of tactics and an ability to make those around you better in combat.

Prerequisite: Int 13+, Cha 13+, Knowledge (military science) 5 Ranks, Teamwork.

Effect: Normally when you roll a tactics skill check the benefits apply only to you. This feat allows you to grant the bonuses of a successful tactics skill check to your allies (characters who have the Teamwork feat for the same team). The number of allies affect is equal to double your Charisma modifier.

Special: Having this Feat grants a character a +2 bonus on all Promotion checks.

Teamwork

You have trained with a specific group and gain bonuses when working with members of that group.

Prerequisite: Allegiance (Specific Group)

Effect: Whenever you are working with someone with the Teamwork feat for the same group (this could be as small as one other person and as large a group as a branch of the armed forces), you gain +2 to attack and skill checks.

Thrust

You deliver one swift, deep strike, hitting vital areas.

Prerequisites: Base Attack +6, Power Attack

Benefit: This may only be done with a piercing weapon. As a full attack action, you give up your additional attacks to make one single attack. If successful, each attack you gave up adds an additional d6 of damage (+6 yields +1d6, +11 yields +2d6, +16 yields +3d6). This may be used in combination with Power Attack. This cannot be used on creatures that do not have vital organs.

Toughness

You are tougher than normal.

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

Tough Customer

Your reputation makes others tread lightly around you.

Prerequisite: Reputation 6+

Effect: You gain a bonus on Persuasion checks equal to your Reputation.

Traceless

You have developed the habit of removing signs of your presence.

Prerequisite: Int 13+

Benefit: The DC for any attempt to notice your presence or passage (i.e. whether you're in the same room as them now or have been before) is increased by a number equal to your Intelligence modifier. If you are no longer present and this adjusts the DC to spot you to 10 or more, the Track feat is required to trace your steps. Further, no one may take 10 or 20 when making a skill check to notice your presence or passage. This ability works whether the pursuer is making an opposed skill check or not.

Tranche

You make a quick move that whips the blade across the target's hand, chest, face, or leg. The cut is superficial but very painful.

Prerequisites: Weapon Finesse, Base Attack +6

Benefit: Must use a weapon that can do piercing or slashing damage, with which you have Weapon Finesse. As a standard action, make an attack roll. This is the DC of the Reflex save the target must make to avoid your hit. If the target fails this save, roll your damage dice and add 10: this is the DC of the Fortitude save the target must make to avoid being Stunned for the next round -- this does not actually damage your opponent, but damage dealt in this fashion (even if the Fortitude save is made) counts against concentration rolls made to determine if a spell has been interrupted. Regardless of its success, making this attempt invokes an attack of opportunity.

Special: Cannot be used on creatures who do not feel pain, or who are immune to critical hits.

Trusted Associate

You are very highly regarded by a single Allegiance and they are much more willing to help you then normal.

Prerequisite: The allegiance this feat is associated with must be your first Allegiance (allegiances are listed in order from most to least important), Reputation 6+

Effect: Your gain a +4 bonus to your Reputation when dealing with allies from the chosen allegiance. You also gain a +4 bonus to all Requisition checks from the chosen allegiance.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 bonus on all Persuasion checks and Gather Information checks.

Two Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. The weapons must both be melee weapons or both be ranged weapons (you can't mix the types).

Prerequisite: Dexterity 13.

Benefit: Your penalties for fighting with two weapons are lessened by 2.

Normal: See Attacking with Two Weapons, and Two-Weapon Fighting Penalties.

Unarmed Parry

Prerequisites: Improved Combat Martial Arts, Lightning Reflexes, Base Attack +3

Benefit: As Parry, except that you may use your bare hands to perform the parry maneuver. Your hands are considered to be a Small class weapon for the purposes of this ability.

Special: You may substitute this feat when selecting feats that have Parry as a prerequisite, providing that you can fulfill the other requirements. If you do this, add the word 'Unarmed' to the feat; you may only use that feat with your hands as the weapon (e.g., Improved Unarmed Parry, Unarmed Riposte, etc).

Unbalance Opponent

You are skilled at keeping your opponents off balance in close combat.

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During your action, you designate an opponent. That opponent doesn't get to add his Strength modifier to attack rolls when targeting you. (If the opponent has a Strength penalty, he 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

You are especially skilled at using a certain melee weapon, one that can benefit as much from Dexterity as from Strength. Choose one light melee weapon, a rapier (if you can use it with one hand), or a chain.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, you select a different weapon.

Weapon Focus

Choose a specific weapon, such as a pistol or a sword cane. You are especially good at using this weapon. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Each time you take the feat, you must select a different weapon.

Weapons Encyclopedia

A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc.

Prerequisites: Intelligence 13

Benefit: A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge (Military Science) Skill check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Knowledge (streetwise) skill checks needed to locate or buy weapons. Feats listed in Italics are new feats and presented in this book.

Well Connected

Your allegiances think very highly of you and are willing to help you much more often.

Prerequisite: At least two allies of any type, Reputation 6+

Effect: You can call on allies of each allegiance three times per week before needing to make Reputation checks to gain their aid.

Normal: Characters can normally only call on an ally within an allegiance once per week before Reputation checks are required.

Whirlwind Attack

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When you perform a full-round action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each adjacent opponent.

Wild Stance

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

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

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

Widen Spell [Metamagic]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

Windfall

You are particularly wealthy.

Benefit: Your Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: You can select this feat multiple times. Each time, both of its effects stack.

Table 7.2: Feats

Feat	Prerequisite	Benefit
Acrobatic	—	+2 on Athletics and Acrobatics checks
Action Boost	—	d8s vice d6s with an action point
Advanced Firearms Proficiency	Personal Firearms Proficiency	No –4 penalty for autofire
Agile Maneuvers	—	Use Dex instead of Str in combat maneuvers
Agile Riposte	Dex 13, Dodge	Make one attack of opportunity when your designated target fails a melee attack against you
Airship Operation	Operate Vehicles 4 Ranks	"No penalty on Operate Vehicle checks or attack rolls made when operating an airship of the selected class
Alertness	—	+2 on Notice checks
Allure	Cha 13	NPCs ordinarily attracted to members of your gender have their starting attitude improved by one step, +2 on Deception, Persuasion, Perform vs. NPCS.
Animal Affinity	—	+2 on Handle Animal and Ride checks
Arcane Armor Mastery	Arcane Armor Training, Armor Proficiency (Medium), , Caster 7th level	Reduce chance of spell failure by 20% as a swift action
Arcane Armor Training	Caster level 3rd	Reduce chance of spell failure by 10% as a swift action
Arcane Strike	Ability to cast arcane spells	Swift action, weapons deal +1 damage and are treated as magic for DR.
Archaic Weapons Proficiency	—	Proficient in swords, bows, etc.
Armor Proficiency (heavy)	Armor Proficiency (medium)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (light)	—	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (medium)	Armor Proficiency (light)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Athletic	—	+2 on Athletics and Athletics checks
Attentive	—	+2 on Investigate and Sense Motive checks
Augment Summoning	Spell Focus (Conjuration)	Each creature conjured gets +4 Str / Con
Back Off	Dex 13, Dodge, Mobility, Sidestep	Take single 5 ft step instead of AOO
Back to Back	—	When flanked if ally is adjacent you gain +2 bonus to Def
Backwards Strike	+3 BAB, Alertness	When flanked take -2 to attacks to gain full attack vs. not otherwise attacked opponent
Blackmarket	Rep 6+, Ally (Supply)	Ignore Wealth increase due to restricted / illegal items purchase
Blaze of Glory	Dex 15, Dodge, Mobility, Point Blank Shot, Shot on the Run, Two-Weapon Fighting	With pistol in each hand make single attack using both pistols, -4 to hit in addition to normal penalties
Blazing Saddle	Ride (6 ranks), Defensive Riding	"Penalty for firing from moving location is halved, can take a ranged attack action at any point
Blind-Fight	—	Reroll miss chance
Brawl	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Brawl, Improved	Brawl, base attack bonus +3	+2 on unarmed attacks, 1d8 + Str bonus nonlethal damage
Builder	—	+2 on any two of Craft (chemical, electronic, mechanical, structural) checks
Bull's Eye	Point Blank Shot, Precise Shot	When threatening critical, spend Action point to automatically confirm the critical
Burst Fire	Wis 13, Personal Firearms Proficiency, Advanced Firearms Proficiency	–4 on attack, +2 dice damage
Card Sharp	Dex 13	Use Sleight of Hands to Cheat
Cautious	—	+2 on Demolitions and Disable Device checks
Circle	Mobility	Opposing Dex Check to switch positions with an opponent

Table 7.2: Feats

Feat	Prerequisite	Benefit
Cleave	Str 13, Power Attack	Extra attack after dropping target to 0 hp
Combat Casting		+4 Concentration Checks when grappled
Combat Expertise	Int 13	Reduce attack bonus by up to –5, increase Defense bonus by up to +5
Combat Loading	Quick Reload, +1 BAB	No longer provokes AOO when reloading in combat, +4 to any concentration check made while loading
Combat Martial Arts	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Combat Martial Arts, Improved	Combat Martial Arts, base attack bonus +4	Unarmed strike threatens critical hit on 19 or 20
Combat Martial Arts, Advanced	Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8	Unarmed strike critical hit deals +3 damage
Combat Misdirection	Int 13, Improved Combat Mar Arts, Streetfighting	Deception Check as Move action, +2 Deception checks for Feint
Combat Reflexes	—	Additional attacks of opportunity
Combat Throw	Defensive Martial Arts	+2 to Str, Dex on trips and grapples
Combat Throw, Improved	Defensive Martial Arts, Combat Throw, base attack bonus +3	Free trip attack when opponent misses you
Confident	—	+2 on Gamble and Persuasion checks
Country Squire	Must own large country estate	+2 Persuasion checks
Courtesy Title	—	+2 Persuasion checks, +5 Wealth Bonus
Cover Fire	Personal Firearms Prof, Teamwork	You gain a 50% increase in cover fire bonuses (+3 or Dexterity modifier x1.5 whichever is higher)
Creative	—	+2 on any two of Craft (expression), or Perform checks
Criminal Record	—	Select 2 Class skills, or gain +1 bonus, +1 Rep / Criminal Backgrounds
Cross-Training	—	Raise 2 ability scores +1, Lower one -2
Dead Aim	Wis 13, Far Shot	+2 on ranged attack if full round spent aiming
Deceptive	—	+2 on Deception and Deception checks
Defensive Martial Arts	—	+1 dodge bonus to Defense against melee attacks
Defensive Riding	Ride (4 ranks)	+1 Dodge Bonus while Riding
Die Hard	Endurance	When reduced to between –1 and –9 hit points, you automatically become stable
Dodge	Dex 13	+1 dodge bonus against selected opponent
Double Tap	Dex 13, Point Blank Shot	–2 on attack, +1 die damage
Drive-By Attack	—	No speed penalty when attacking from moving vehicle
Dual Charge	+3 BAB	With a held charge with ally +1 alliance bonus to attacks
Dual Guard	+3 BAB	Your ally gets a +2 alliance bonus to his attacks of opportunity
Eclectic	Character Level +5	Chose a Talent Tree, can choose Talents from that tree
Educated 1	—	Pick two Knowledge skills, +2 Bonus on Skill Checks
Elusive Target	Dex 13, Defensive Martial Arts	–4 on ranged attacks against you while engaged in melee combat
Endurance	—	+4 on certain Athletics and Con checks, some Fort saves
Eschew Materials	—	Cast spells without materials
Exotic Features	Female, Char 13+	+2 to Deception, Persuasion, and Sense Motive checks versus Males
Exotic Firearms Proficiency 1	Personal Firearms Proficiency, Advanced Firearms Proficiency	Proficient in specific class of exotic firearms
Expert Advice	Rank 1 in selected skill	Use Reputation bonus vice ability modifier
Extended Guard	Alertness, +3 BAB	Threaten 5 foot farther front and to either side
Extra Turning	Ability to turn or rebuke undead	Use ability 4 times more per day

Table 7.2: Feats

Feat	Prerequisite	Benefit
Fade to Black	Cha 13+	Add Cha Mod to Stealth Checks (stacks with Dex Bonus)
False Opening	Skill Focus Deception, Cha 13, +3 BAB	With Deception Check can gain +4 Defense
False Opening, Improved	False Opening BAB +6	As False Opening, also Opponent is -2 to Def for next round
Far Shot	—	Multiply range increments by 1.5 (2 for thrown weapons)
Fast Track	—	Promotion Check, +4 to promotions checks
Flashing Blade	6 Ranks Perform or Deception, +2 BAB, Cha 13+, Dex 13+	With success Attack Roll, Ref save by foe or -1 for d3 rounds
Fleet of Foot	Run	Single 90 Degree change of direction when running or charging
Fletch	Lunge	Charge attack, +1 Damage per 5 foot moved
Focused	—	+2 bonus on all Acrobatics checks and Concentration checks
Fool's Fortune	—	Re-roll one attack, save, skill, ability check, chose the better result
Force Stop	Operate Vehicle 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Forceful Parry	Sunder, Parry	Roll damage for damaging opponents weapon
Forgotten	Character Level 5+, Fade to Black, Traceless	+5 to DCs for Gather Information and Search checks about you
Frightful Presence	Cha 15, Persuasion 9 ranks	Lower-level foes are shaken (Will save negates)
Gearhead	—	+2 on Craft and Repair checks
Gone Native	Speak Language in that culture	+2 to all Persuasion, Gather Information, and Knowledge checks that involve the culture you've adopted
Good Impression	Cha 13	Check vs. Reputation, success gain +4 bonus on Deception checks
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to Cleave in a round
Great Fortitude	—	+2 on Fortitude saves
Greater Spell Focus	—	+1 to DC with a school of magic already with Spell Focus feat
Greater Spell Penetration	Spell Penetration	+2 on Caster Level Checks to overcome spell resistance
Guide	—	+2 on Navigate and Survival checks
Hard-Eyed	Cha 13, Persuasion 4 Ranks	+5 Intimidate checks
Heroic Surge	—	Extra move or attack action
Highly Skilled	Character Creation	Double Starting Skill Points
Hilt Strike	BAB +3	Piercing or Slashing weapons can do bludgeoning damage
Improved Bull Rush	Str 13, Power Attack	No attack of opportunity for bull rush
Improved Counterspell	—	Able to use spell of same school to counterspell that is one or more levels higher
Improved Craft	Int 13	Bonus to all craft checks = to Int Bonus
Improved Critical	Weapon Prof, +8 BAB	Critical Range is doubled with the selected weapon type
Improved Damage Threshold 2	—	Massive damage threshold = Con+3 instead of Con
Improved Disarm	Int 13, Combat Expertise	Disarm does not provoke attack of opportunity
Improved Feint	Int 13, Brawl, Streetfighting	+2 on Deception checks to feint; feint as move action
Improved Initiative	—	+4 on initiative checks
Improved Natural Healing	Base Fort save +5	Recover 2 HP per rest period or 4 per day with complete bed rest
Improved Overrun	Power Attack, Str 13	+4 Str Check, target cannot chose to avoid
Improved Repair	Int 15	Can add Int Bonus to Repair Checks
Improved Trip	Int 13, Combat Expertise	Trip opponent and make an immediate melee attack
Improved Turning	Ability to turn or rebuke undead	Turns or rebukes as if one class level higher

Table 7.2: Feats

Feat	Prerequisite	Benefit
Information Network	Henchman	Each henchman devoted to a task grants +1 Bonus to Gather Information or Notice checks.
Intimidating Prowess	—	Add Str Bonus to Persuasion checks, stacks with Cha modifiers
Iron Will	—	+2 on Will saves
Jack of All Trades	Character Level 3	Can use any skill untrained.
Judge Opponent	—	Can judge what BAB and HP an opponent has
Knockout Punch	Brawl, base attack bonus +3	Nonlethal unarmed attack is automatically critical hit
Knockout Punch, Improved	Brawl, Knockout Punch, base attack bonus +6	Nonlethal unarmed critical hit deals triple damage
Legal Protection	—	+4 Circumstantial Rep bonus when dealing with Law Enforcement
Library	—	+2 Circumstantial bonus to each of three Knowledge, Profession, or Craft/Repair skills
Lightning Calculator	Wis 15	+2 bonus to Gambling and Navigate
Lightning Reflexes	—	+2 on Reflex saves
Lock Blades	Parry, Str 13+	On a successful parry, when you have not used Riposte or Forceful Parry, make a second roll using the same bonus as used for the initial parry
Low Profile	—	Reduce Reputation bonus by 3
Lunge	Weapon Finesse, Power Attack	Can make a 5 foot move as a charge and gain Charge bonuses
Medical Expert	—	+2 on Craft (chemical) and Treat Injury checks
Meticulous	—	+2 on Forgery and Search checks
Midas Touch	One Influence Ally, Wealth 6+ Reputation 6+	Call on an influence ally to grant a bonus to a Wealth check equal to one-half your Reputation
Miracle Worker	Treat Injury 6 ranks, Reputation 6+	Gain a bonus on all Treat Injury skill checks equal to your Reputation
Mobility	Dex 14, Dodge	+4 dodge bonus to Defense against attacks of opportunity provoked when you move out of a threatened square
Mounted Firing	Ride 1 rank, Mounted Combat	The penalty a character takes when using a ranged weapon while mounted is halved
Nimble	—	+2 on Escape Artist and Sleight of Hand checks
Noble Title	Courtesy Tile or Heir Background	+2 bonus to Persuasion checks, +5 Wealth Bonus
Oathbound	One declared allegiance	+1 attack on non-allegiance foes, +3 Ally Bonus vice +2 on skill checks or attack rolls with same allegiance
One Shot Left	—	Will always have one round left
Open Minded	—	Gain +5 skill points one time bonus
Opening Volley	—	+4 to next ranged attack
Parry, Improved	Parry, Improved Initiative	"You may ""burn"" one of your attacks of opportunity this round to make a parry"
Perceptive Defense	Wis 13+	+3 to your Sense Motive checks, but only for defeating Deception attempts in combat
Personal Firearms Proficiency	—	Proficient in use of personal firearms
Photographic Memory	Int 16	You can recall everything you've seen, read, or experienced perfectly, +2 to skill rolls where memorization is useful
Point Blank Shot	—	+1 on attack and damage up to 30 ft.
Political Influence	—	Gains a free affiliation with Politicians and his circumstantial Reputation bonus when dealing with them increases by +4
Portable Armory	—	Easy access to any weapon required
Power Attack	Str 13	Subtract from melee attack to add to melee damage roll

Table 7.2: Feats

Feat	Prerequisite	Benefit
Power Critical	BAB +10, Weapon Proficiency	Spend an action point, if you hit automatically score a critical hit
Precise Shot	Point Blank Shot	No –4 penalty for shooting into melee
Quick Draw	Base attack bonus +1	Draw weapon as swift action. +1 to Initiative
Quick Feet	Dex 13+, Acrobatics 4 Ranks	Add your Dexterity bonus to your defensive roll when someone is trying to Trip or Bull Rush you
Quick Reload	Base attack bonus +1	Reload as free or move action, instead of as move or full-round action
Renown	—	+3 Reputation bonus
Riposte	Parry, BAB +6	On a successful parry, you may roll immediately (using the same attack bonus you used for the parry) to strike your opponent
Riposte, Improved	Riposte, BAB +11	As Riposte, 2 times per round
Root	Str 13+	+4 stability bonus when rolling to oppose a Trip or Bull Rush attempt
Rumor Monger	At least one Influence ally, Reputation 6+	Bonus to a single Gather Information or Knowledge(current events) check equal to your Reputation
Run	—	Move up to 5 times normal speed, +2 on running Athletics checks
Scarring Strike	Weapon Finesse, BAB +3	May do 1 point of temporary Charisma damage
Secret Identity	—	Divide Reputation into 2 pools
Servant	—	+2 Deception and Persuasion checks
Sex Appeal	Cha 15	Double Cha mod to all Cha based skills
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Move before and after ranged attack
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Can move both before and after an attack
Sideways Trip	Improved Trip	Trip attempt as a free action
Silhouette	Character Level 10+, Forgotten	Always considered to be using the Stealth skills as if you'd taken 10
Simple Weapons Proficiency	—	Proficient with clubs, knives, etc.
Skill Focus	—	+3 bonus to the selected skill
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, –2 on attack, –1 die damage
Spell Penetration	—	+2 on caster level checks
Spiritual Heritage	Wis 10	Chose 3 0 level Orisons, cast once per day
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4	Move before and after melee attack
Stealthy	—	+2 on Hide and Stealth checks
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire area 5 by 20 ft. instead of 10 by 10 ft.
Streetfighting	Brawl, base attack bonus +2	+1d4 damage once per round with unarmed attack or light melee weapon
Studious	—	+2 on Decipher Script and Research checks
Sunder	Str 13, Power Attack	+4 on attack, double damage, no attack of opportunity when striking weapon
Suppressive Fire	Wis 13, Personal Firearms Prof	End of turn threaten a square till next action
Surface Vehicle Operation 1	Operate Vehicle 4 ranks	No –4 penalty on Operate Vehicle checks or attack rolls with selected class of vehicle
Surgery	Treat Injury 4 ranks	No –4 penalty for performing surgery
Sweep	Dex 13	Use Dex bonus vice Str bonus when making a Trip attempt
Tactician	Int 13, Cha 13, Know Mil Sci 5 Ranks, Teamwork	Grant bonuses from Military Science Skill Check to allies
Teamwork	Allegiance (Specific Group)	+ 2 on Attack and Skill checks with others with the Teamwork

TABLE 7.2: FEATS

Feat	Prerequisite	Benefit
Thrust	BAB +6, Power Attack	Full attack, each attack given up equals a +1d6 damage
Tough Customer	Reputation +6	Gain a bonus on Persuasion checks equal to your Reputation
Toughness 2	—	+3 hit points
Traceless	Int 13+	Increase DC to notice you by amount equal to Int Bonus
Track	—	Use Survival skill to track
Tranche	Weapon Finesse, BAB +6	Target fails Ref Save, Stunned
Trusted Associate	First Allegiance, Reputation 6+	+4 on Reputation when dealing with allies from chosen allegiance
Trustworthy	—	+2 on Diplomacy and Gather Information checks
Two-Weapon Fighting	Dex 13	Lessen two-weapon penalties by 2
Two-Weapon Fighting, Improved	Dex 13, Two-Weapon Fighting, BAB +6	Extra attack with off-hand weapon
Two-Weapon Fighting, Advanced	Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, BAB +11	Third attack with off-hand weapon
Unarmed Parry	Imp Combat Martial Arts, Lighting Ref, BAB +3	As Parry save you can use bare hands
Unbalance Opponent	Defensive Martial Arts, base attack bonus +6	Opponent receives no Str bonus to attack, only to damage
Unbalance Opponent	Def Mar Arts, BAB +6	Designated target loses Str mods to attacks against you
Vehicle Dodge	Dex 13, Operate Vehicle 6 ranks, Vehicle Expert	+1 dodge bonus to Defense
Vehicle Expert	—	+2 on Operate Vehicle and Pilot checks
Weapon Finesse[1]	Proficient with weapon, base attack bonus +1	Use Dex modifier instead of Str modifier with melee weapon
Weapon Focus[1]	Proficient with weapon, base attack bonus +1	+1 on attack rolls with selected weapon
Weapons Encyclopedia	Int 13	Recall Statistics of weapons
Well-Connected	2 allies, Reputation 6+	Call on allies 3 times per week
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4	One melee attack at each opponent within 5 feet
Wild Stance	Dex 15, Dodge, BAB +6	If you move over 5 feet gain 20% concealment for 1 round vs. ranged attacks
Windfall[2]	—	+3 Wealth bonus increase, +1 on Profession checks

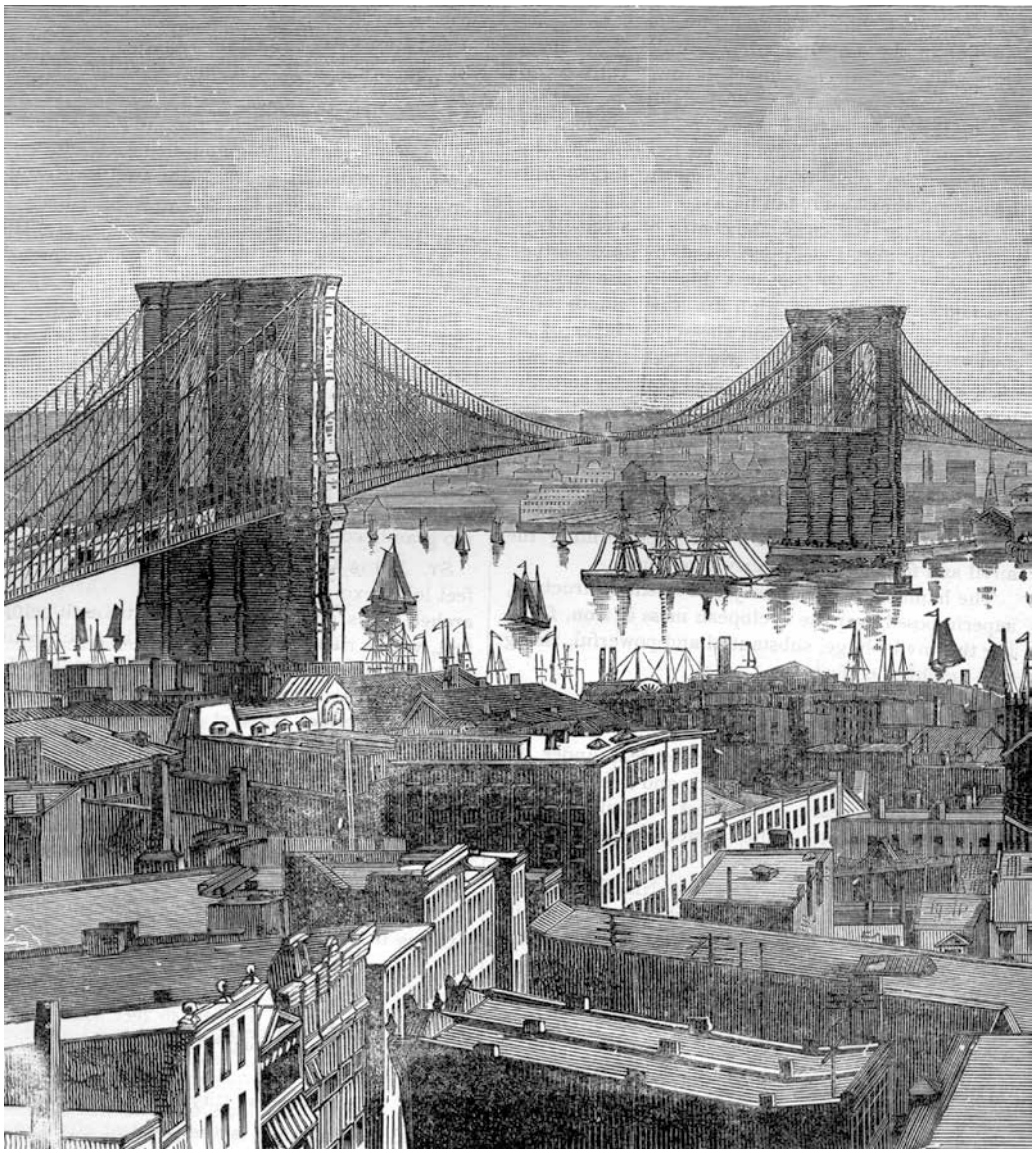
1 You can take this feat multiple times; each time it applies to a different skill or weapon.
2 You can take this feat multiple times; its effects stack.

TABLE 7.3: ITEM CREATION FEATS

Feat	Prerequisite	Benefit
Brew Potion	Caster level 3rd	Create magic potions
Craft Magic Arms and Armor	Caster level 5th	Create magic weapons, armor and shields
Craft Rod	Caster level 9th	Create magic rods
Craft Staff	Caster level 12th	Create magic staff
Craft Wand	Caster level 5th	Create magic wands
Craft Wondrous Item	Caster level 3rd	Create magic wondrous items
Forge Ring	Caster level 12th	Create magic rings
Manipulate Life	Surgery, Treat Injury 9, Handle Animal 9	Create creatures: giants/beastmen
Promethean Spark	Surgery, Manipulate Life, Craft (any) 9, Handle Animal 9, Treat Injury 9	Create life from non-living material
Scribe Scroll	Caster level 1st	Create magic scrolls

Table 7.4: Metamagic Feats

Feat	Prerequisite	Benefit
Empower Spell	—	Increased effectiveness of a spell
Enlarge Spell	—	Double the range of a spell
Extend Spell	—	Double the duration of a spell
Heighten Spell	—	Cast spell as if higher level
Innate Spell	—	Decreased difficulty for one spell
Maximize Spell	—	Spell has maximum effect
Non-Lethal Spell	—	Can modify a spell to do non- lethal damage
Quicken Spell	—	Cast a spell as a free action
Silent Spell	—	Cast a spell without a verbal component
Still Spell	—	Cast a spell without a somatic component
Widen Spell	—	Increase area of effect for a spell
Widen Spell	—	Increase area of effect for a spell



Worldly Goods

8

The game uses Wealth checks to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

Purchasing Equipment

The Wealth Check

A Wealth check is a 1d20 roll plus your current Wealth bonus. Your Wealth bonus is fluid. It increases as you gain Wealth and decreases as you make purchases.

If you succeed on the Wealth check, you gain the object. If you fail, you can't afford the object at this time—you don't have the cash on hand, or your credit cards are too close to maxed out.

If your current Wealth bonus is equal to or greater than the DC, you automatically succeed. Your character can easily afford to buy any object with a DC equal to or less than your current Wealth bonus.

If you successfully purchase an object or service with a purchase DC that's higher than your current Wealth bonus, your Wealth bonus decreases. This reflects that you increased your debt and reduced your buying power in some fashion to acquire the expensive object or service.

Wealth & the Starting Character

A newly created 1st-level character's Wealth bonus is +0 plus:

- Wealth provided by your starting occupation.
- Bonus from the Windfall feat, if taken.
- +1 for having 1 to 4 ranks in the Profession skill.
- 2d4 die roll.

So, a Scholar with the doctor starting occupation has a possible beginning Wealth bonus of 4 + 2d4. (The doctor occupation increases his Wealth bonus by 4 and he makes a 2d4 die roll.) If the 2d4 result is 5, this Scholar starts out with a Wealth bonus of +9. Over the course of play, the character's Wealth bonus will decrease as the character purchases expensive items and increase as the character gains levels and collects rewards. A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb. Since Wealth is an abstract concept, it is sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below. Inflation and the effects of in-game events can seriously impact the real effect of these numbers, so they serve only as a general guideline.

Table 8.1: Wealth Bonus

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Shopping & Time

Common objects and services can be purchased in just the time it takes to go to an appropriate retail outlet or place of business. Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases, as described below.

Taking 10 & Taking 20

You can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. So, if it normally takes you 30 minutes to go to the store and purchase a certain object, and you decide to take 20 on the Wealth check, then you have to spend 10 hours shopping for that object.

Also, there is a penalty for spending beyond your means. Whenever you buy an object that has a purchase DC higher than your current Wealth bonus, your Wealth bonus decreases (see below).

Try Again?

You can try again if you fail a Wealth check, but not until you've spent additional time shopping—usually a number of hours equal to the purchase DC of the object or service. During character creation, you can't try again until sometime after the first adventure has begun (Gamemaster's discretion).

Aid Another

One other character can make an aid another attempt to help you purchase an object or service. If the attempt is successful, that character provides you with a +2 bonus on your Wealth check. There is a cost, however. The character who provides the aid reduces his or her Wealth bonus by +1. As for you, the character who aided your Wealth check might reasonably demand to borrow the object from you from time to time, and could be considered a co-owner, depending on the object and its cost.

Haggling

The Wealth check represents a character shopping around for the item he wants to purchase in various venues but sometimes there is only one store available, or characters enter a store as part of the story and want to buy something specifically found in the place. In these instances, characters can 'close' on the scene and conduct personal negotiations, asking for a particular item and, if the shopkeeper is amenable to it, to haggle for a discount.

The first thing to do is to determine whether a store has the item the character is looking for. Shops have their own Wealth bonus ranging from +10 for a modest store to +40 for a large or affluent store. The characters ask for a product and the Games Master rolls the shop's Wealth check against the item's Purchase DC to determine whether the shop has it in store. Games Masters should always keep in mind the nature of the store; regardless of how well it makes a Wealth check, the best clothes store in the land will not have stellar iron musket bullets.

If it is available, now characters can try to purchase it by taking

10 on their Wealth check (after all, they do not have to find the object; it is in front of them) or making a roll as normal. They can haggle with the shopkeeper, engaging in opposed Diplomacy checks or, if the Games Master decides, simply on a good role-playing bout.

Nominally, for every 5 points that a character exceeds the shopkeeper's, he reduces the Purchase DC of an item by 1. This reduction only counts for the Wealth check to purchase the item; the character still loses any Wealth for purchasing something beyond his means, using the item's normal DC to consider how much Wealth is lost.

Losing Wealth

Any time you purchase an object or service with a purchase DC higher than your current Wealth bonus, or one with a purchase DC of 15 or higher, your Wealth bonus goes down. (This represents spending your savings, or extending your credit, or increasing your debt.) How much your Wealth bonus is reduced depends on how expensive the object is.

Table 8.2: Purchasing Expensive Items

Purchase DC	Wealth Bonus Decrease
15 or higher	1 point
1–10 points over Wealth bonus	1 point
11–15 points over Wealth bonus	1d6 points
16+ points over Wealth bonus	2d6 points

For example, if you have a current Wealth bonus of +9, and you purchase something that has a purchase DC of 13, your Wealth bonus decreases by 1 (since the object's DC is 4 points higher than your current Wealth bonus). If the object has a purchase DC of 22 (which is 13 points higher than your Wealth bonus), you reduce your current Wealth bonus by 1d6 points.

Along with this loss, any time you buy an object or service with a purchase DC of 15 or higher, you reduce your current Wealth bonus by an additional 1 point. So, in the case of the object with a DC of 22, your Wealth bonus decrease would be 1d6+1 points.

Your Wealth bonus only goes down if you successfully buy an object or service. If you attempt to buy something and the check fails, your Wealth bonus is unaffected. (However, see "Try Again?" above.)

Wealth Bonus of +0

Your Wealth bonus can never decrease to less than +0. If your Wealth bonus is +0, you don't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and you can't take 10 or take 20.

Regaining Wealth

Buying expensive objects can drive your Wealth bonus down. Fortunately, your Wealth bonus recovers as your character advances.

Every time you gain a new level, make a Profession check. (If you have no ranks in the skill, this check is a Wisdom check.) The DC is equal to your current Wealth bonus. If you succeed, your current Wealth bonus increases by +1. For every 5 points by which you exceed the DC, you gain an additional +1 to your Wealth bonus.

Wealth Awards

Adventuring may result in your finding (or otherwise obtaining) cash, jewels, or other valuable items. In such cases, the benefit translates into a Wealth award. A Wealth award represents an increase in buying power, not a perpetual stream of income. A treasure might grant a character a Wealth award of +4, for example, thereby increasing his current Wealth bonus by +4. When a team of characters gains a Wealth award, they should split it among themselves as evenly as possible.

Treasure Points

Some adventures may reward characters with treasure points. These points are basically action points that characters may apply to Wealth checks.

Gaining Treasure Points

A character never gains treasure points as a normal event in his level advancement; he can only gain them as rewards for adventures, whether as payment for their services or as recovered loot.

Rewards can be phrased as absolute treasure points (as in 'you receive 4 treasure points') which means that there is a finite amount of treasure points to divide amongst all characters, or as corresponding treasure points (such as 'you receive 1 treasure point each') which means that each player receives the stated amount of treasure points.

Using Treasure Points

A character can spend a treasure point in three different ways:

- Gain a permanent +2 to his Wealth bonus.
- Roll 1d6 and grant the result as a bonus to a Wealth check, as if it were an action point.
- Use to avoid losing Wealth after a successful buy.

Lifestyle

What sort of lifestyle does your character live? Does he drive an exotic car and own a speedboat, throwing lavish parties and flying off to Rio for the weekend? Or does he subsist on microwave pizza in a one-room apartment? That question is answered, in part, by the objects you own and your current Wealth bonus.

A character with a mid-range Wealth bonus (say, +7) can generally afford items costing around $50 without his Wealth bonus going down. Such a character can afford a meal at a good restaurant, a ticket to a societal function, or a decent sized leather travel trunk pretty much any time he wants. More expensive lifestyle options are always available, but only at the cost of driving his Wealth bonus down—so he can't really live beyond his means for long. Of course, if he already owns a Ferrari, having a lower Wealth bonus does not mean he has to give it up. He still drives an expensive car—he just can't currently afford to do all the other things people associate with that kind of life.

A poorer character—with, say, a current Wealth bonus of +4—can generally afford a $20 expense without reducing his Wealth bonus. A night at the theatre might be a routine entertainment, but he can't regularly afford anything more expensive. Rich characters, those with Wealth bonuses of +15 or higher, can easily drop about $500 at a time, meaning that they will travel first class more often than not.

Rent or Own?

The rules for Wealth don't say anything about paying rent or having a mortgage. That's because such day-to-day expenses as a home, utility bills, and groceries are already built into the Wealth system—your Wealth bonus reflects your buying power after paying for such basics.

Since the cost of rent is already built into your Wealth bonus, why should any character want to waste Wealth checks on something as expensive as a home? The answer in game terms is the same as in the real world: When you own your own home, you aren't subject to someone else's rules on how to use it. Want to build a secret lab in your garage? That's kind of difficult in an apartment building—but you can probably do it if you own a house.

To buy a house, you only have to make a Wealth check for the down payment (that's the Housing purchase DC). You don't have to worry about the monthly mortgage payment, just as a renter doesn't have to worry about rent.

On-Hand Objects

In the Victorian world, most people have a lot of stuff—probably a lot more than you're going to write down on your character sheet. To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With your GM's permission, you can make a Wealth check to see if your character has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that you take a –10 penalty on the check, and you can't take 10 or take 20. Also, you can't make a Wealth check to see if you have a mundane object on hand during character generation or between adventures—only during play. If you succeed, your Wealth bonus is unaffected, even if the object's purchase DC is higher than your Wealth bonus.

For example, Stephen hears faint noises outside the door to his apartment and suspects that someone is about to break in. His gun isn't handy, but there might be something else in the room, such as a baseball bat or a fireplace poker, that can be used as an impromptu weapon. The GM decides that the purchase DC for such an object is 5. To see if the mundane object is on hand, Stephen rolls 1d20 and adds his current Wealth bonus, then subtracts 10. On a result of 5 or higher, it is on hand, and Stephen grabs it up as quickly as he can. On a result of 4 or lower, nothing of the sort is immediately available, and Stephen has to figure out a different course of action.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, you must be in a place where the object logically would be (in your house, or apartment,); you can't just come across a stout oak walking stick while walking down the street.

Restricted Objects

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given on the Restricted Objects Table. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, you just need to purchase the license or pay the fee; the time required takes place before game play begins.)

Table 8.3: Restricted Objects

Restriction Rating	License or Fee DC	Black Market DC[1]	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

1 Add to the object's purchase DC if you try to buy it on the black market without first obtaining a license; see The Black Market, below.

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question, perhaps 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from the Restricted Objects Table to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on the Restricted Objects Table. For example, purchasing a restricted object on the black market requires two days. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Requisitioning Equipment

When a hero working for MI 7 needs more equipment than he has on hand, he may try to requisition it. MI 7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + your character level) against a DC equal to the equipment's purchase DC. Add your Charisma bonus to the check. The table below lists modifiers that may affect the check.

Table 8.4: Requisition Modifiers

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	–2
Object is rare	–2
Object restriction	
Object is Licensed	–2
Object is Restricted	–4
Object is Military	–6
Object is Illegal	–8
Hero is skilled or proficient in use of object	+2
Hero returned all gear undamaged on previous mission	+2

The result of the check determines whether and how quickly an agency or organization can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

For example, you want to requisition an experimental weapon. Your 5th-level hero receives a mission in which combat is a near certainty, and she turned in all her requisitioned gear undamaged at the end of her last assignment. She has a Charisma bonus of +1. The purchase DC for the weapon is 19. She gains a +3 bonus on the **Check:** +6 for a necessary object, –6 for the military restriction, +2 for proficient in the use of the object, +2 for turning in previous gear, and +1 for Charisma. You roll a 12. Since you're 5th level, your result is 22 (5 + 12 + 5), which beats the machine gun's purchase DC. The machine gun is issued to your character.

Selling Stuff

Sometimes heroes end up with more gear than they need. Sometimes they find themselves up against a financial wall, and need to generate some income fast. You can sell things to improve your Wealth bonus. But be warned—doing so is rarely profitable, and selling suspicious or restricted objects has its own dangers.

To sell something, you first need to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3. For example, if you're selling your Airship (purchase DC 26), its sale value is 23.

Selling an object can provide an increase to your Wealth bonus. The increase is the same amount as the Wealth bonus loss you would experience if you purchased an object with a purchase DC equal to the sale value. For instance, say you have a Wealth bonus of +9. If you purchased an object with a purchase DC of 23, your

Wealth bonus would decrease by 1d6+1 (1d6 for purchase DC 14 higher than Wealth bonus, 1 for purchase DC of 15 or higher). Therefore, when selling your Airship (sale value 23), you receive a Wealth bonus increase of 1d6+1.

Regardless of your current Wealth bonus, you gain a Wealth bonus increase of 1 whenever you sell an object with a sale value of 15 or higher. (If you sell an object with a sale value less than or equal to your current Wealth bonus, and that sale value is 14 or lower, you gain nothing. You might make a few bucks, but it's not enough to measurably influence your Wealth bonus.)

You cannot legally sell restricted objects unless you are licensed to own them. You also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that you have contacts in the black market, and reduces the sale value by an additional 3.

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. The Remington 1875 Single Action Army Model Revolver is one such object; it is so well made that it grants a +1 bonus on attack rolls. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 objects would add +9 to the normal purchase DC.

Concealed Weapon/Objects

Few heroes can carry their weapons openly. Displaying an obvious weapon is rarely appropriate even in Victorian society. Even when it is, a hero might want to conceal a backup weapon to supplement the Winchester slung over her shoulder. And weapons aren't the only objects characters sometimes want to hide—it's often useful to keep other objects away from prying eyes.

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing—something moderately loose and bulky. Tight or skimpy clothes make concealment more difficult, while large items of clothing, such as jackets or long coats, make it easier.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before she heads out into public can usually take 10 unless she is rushed, trying to conceal it when others might see her, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment

The object's size affects the check result, as shown on the Concealing Weapons and Objects Table. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Table 8.5: Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	+0
Medium-size	–4
Large	–8
Huge or larger	Can't conceal
Clothing is tight or small	–4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed holster	+4
Weapon can be drawn normally	–2
Weapon can be drawn as swift action with Quick Draw feat	–4

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Notice check. The DC varies: If the target made a roll when concealing an object, the DC of the Notice check to notice the object is the same as her check result (an opposed check, in other words). If the target took 10 on her Sleight of Hand check, use this formula:

Notice DC = Target's Sleight of Hand skill modifier (including modifiers from Concealing Weapons and Objects Table) + 10

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between himself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll. Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on the Ranged Weapons table.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a firearm deals triple damage on a critical hit (roll damage three times, as if hitting the target three times). All other ranged weapons deal double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Single-Action Revolvers

Revolvers contain the ammunition in a cylinder that rotates a fresh load into position during the cocking of the hammer. Pulling the trigger releases the hammer, igniting either a percussion cap or a cartridge primer. When using a single-action revolver (as opposed to a double-action revolver), the hammer must be manually cocked; one first cocks the hammer and then pulls the trigger to fire a shot. This makes for a bit slower draw-and-fire action, but it allows the shooter to use various feats to fire off more than one bullet per attack.

Double-Action Revolvers

Double-action revolvers are both cocked and fired by simply pulling the trigger, giving them a slight edge when performing a fast draw. Those with the Fast Draw feat gain a +1 to initiative rolls when using this type of handgun. In addition, due to their quick operation, experienced characters can use the Double Tap feat to fire off more than one bullet in an attack. However, as a compensating drawback, due to the stiff trigger action, most double-action revolvers of the period were less accurate than their single-action kin. Unless otherwise noted, characters using double-action revolvers suffer a –1 penalty to hit.

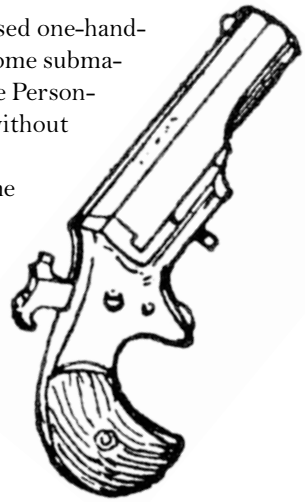
Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Ranged weapons that use box magazines come with one full magazine.

Pocket Deringer

This easily concealable holdout pistol is named for its creator, Philadelphia gunsmith Henry Deringer. Often copied and purposely misnamed the Derringer, the Pocket Deringer is a muzzleloading single shot pistol. They are usually sold in matched sets. This is the type of pistol used by John Wilkes Booth to assassinate President Abraham Lincoln.



Adams 1854 Revolver

This revolver was rejected by the British military but was nonetheless purchased privately by many British officers. The Adams Revolver lacks an external hammer, a result of its double-action design.

Colt Lightning

The trigger mechanism of the Colt Lightning was much smoother than previous double-action pistols. Thus, a character using a Lightning doesn't suffer the –1 penalty on attack rolls that is associated with most double-action revolvers.

Colt New Model Army

The New Model Army Revolver is a single-action percussion pistol that uses paper cased cartridges. By impregnating the paper (or cloth) casings with nitric and sulfuric acid, they burn away cleanly, leaving little residue in the cylinder. The pistol was a common weapon during the American Civil War.

Colt Peacemaker

Introduced in 1873, this weapon quickly became an American cowboy favorite. It replaced the navy revolver as the weapon of choice in the U.S. Cavalry.

Colt Thunderer

The Thunderer was an updated version of the Colt Lightning modified to use .41 caliber ammunition. The trigger mechanism of the Colt Thunderer was much smoother than previous double-action pistols. Thus, characters using the Thunderer don't incur the –1 penalty on attack rolls that is associated with most double-action revolvers.

Colt Walker Dragoon

Characters using a Colt Walker incur a –2 penalty on any Sleight of Hand check to conceal or manipulate the pistol (such as with the Gunplay feat). When a character conceals the weapon on his or her person, this penalty is in addition to the -4 penalty arising because the weapon is medium-sized. As with all percussion Colt pistols, the quickest way to reload is to replace the cylinder with a preloaded one. This requires knocking out a locking wedge and breaking the pistol apart into three pieces: the barrel, the grip, and the cylinder. When a spare cylinder isn't available, the pistol is reloaded by loading a paper cartridge into each chamber, seating the cartridges firmly in place with a ramming lever that is affixed underneath the barrel, and attaching percussion caps to the nipples. This lengthy process takes 2 minutes.

La Mat Percussion Revolver 1856

This unique weapon, used by many Confederate officers during the American Civil War, has two barrels. The top barrel fires the pistol rounds while the lower barrel fires the single shotgun round. A selector on the top of the hammer is used to switch between the barrels. Switching barrels is a move-equivalent action.

Remington Double-Deringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Remington Pocket Pistol

The Remington Pocket Pistol is a weapon which offers both concealability and improved accuracy over other small pistols. The longer barrel (3½") is what gives the weapon its accuracy but also makes it a bit harder to hide.

S&W Shofield

The Smith & Wesson Schofield Model 1 was abandoned by the U.S. Army in favor of the Colt New Model Army. The Schofield New Model 3, which is presented here, was the most accurate revolver of its time.

Sharps Pepperbox

Due to the large number of barrels possessed by this breech-loader, reloading takes a might longer than normal, 2 full-round actions. A character with the Quick Reload feat can load this pepperbox in half that time, 1 full-round action.

Volcanic Navy Pistol 1856

The Volcanic fires a unique .41 caliber caseless cartridge. Because of the unique caliber and style of round, ammunition cannot be exchanged between a Volcanic and other non-Volcanic weapons.

Webley RIC

This solid-frame rim-fire pistol was originally adopted by the Royal Irish Constabulary (hence RIC). It became rather popular on the American frontier, as did a later Webley model released in 1878 called the "British Bulldog."

Webley Mark I

This is the standard sidearm of the British military. There were three official pistols used during the *Gaslight* era: the Adams .450 (until 1880), the Enfield Mark 1 (until 1888) and the Webley Mark I revolver. All three have identical game statistics.

Shotguns

Shotguns (or scatterguns) are large-bore firearms designed to fire a cloud of small pellets that spreads in diameter as it travels. Usually used for purposes of hunting small game, shotguns can also be quite effective as man-stoppers at close range.

Shotguns tend to be powerful, but only at short range; reduce shotgun damage by 1 point for every range increment of the attack. However, due to the spread of the pellet pattern with distance, shotguns require less accuracy to hit the target. Instead of a –2 penalty per range increment in distance, apply a cumulative penalty of –1 per range increment.

Remington Single-Barrel

The Remington Single-Barrel Shotgun provides a standard example of the single-barrel breechloaders of the time. Shotguns of this type are single-action with external hammers.

Winchester Lever-Action

The Winchester shotgun was one of the first "repeating" shotguns; that is, it carried more than one or two shells.

Longarms

Longarms are personal firearms that require two hands to fire. This group includes muskets, rifles and shotguns. Just as pistols come with a variety of firing mechanisms, ammunition types, and feed systems, so do longarms. Flintlock, percussion cap, rim-fire, and centerfire are all available. Some are single shot (particularly for flintlock and percussion longarms), while others have magazines with multiple rounds chambered through the cocking of a lever.

The Personal Firearms Proficiency feat covers all longarms. Without this feat, any character using a longarm suffers a –4 non-proficiency penalty to all attack rolls.

Longarms aren't well suited to close combat. A character incurs a –4 penalty on the attack roll when firing at an adjacent target. Furthermore, longarms over a certain length are difficult to employ from horseback. Any character attempting to fire such a longarm while mounted suffers an additional –2 penalty to attack rolls. Longarms specially designed for the cavalry, often called carbines, have a shorter barrel. A character using a carbine doesn't suffer the additional –2 penalty when firing from a mount. Whether a particular weapon is a carbine is indicated in its description.

TABLE 8.6: RANGED WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	ROF	Magazine	Size	Wgt	Purchase DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)										
Muzzleloaders and Breechloaders										
Pocket Deringer	2d6	20	Ballistic	10 ft.	1	1 mzl	T	0.5	13	—
Remington Double-Deringer	2d6	20	Ballistic	10 ft.	SS	2 int.	Tiny	0.5	12	—
Sharps Pepperbox[2]	2d4	20	Ballistic	10 ft.	SS	4 int.	Tiny	1.5	13	—
Single-Action Revolvers										
Colt New Model Army	2d6	20	Ballistic	30	S	6 cyl	M	3	15	—
Colt Peacemaker	2d6	20	Ballistic	30	S	6 cyl	M	3	14	—
Colt Walker Dragoon[2]	2d6	20	Ballistic	40	S	6 cyl	M	4.5	15	—
Remington Pocket Pistoll	2d4	20	Ballistic	20	S	5 cyl	S	1	14	—
S&W Schofield[1]	2d6	20	Ballistic	40	S	6 cyl	M	2.5	15	—
Volcanic Navy Pistol 1854[2]	2d6	20	Ballistic	30	S	8 int	M	2.5	15	—
Double-Action Revolvers										
Adams 1854 Revolver	2d8	20	Ballistic	30	S	6 cyl	S	2	15	—
Colt Lightning[1]	2d4	20	Ballistic	20	S	6 cyl	S	2	16	—
Colt Thunderer[1]	2d6	20	Ballistic	30	S	6 cyl	M	2.5	16	—
LaMat Percussion Revolver 18562	2d6/2d8	20	Ballistic	30/30	S/1	9 cyl/1 int	M	3	16	—
Webley Mark I	2d6	20	Ballistic	30	S	6 cyl	S	2	15	—
Webley RIC	2d6	20	Ballistic	30	S	5 cyl	S	2	15	—
Longarms (require the Personal Firearms Proficiency feat)										
Muskets										
Brown Bess	2d10	20	Ballistic	30	1	1 mzl	L	10	12	—
M 1816 Flintlock Musket	2d12	20	Ballistic	70	1	1 mzl	L	9	12	—
M1842 Percussion Musket	2d12	20	Ballistic	70	1	1 mzl	L	9	12	—
Rifles										
Henry Rifle	2d8	20	Ballistic	60	SS	16 int	L	9.5	18	—
Martini-Henry Carbine	2d10	20	Ballistic	60	S	1 int	L	8	14	—
Martini-Henry Rifle[2]	2d10	20	Ballistic	80	S	1 int	L	9	15	—
Sharps Carbine[2]	2d8	20	Ballistic	80	1	1 int	L	8	16	—
Sharps Rifle	2d8	20	Ballistic	90	1	1 int	L	9.5	16	—
Spencer Carbine[2]	2d10	20	Ballistic	70	SS	7 box	L	8.5	16	—
Winchester Model 1873	2d6	20	Ballistic	70	SS	15 Int	L	10	16	—
Shotguns										
Remington Single-Barrel	2d8	20	Ballistic	30	1	1 int	L	8	16	—
Winchester Lever-Action	2d10	20	Ballistic	30	SS	5 int	L	9	18	—
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)										
Gatling Gun (HMG)	2d12	20	Ballistic	70	A	400 box	H	90	32	Military
Maxim Machine Gun	2d10	20	Ballistic	100	A	250 belt	H	80	35	Military
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)										
Bola (Exotic)	1d4	20	Bludgeon	10 ft.	1	—	Med	2 lb.	7	—
Crossbow (Simple)	1d10	20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Lasso (Exotic)[2]	—	—	—	20	1	—	Small	3 lb.	6	
Longbow (Archaic)	1d6	20	Piercing	40 ft.	1	—	Large	3 lb.	9	—
Net (Exotic)	—	—	—	10 ft.	1	—	Med	6 lb.	6	—
Whip (Simple)[2]	1d2	20	Slashing	15 ft.	1	—	Small	2 lb.	4	—

1 This weapon does special damage. See the weapon description.
2 See the description of this weapon for special rules.

Brown Bess

The Brown Bess is the standard longarm of the British military for over 200 years. Its continued use was due to its reliability and inexpensive cost.

M1816 Flint Musket

Adopted by the United States government following the War of 1812, this musket was produced in massive numbers. Large caliber (.69) and long (almost 5 feet), the M1816 Flintlock Musket is typical of the smoothbore muskets of the time.

M1842 Percussion Musket

The M1842 U.S. Percussion Musket is an upgrade to the ignition system of the M1816 Flintlock Musket. This musket was the first weapon with completely interchangeable parts produced by the armories. As with its earlier relative, the M1816 Flintlock Musket, many of the M1842s were used by state militias during the American Civil War.

Henry Rifle

The Henry had a 16-round internal tube magazine placed underneath the barrel. Reloading was rather awkward, as it required turning the rifle around and inserting the bullets from the muzzle end. This affects reload **Time:** 4 cartridges per full-round action can be inserted into the magazine (4 cartridges per move action for those with the Quick Reload feat).

Martini-Henry Carbine

This is the slimmed-down cavalry version of the Martini-Henry rifle.

Martini-Henry Rifle

Introduced in 1871, this is the standard British breech-loading rifle of the era. It replaced the Snyder-Enfield rifle, although many are still in circulation (use the same statistics). Bayonets are a standard accoutrement.

Sharps Carbine

Due to its short barrel and design, when using a Sharps Carbine a rider doesn't suffer the –2 penalty for firing a longarm from horseback.

Spencer Carbine

The Spencer can also be loaded with a bullet in the chamber to increase the weapon's capacity to 8 rounds. As with other carbines, a mounted shooter doesn't suffer the –2 penalty for firing a longarm from horseback when using this Spencer.

Sharps Rifle

Created by Christian Sharps, this rifle used a breech-loading system that made it an immediate success. The statistics shown are for the .44 caliber paper cartridge percussion rifle of 1849. Its ease of use and simple design made this weapon popular with both civilians and the United States military. Later versions are available in different calibers and using metal cartridges.

Winchester Model 1873

Like the Colt Peacemaker, the Winchester Rifle is a symbol of the American West. Here it represents all Imperial Age repeating rifles (which is not off the mark, as most repeating rifles of the era were either Winchesters or knock-offs).

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

Gatling Gun

The Gatling Gun is a heavy machine gun and thus requires the Exotic Weapon Proficiency (heavy machine guns) to be used at full efficiency (i.e. without the –4 nonproficiency penalty). Furthermore, as a strictly autofire weapon, all users suffer a –4 penalty on all attack rolls unless they possess the Advanced Firearms Proficiency feat. (See Autofire for full details on using an autofire weapon). Each attack with a Gatling Gun expends 10 rounds of ammunition. The weapon cannot be fired in a single shot mode.

As a military armament available only to the Army, Navy, and state militias, the Gatling Gun has a restriction rating of Military. A general member of the public who wishes to procure a Gatling Gun will need to purchase one on the black market with all the difficulties and expenses that entails (see Purchasing on the Black Market).

Maxim Machine Gun

First developed in 1883, this machine gun used the recoil force of the bullet to eject and insert cartridges. The Maxim Machine Gun is a heavy machine gun and thus requires the Exotic Weapon Proficiency (heavy machine guns) to be used at full efficiency (i.e. without the –4 nonproficiency penalty). In most other regards it functions similar to the Gatling Gun (see above).

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse objects as crossbows, bolas, and whips. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on the Ranged Weapons Table.

Arrows

An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bola

You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

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.

Longbow

You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow.

Net

A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell. An entangled creature can escape with a DC 20 Escape Artist check, made as a full-round action. The net has 5 hit points and can be burst with a DC 25 Strength check, also made as a full-round action. A net is useful only against creatures within one size category of you. A net must be folded before it can be thrown effectively.

The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered below.

Table 8.7: Ammunition

Ammunition Type (Quantity)	Purchase DC
.444 caliber (20)	6
.50 caliber (20)	6
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.41 caliber (50)	5
.45 caliber (50)	5
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

Most ammunition is sold in boxes of 50 rounds. The Purchase DC reflects this. Arrows and Crossbow Bolts are indicated in groups of 12 for that DC in larger metropolitan areas. In more primitive areas it could be much easier to obtain Arrows (Gamemasters Discretion) resuling in a DC of 5 in such cases.

Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt

A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Ammunition weight

To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up.

Shotgun shells are a little heavier; use the weight value for one damage step higher.

Table 8.8: Weight per Number of Rounds

Dmg	10	20	30	40	50	100
2d4	0.5 lb	0.5 lb	0.5 lb	0.5 lb	1 lb	1.5lb
2d6	0.5 lb	0.5 lb	0.5 lb	1 lb	1 lb	2 lb
2d8	0.5 lb	0.5 lb	0.5 lb	1 lb	1 lb	2 lb
2d10	0.5 lb	1 lb	1 lb	1.5 lb	1.5 lb	3 lb
2d12	1 lb	2 lb	3 lb	4 lb	5 lb	10 lb

Explosives & Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives & Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on the Explosives and Splash Weapons Table.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Grenades & Explosives

All explosives require a detonator. In the case of dynamite, the detonator is usually a blasting cap.

Table 8.9: Explosives and Splash Weapons

Grenades and Explosives

Weapon	Dmg	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	
Black Powder	1d6	—	Concussion	5 ft.	12	—	Med	5 lb.	8	
Nitroglycerin Vial	6d6	—	Concussion	15 ft.	15	10 ft.	Tiny	0.5 lb.	14	

Splash Weapons

Weapon	Direct Hit Dmg	Splash Dmg	Critical[2]	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Incendiary Bomb[1]	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	3	—

1 This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.
2 Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Dynamite

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Black Powder

Detonating a charge of black powder simply requires a spark, flame, or high heat. Setting of a charge of black powder from a safe distance requires a fuse or blasting cap. To set off black powder using a fuse requires a move action (and some source of flame) to light the fuse. The amount of time until the powder explodes depends on the length of the fuse. A fuse can be cut short enough for the powder to detonate in the same round, or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action and a DC 15 Demolitions skill check.

A character may also make an impromptu fuse by pouring a trail of powder. The amount of time that the powder trail takes to burn is more difficult to gauge than that of a standard fuse. Therefore, a DC 20 Demolitions check is required to correctly estimate the burn time. The damage and burst radius shown is for a 5-pound cask or satchel of black powder. Every additional 5 pounds of black powder increases the damage by +1d6 (maximum of 10d6) and the burst radius by 5 feet (maximum of 20 feet).

Black powder is sold in 5-pound casks. For the purpose of manufacturing it using a Craft (chemical) check, black powder is considered an improvised explosive.

Nitroglycerin Vial

Nitroglycerin is a particularly volatile liquid used for demolitions. Nitroglycerin also explodes on impact if tossed at a target. Unfortunately, it may just as easily explode while carried, especially if violently jarred or struck by a wayward bullet.

The listed Purchase DC and Purchase Price are for one vial.

Splash Weapons

Many splash weapons, such as incendiary bombs, are essentially homemade devices (improvised explosives). The purchase DC given in the Explosives and Splash Weapons Table reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild

A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Incendiary Bomb

An incendiary bomb is a flask containing a flammable liquid, plugged with a rag. An incendiary bomb is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). The purchase DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The bomb detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on the Melee Weapons Table.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times), unless otherwise indicated on the table.

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship

Table 8.10: Melee Weapons

Weapon	Damage	Critical	Dmg Type	Range Increment	Size	Wgt	Purchase DC	Restriction
Simple Weapons (require the Simple Weapons Proficiency feat)								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	20	Piercing	10 ft.	Tiny	1 lb.	7	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d61	20	Bludgeoning	—	Small	3 lb.	2	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Bayonet (fixed)[1]	1d4/1d6	20/3	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	20/3	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane[1]	1d6	19–20	Piercing	—	Med	3 lb.	9	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Chain1	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	19–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff[1]	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

1 See the description of this weapon for special rules.

between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

Weight: This column gives the weapon's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.

Restriction: None of the following melee weapons have restrictions on their purchase.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

The cost and weight given are for a single item.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.

Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. There are two basic types of bayonets. The older variety is a plug which prevents the rifle from being fired. The later, available as early as the US Civil War, fits over the end of the rifle still allowing for use. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so; he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of duels and gentlemen..

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Notice check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the –4 nonproficient penalty.

Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard –4 nonproficiency penalty applies.

Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

Table 8.11: Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, wrench	1d2
Small	Bottle, flower pot, helmet, vase	1d3
Medium	Bar stool, brick, Doctor's Bag	1d4
Large	Guitar, iron bar	1d6
Huge	10-foot ladder, wooded crate, water barrel, park bench, sawhorse	1d8
Gargantuan	Desk, Storage trunk, Large sofa	2d6
Colossal	Hansom cab, telegraph pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. The Improvised Weapon Damage by Size Table gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on the Armor Table.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the

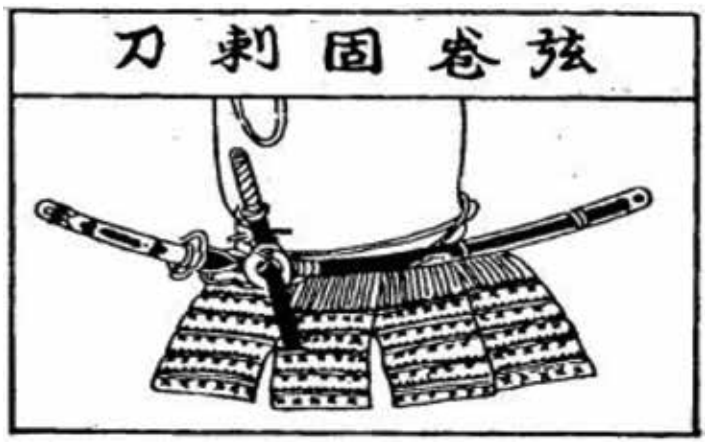


Table 8.12: Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
				Light Armor					
Leather jacket	Impromptu	+1	+1	+8	–0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	–0	30	15 lb.	12	—
				Medium Armor					
Chainmail shirt	Archaic	+5	+2	+2	–5	20	40 lb.	18	—
				Heavy Armor					
Plate mail	Archaic	+8	+3	+1	–6	20	50 lb.	23	—

following **Skills:** Balance, Athletics, Escape Artist, Hide, Jump, Stealth, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket

This armor is represented by a heavy leather knuckleduster jacket.

Leather Armor

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Chainmail Shirt

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

General Equipment Table

Equipment is described by a number of statistics, as shown on the General Equipment Table.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

Doctor's Bag

A soft sided case to carry the instruments of the medical profession at the time. The locks used are small, and only moderately secure (Disable Device DC 20; break DC 10). A Doctors' Bag can carry up to 7 pounds of gear.

Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase is soft sided and are generally used by members of the legal profession to carry documents to and from court.

Handbag

Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Range Pack

This lightweight bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the external pouches. A range pack easily holds several pistols and associated accessories, and the larger version can hold disassembled rifles.

Clothing

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks (using the Deception skills), and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilize.

Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

Living in Luxury

The purchase DCs given in this chapter are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits—except the satisfaction of knowing that you've bought the very best.

Being Fashionable

Society places a great emphasis on being fashionable and aware of the latest trends. By increasing the purchase DC by 2 to the cost of clothing, the character is considered "fashionable."

Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Doctor's Bag with Instruments

About the size of a valise, this is the sort of kit commonly carried by doctors. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a –4 penalty.

Fake ID

Purchasing a falsified identification from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Instruments

Musical instruments are needed to perform the appropriate Perform skill

Keyboard

A piano or organ, necessary in order to use the Perform (keyboard instrument) skill.

Percussion

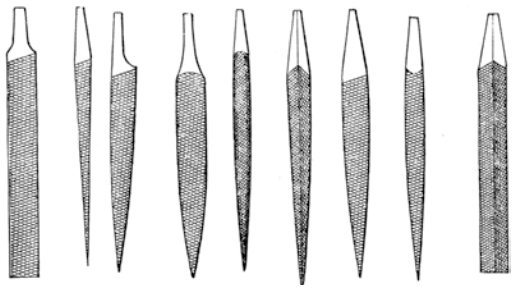
A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Stringed

A guitar, banjo, or mandolin, necessary in order to use the Perform (stringed instrument) skill.

Wind

A flute, necessary in order to use the Perform (wind instrument) skill.



Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks without penalty.

Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

Pharmacist Kit

A portable pharmacy for use with the Craft (chemical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Surgery Kit

About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency field surgery. A surgery kit is used when performing surgery (see the Treat Injury skill). A character performing surgery without a surgery kit takes a -4 penalty on the Treat Injury check. (This penalty is in addition to the -4 penalty that applies if the character does not have the Surgery feat.)

Vampire Slayer's Kit

This small, latched wooden case contains numerous tools and devices used in hunting and slaying vampires. It contains 10 cloves of garlic, four masterwork wooden stakes, a hammer, a silvered mirror, 4 vials of holy water, 1 application of silversheen, and a masterwork holy symbol. It also contains numerous regents and powders used for treating wounds and making wards, salves, and other concoctions. In addition to its general usefulness, when displayed, a vampire slayer's kit grants its owner a +2 bonus on all Charisma-based skill checks made to investigate or seek out vampires.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Binoculars reduce the range penalty for Notice checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Notice checks takes five times as long as making the check unaided.

Candle

A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Athletics skill.

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

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. A character 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. A character can carry a hooded lantern in one hand.

Map

A map can tell a character where he or she is going and what to expect when he or she gets there.

Oil

A pint of oil burns for 6 hours in a lantern. A character can use a flask of oil as a splash weapon. Use the rules for incendiary bombs. A character 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.

Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster

Holsters are generally available for all Medium-size or smaller firearms.

Hip: This holster holds the weapon in an easily accessed—and easily seen—location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

TABLE 8.13: LIFESTYLE ITEMS

Item	Purchase DC
Housing	
Small house /Apartment	30
Medium house	32
Large house / Townhouse	34
Mansion	36
Entertainment	
Circus ticket	3
Theater ticket	3
Exhibition ticket	7
Opera ticket (single/box)	10/18
Meals	
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9
Transportation	
Train	
Local	5
State/Region	10
Continental	25
Coach/Cab	
Local	4
Express	15
Continental (per day of travel)	15
Ship (Trans-Atlantic)	35
Lodging	
Average hotel	7
Upscale hotel	9
Club	13 per month

Housing

A number of types of homes are mentioned above. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system).

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

Transportation

Transportation costs to other continents can be scaled based on the Trans-Atlantic cost.

Services

The broad spectrum of services available to characters is only represented in overview here.

Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send Dog Mans or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

Medical/Legal Services

A character's general medical expenses are built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

In a hospital setting, the necessary treat Injury checks are always successful. The purchase DC is per check.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

Table 8.14: Services

Item	Purchase DC
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Medical/Legal services	
Legal services	10 + lawyer's ranks Knowledge (civics)
Long-term care	10
Restore hit points	12
Surgery	15
Treat poison/disease	10

General Equipment

Tanle 8.15: Bags and Boxes

Object	Size	Wgt	Purch. DC	Restriction
Doctor's Bag	Med	2 lb.	7	—
Handbag	Small	1 lb.	4	—
Range pack				
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—

Table 8.16: Clothing

Object	Size	Wgt	Purch. DC	Restriction
Bandana	Tiny	–	4	–
Boots, military or cowboy	Med	3.5	10	–
Boots, custom	Med	3.5	16	–
Cap, broadcloth	Small	–	5	–
Dress	Med	4	7	–
Gloves	Tiny	–	7	–
Hat, derby	Small	0.5	7	–
Hat, cowboy	Med	1	8	–
Hat, Stetson	Med	1	15	–
Hat, lady's feathered	Med	1	9	–
Hat, sombrero	Med	0.5	9	–
Overcoat, cloth	Med	10	12	–
Overcoat, fur	Med	20	14	–
Shirt, average quality	Med	–	5	–
Shirt, good quality	Med	–	6	–
Shirt, women's, good quality	Med	–	7	–
Shoes,	Med	2	9	–
Skirt, women's	Med	–	9	–
Slicker, rain	Med	4.5	9	–
Socks, 1 pr	Tiny	–	2	–
Suit, men's, plain	Med	6	10	–
Suit, men's, fancy	Med	6	14	–
Suit, men's or women's	Med	6	14	–
Trousers	Med	3	7	–
Wrap, women's	Small	–	14	–
Vest	Small	–	6	–

TABLE 8.17: PROFESSIONAL EQUIPMENT

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (mechanical)	Mechanical tool kit
Craft (chemical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Lockpick set
Disguise	Disguise kit
Forgery	Forgery kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Mechanical tool kit
Repair	Multipurpose tool
Treat Injury	First aid kit
Treat Injury	Medical kit
Treat Injury	Surgery kit

TABLE 8.18: PROFESSIONAL EQUIPMENT

Object	Size	Wgt	Purch. DC	Restriction
Caltrops (25)	Small	2 lb.	5	—
Chemical kit	Med	6 lb.	16	—
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	—
Fake ID	Fine	—	See text	Ill. (+4)
First aid kit	Small	3 lb.	5	—
Forgery kit	Small	3 lb.	12	—
Handcuffs, Steel	Tiny	1 lb.	7	—
Instrument, percussion	Huge	50 lb.	14	—
Instrument, stringed	Large	7 lb.	13	—
Instrument, wind	Tiny	1 lb.	8	—
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Mechanical tool kit				
Basic	Large	22 lb.	13	—
Deluxe	Huge	45 lb.	20	—
Pharmacist kit	Med	6 lb.	17	Res (+2)
Surgery kit	Med	5 lb.	16	Lic (+1)
Vampire Slayers kit	Med	8 lb.	25	Lic (+1)

TABLE 8.19: SURVIVAL GEAR

Object	Size	Wgt	Purch. DC	Restriction
Backpack	Med	3 lb.	10	—
Binoculars, Standard	Small	2 lb.	7	—
Candle (10)	Small	1 lb	2	—
Climbing gear	Large	10 lb.	11	—
Compass	Dim	0.5 lb.	5	—
Lantern, Bullseye	Small	3 lb	13	—
Lantern, Hooded	Small	2 lb.	11	—
Map	Tiny	1 lb.	4	—
Oil (1-pint flask)	Tiny	1 lb	2	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.)	Large	12 lb.	5	—
Tent				
2-person dome	Med	4 lb.	11	—
4-person dome	Med	7 lb.	12	—
8-person dome	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	5	—

TABLE 8.20: MEDICAL EQUIPMENT

Object	Size	Wgt	Purch. DC	Restriction
Doctor's bag with instruments	Large	15 lb.	16	
Ether (1 dose)	–	–	4	
Eyeglasses	Tiny	–	7	
Laudanum (1 dose)	–	–	5	
Nitrous Oxide (1 dose)	–	–	4	
Quinine	–	–	5	
Veterinary bag with instruments	Large	20	16	

TABLE 8.21: WEAPON ACCESSORIES

Object	Size	Wgt	Purch. DC	Restriction
Box magazine	Tiny	0.5 lb.	4	—
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Hip Holster	Tiny	1 lb.	5	—
Scope, Standard	Tiny	0.5 lb.	11	—

Gadget Creation

Inventor toil away in their secret laboratories working on nucleonic rays to help them take over the world; real-life inventors have in their minds the plans for inventions such as death rays and perpetual motion machines. All of these devices, either real or imagined, fall under the category of weird science, and these weird items are the creations of inventor.

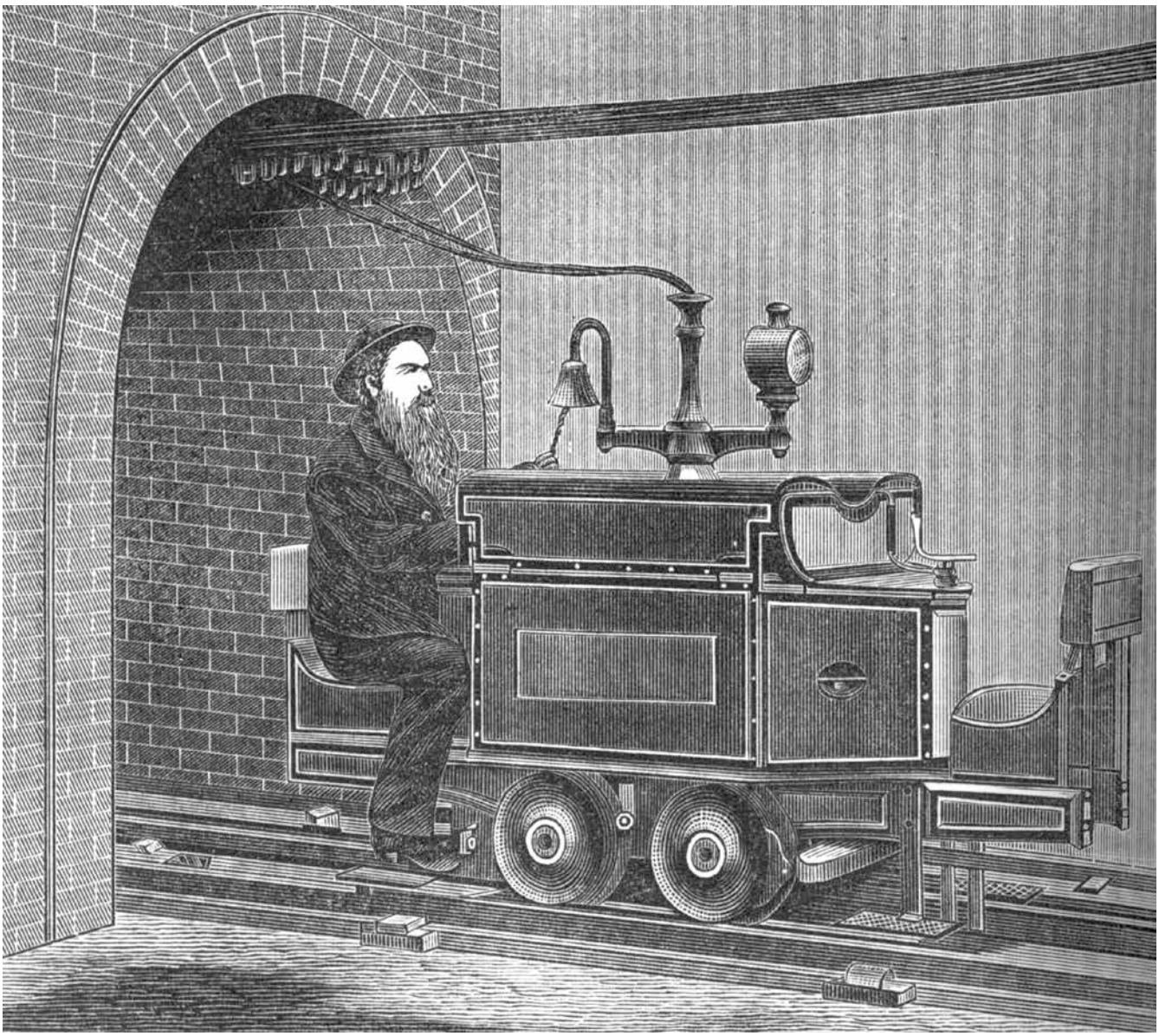
When weird science or weird gadgets are mentioned, what is meant is the product of prescience, or devices and constructs that possess capabilities beyond what is possible in the normal everyday world. Most items created by weird science are mechanical devices rather than the deliberate improvement of organisms or other such items.

Making gadgets that defy common sense is easier than some might expect-for a weird Inventor, at least. The process outlined below will help you determine the basics of the device. You and your GM can then work out the actual game effects based on the design and the components of the gadget itself.

There are four steps an inventor must complete to create a weird item. Write down the details of each of the steps as you complete them for later.

- Concoct the theory
- Devise a blueprint
- Gather the components
- Construct the device

At 1st level the Inventor starts with a single empowered gadget. The gadget has three invention levels to work with. All Inventors' work within the confines of a laboratory where they make the many wonderful gadgets they use in their everyday lives. An Inventor has a laboratory valued at purchase DC or 28 or less, the character also gets an additional + 1 per point of Intelligence over 12. Inventors may make all manner of inventions in the laboratory, but they may only have gadgets equal to the maximum number of invention levels on their person at any one time.



To create a gadget the character needs equipment, a place or lab to work in, raw materials to work with and an invention design. In order to design an invention the character must make an Craft check, this check is made at the end of a number of days equal to the gadgets invention level at a DC of 20 + 1 per invention level. A character may take 10 on this check, but not 20. If the Craft check fails by 4 or less the Inventor may retry after getting some rest (usually 8 hours). If failed by 5 or more, then the Inventor must start a new design from scratch. If the Craft check is successful may then begin work on his desired gadget. In order to successfully create a gadget it requires an appropriate craft check (DC 20 + 1 per invention level) in order to make the gadget of master worked quality. If the craft check fails by 4 or less the invention works, but is flawed. The flaws are chosen by the GM include, but are not limited to ability loss, feedback, power drain, and sporadic shut down (the Inventor should not know the nature of the flaw until the gadgets first use). Flaws may be fixed under the improve gadget feat. If the craft check is failed by 5 or more the gadget does not work and half of the raw materials are considered ruined and must be replaced before attempting to create the gadget again. If the check is successful then the gadget works as designed. Creation takes one week of constant work per invention level (all inventions must have an invention level) and purchase DC of +4 per invention level. Separate characters may make the Craft and craft checks, but the craft check receives a –2 penalty. It is possible for other Inventor's to aid (granting a +2 bonus to either Craft or craft checks) in the process of gadget creation as long as he has the feat that would normally be needed to create the gadget and some ranks in the appropriate craft still.

To do so, the Inventor expends (invention level x Inventor class level x 30) XP and devotes (invention level x Inventor level x 5 days) to the task. Richer characters can complete their inventions faster because they have better laboratories and equipment. A Wealth check (DC 20) gets the job done in (invention level x Inventor level x 4 days), a Wealth check (DC 25) gets it done in (invention level x Inventor level x 3 days), and a Wealth check (DC 30) gets it done in (invention level x Inventor level x 2 days). Inventor can further reduce the cost of their inventions by lowering their invention level for purposes of invention construction, but doing so locks the lower invention level into the invention.

Once an Inventor spends the time and XP (and possibly Wealth), the invention is fully operational. It functions for 50 uses before something goes wrong—it short-circuits, its power core needs replacing, or its crystal targeters shatter. It can't be repaired, but the Extend Invention feat lets characters create inventions that don't wear out or break down.

In general, only the Inventor can operate her own inventions, because the high-tech equipment of the Victorian Era requires delicate adjustments and complicated controls to function properly. Inventor with the Simplify Invention feat can construct inventions that other characters can use.

A gadgets maximum level is 2 + the characters current level. It costs 2 invention levels per every feat or class ability the gadget duplicates and 1 for every perquisite feat or class ability. The number of levels had in Inventor when making the appropriate Knowledge skill check determines the effect character level of the gadget. Gadgets are considered to take up body slots and thus cannot be stacked with object worn on the same area of the body.

Inventions tend to be somewhat bulky, weighing 10 pounds per invention level. Held, carried, or worn inventions typically take up two body slots. The GM is the arbiter of which body slots are reasonable for each invention. Any character can use Knowledge (technology) to identify the effects of an invention.

Gadgets can also duplicate the effects of spells. Each gadget can duplicate an arcane or divine spell of the same level as the invention level or total levels of the invention (i.e. An invention level of 3 can duplicate three spells of level 1, a single level 2 and level 1 spell, or one spell of level 3 all the standard rules still apply).

Step One: Concoct the Theory

The first thing a inventor has to do is decide just what kind of weird item he's trying to make. This means the Inventor's player should write down the name of the device followed by a paragraph or two describing the "scientific principles" the character employs to make it work. It's more fun to write the theory from the perspective of the character, by the way. Be sure to share it with your group: Inventor can never keep their mouths shut about their inventions.

Step Two: Devise the Blueprint

Now it's time to draft a blueprint. The weird Inventor makes a DC 5 Knowledge skill roll with the type of science most appropriate for the theory behind his invention. If several sciences are used, the character must use his lowest required skill.

If the Inventor does not have the science skill directly related to the design task, the base DC is raised to 10.

Failing the roll means the Inventor is stymied and can't try to build any other devices for the next 8 hours while he clears his head. A roll of 1 means the Inventor is completely perplexed and cannot figure out how to get the device to work. A new theory must be concocted and a new blueprint attempted.

If the roll is successful, the Inventor gains a bonus to his upcoming Craft roll to actually build the device. The bonus is equal to +2 for every 5 points he rolled over the DC to device the blueprint. With a DC of 5 and a roll of 17, for example, the Inventor would add +4 to his roll.

Step Three: Gather the Components

Once the Inventor has concocted a theory and successfully drawn a blueprint for his weird item, he knows what materials he needs to build the thing. Now it's time for a scavenger hunt.

Your character must now go out and buy or find the parts he needs. Mad science devices sometimes require strange components, and acquiring them can be an adventure in itself.

Step Four: Construct the Device

Now that you've gathered the device's components, it's time to build it. The character makes a Craft roll against the device's relative DC, determined by the GM (see the Item Construction Table). Don't forget to add any bonuses received from the design's blueprint.

If the roll is successful, the item is built in the time shown. For

every 5 points rolled over the DC, the construction time is halved. A roll of 1 means the Inventor is completely perplexed and cannot figure out how to get the device to work. A new theory must be concocted and a new blueprint attempted.

Item Construction Table

The Item Construction table has all the details you need to know about building your device.

DC is the minimum Craft roll needed to build the device. The Inventor adds any bonus from the blueprint to this roll (add an additional +1 DC for each additional PL after the first).

Description is a guideline for how far the item is above the normal tech level.

Item is an example of some common weird science items.

Base time is a rough guideline for how long items in a particular category tend to take to build. This can change based on the device, roll, and GM input.

Table 8.22: Item Construction

DC	Description	Base Time
10	Repair of Weird Science Device, Or of current top of the line technology	10-60 minutes
15	Slight improvement on existing tech	1-5 hours
20	Major improvement on existing tech	1-10 hours
25	Relatively simple but new use of existing tech	1-6 days
30	New use of cutting edge tech	1-4 weeks
35	Entirely new "realistic" stuff	1-6 months
40	New tech that flaunts the laws of science	1-12 months
45	New tech that alters the laws of science	1-4 years
50	Tech that defies the laws of science	1-20 years

Gadget Flaws

By applying a gadget flaw to a gadget you decrease the level of the invention by -1, a gadget cannot go below its minimum level.

Ability Loss: The gadget temporarily drains 1 point from the ability or abilities needed to use the power being emulated by the user of the gadget.

Feedback: The gadget does 1 point of damage +1/4 invention levels (minimum of 1) each time the invention is used.

Power Drain: The gadget drains itself of power after a single use and must recharge for 1 minute per invention level.

Sporadic Shut Down: Each time the invention is used roll a d% and on a roll of 5 or less the gadget shuts down for 10 minutes per invention level.

Note: Gadget Flaws can be used also to lower the invention level of the character.

Gadget Feats:

By applying a gadget feat to a gadget you increase the level of the invention by +1, a gadget cannot go above its maximum level.

Miniaturize Invention: Your inventions take up one less body slot than they normally take up.

Simplified Invention: Most inventions are a morass of dials, buttons, and readouts, yours have simple controls that ayone can use. If this feat is used then anyone can use the invention instead of being limited to the Inventor. The character must make a Knowledge (technology) skill check to be able to use the device successfully.

Improvised Invention: You can construct an invention using a knowledge skill that you don't possess. To use this ability you must make a successful Knowledge (Weird Science!) Skill check at a +2 to whatever difficultly levels the GM decides.

Extend Invention: You can use your invention an unlimited number of times.

Minor Fault: The item works but it is not working right; the malfunction imposes a –2 penalty on tasks that the device is attempting or complementing until it is repaired.

Moderate Fault: The item works but it is not working right; the malfunction imposes a –4 penalty on tasks that the device is attempting or complementing until it is repaired.

Major Fault: The item works but it is not working right; the malfunction imposes a –8 penalty on tasks that the device is attempting or complementing until it is repaired.

Table 8.23: Item Mishap

d%	Malfunction effect
01	Rattle and Hum
02-12	Minor Fault
13-23	Minor Glitch
24-34	Minor Breakdown
35-45	Moderate Fault
46-56	Moderate Glitch
57-67	Moderate Breakdown
68-78	Major Fault
79-89	Major Glitch
90-99	Major Breakdown
00	Blows up

Minor Glitch: The item does not work on this occasion, though it will by the next time it is used, after a good whacking, of course.

Moderate Glitch: The item is jammed. The item does not work and requires a Repair check (DC equal to the item's Purchase DC) to work properly again.

Major Glitch: The item is ruined. It must be repaired in order to work again, requiring a Repair check (DC equal to the item's Purchase DC) and the expenditure of raw parts with a Purchase DC 5 points lower than the item.

The repairs take half the Purchase DC in hours.

Minor Breakdown: The item works incorrectly, not doing what it was intended to do and damaging itself in the process. The item suffers 1d4 points of damage ignoring hardness. The item needs repairs as per a major glitch.

Moderate Breakdown: The item works badly, not doing what it was intended to do and damaging itself in the process. The item suffers 2d4 points of damage ignoring hardness. The item needs repairs as per a major glitch.

Major Breakdown: The item works in all the wrong ways, not doing what it was intended to do and damaging itself severely in the process. The item suffers 3d4 points of damage ignoring hardness. The item needs repairs as per a major glitch.

Blows Up: The item literally blows up, sending shards and splinters in all directions and dealing 1d6 points of damage to its wielder. The item is destroyed and beyond repair.

Rules of Order

9

Although an effective *Gaslight* saga is about a great deal more than combat, sooner or later it all comes down to someone getting shot. Combat is both a way of life and a way of style, a way for the disenfranchised to take back some of what has been taken from them and the method by which it is taken in the first place. The fight for freedom, or to fight those who would have it, is a central tenet in any *Gaslight* game.

That said, combat is not the be all and end all of the entire genre. It is however a complex enough part of the game to warrant its own rules systems and its own chapter. Conflicts in *Gaslight* are fairly easy to resolve, with the only real variables coming from the many options available to and presented by the characters themselves. All combat in *Gaslight* follows the same basic guidelines, with the same rules applying to everyone.

The Rules of Combat

Combat in *Gaslight* is played out in rounds, and in each round everybody acts in turn in a regular cycle. Magic and magic items can modify combat rolls in numerous ways, but it does not change the basic tenets of how *Gaslight* combat operates.

Combat usually runs in the following way:

Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed. Dueling Exception: When everyone involved in a combat knows that a battle is about to begin and spend more than one minute in full view of each other, no one is flatfooted during the first round (except to an attack that comes in from outside the visible opponents).

The Gamemaster determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.

Combatants act in initiative order. Initiative is calculated using a d20 Dexterity check as detailed below.

When everyone has had a turn, whether they take advantage of it or not, the combatant with the highest initiative acts again, and the previous two steps repeat until combat ends.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack die roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit.

If the character is not proficient in the weapon he or she is attacking with (the character does not have the appropriate Weapon Proficiency feat), that character takes a –4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:

Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

Table 9.1: Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	–8
Gargantuan (grey 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

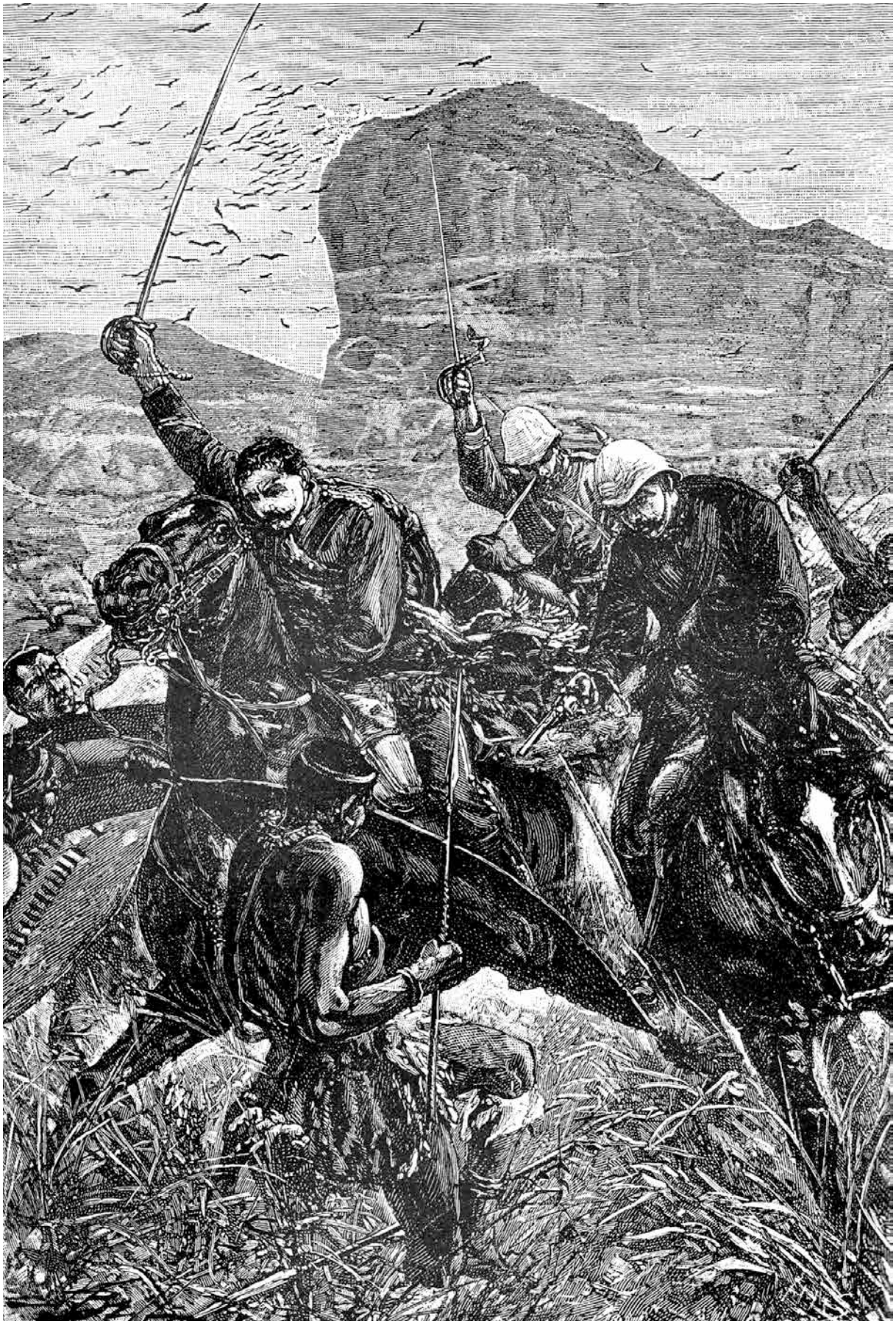
Dexterity measures co-ordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see the Ranged Weapons and Melee Weapons table). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.



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. Attacks against objects are dealt with in a separate section detailed below.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage. This can be negated by Hardness or Damage Reduction to 0; the minimum damage of 1 rule only applies to internal penalties on the damage roll itself.

Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage. The Weapon Finesse feat applies only to attack rolls, not damage.

Off-Hand Weapon

When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed

When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character does not get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage

Sometimes damage is multiplied by some factor, generally a x2 or more due to a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits

When a character makes an attack roll and gets a natural 20 the character hits regardless of the target's Defense, if the roll has exceeded the defense then the character has scored a critical hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is ×2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit.

Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It is the attack roll result that an opponent needs to achieve to hit the character. Most people do not wear armor. Instead, they rely on their ability to dodge blows, represented by their class defense bonus. A character's defense bonus is the sum of the defense bonuses from all of his or her classes. A character's defense bonus acts as a dodge bonus and stacks with all other bonuses to Defense (except armor bonuses or enhancement bonuses from magical armor). Characters wearing armor gain the full benefit of any armor bonus to defense the armor provides. Characters wearing armor do not retain their defense bonus to defense, unless they have a class ability that allows them to retain defense bonuses while wearing armor. The average, unarmed civilian has a Defense of 10. A character's Defense Value is equal to:

10 + Dexterity Modifier + class bonus (or equipment bonus) + size modifier

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity Modifier, which is dependent on Dexterity, to Defense.

Sometimes a character cannot use his or her Dexterity bonus, whether because of an entanglement, being caught flatfooted, or for some other reason. If a character cannot react to a blow, that character cannot use his or her modifier bonus to Defense.

Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her modifier bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense Value. This bonus represents the armor's ability to protect the character.. Armor provides a minimum bonus to anyone who wears it. But a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense. The type of armor also limits the maximum bonus received from having a high Dexterity.

Sometimes a character cannot use his or her equipment bonus to defense value. If an attack will damage the character just by touching him or her, that character cannot add his or her equipment bonus (see Touch Attacks, below).

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature does not have a hard time attacking another creature of the same size. Size modifiers are shown on the Size Modifiers table.

Other Modifiers

Other factors can add to a character's Defense Value.

Feats

Some feats give a bonus to a character's Defense Value.

Natural Defense

Some creatures have a natural ability to avoid attacks.

Dodge Bonus

Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Hit Points, Injury and Death

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies. When a character's hit point total drops to 0, he or she is disabled. When it drops to –1, he or she is dying. When it drops to –10, the character is dead.

Your hit points measure how hard you are to kill. The damage from each successful attack and each fight accumulates, dropping your hit point total lower and lower until it eventually falls to 0 or lower. Then you're in trouble. Luckily, you have a number of ways to regain hit points.

Loss of Hit Points

The most common way your character gets hurt is taking damage and losing hit points, whether from a terrorist's submachine gun, the bite of a guard dog, or a fall into molten lava. You record your character's hit point total on your character sheet. As your character takes damage, you subtract that damage from your hit points, leaving you with your current hit points. Current hit points go down when you take damage and go back up when you recover.

What Hit Points Represent

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. A 10th-level Gunslinger who has taken 50 points of damage is not as badly hurt as a 10th-level Scholar who has taken that much damage. Indeed, unless the Scholar has a high Constitution score, he's probably dead or dying, while the Gunslinger is battered but otherwise doing fine. Why the difference? Partly because the Gunslinger is better at rolling with the punches, protecting vital areas, and dodging just enough that a blow that would be fatal only wounds him. Partly it is because he's tough as nails. He can take damage that would drop a horse and still battle on with deadly effect.

A 10th-level Gunslinger who has taken 50 points of damage may be about as physically hurt as a 10th-level Scholar who has taken 30 points of damage, or a 1st-level Gunslinger who has taken 5 points of damage, is about as injured as a 1st-level Scholar who has taken 3 points of damage. Any given amount of damage means different things to different people.

Damaging Helpless Defenders

Even if you have lots of hit points, a gun to the head is a gun to the head. When a character can't avoid damage or deflect blows somehow—when he's really helpless—he's in trouble (see Helpless Defenders).

Effects of Hit Point Damage

Damage gives you scars and gets blood on your pants, but it doesn't slow you down until your current hit points reach 0 or lower.

- At 0 hit points, you're disabled.
- At from –1 to –9 hit points, you're dying.
- At –10 or lower, you're dead.

Massive Damage

Any time you take damage from a single hit that exceeds your massive damage threshold, that damage is considered massive damage. Your massive damage threshold is equal to your Constitution score; it can be increased by taking the Improved Damage Threshold feat.

Whenever you take massive damage that doesn't reduce your hit points to 0 or lower, you must make a Fortitude save (DC 10 + ½ the damage inflicted). If you fail the save, your hit points are immediately reduced to –1. If the save succeeds, you suffer no ill effect beyond the loss of hit points.

Creatures immune to critical hits are also immune to the effects of massive damage.

For example, Alexandra Gordon has 19 hit points and a Constitution score of 12. She takes a critical hit from a rifle shot, which deals 16 points of damage. Her hit point total is reduced to 3, so she would normally remain on her feet. But the damage she took in a single hit is greater than her Constitution score, so she has to make a Fortitude save (DC 18). Her player rolls an 11. Amanda's hit points immediately drop to –1.

Nonlethal Damage

Sometimes you get roughed up or weakened, such as by getting clocked in a fistfight. This sort of attack won't kill you, but it can knock you out.

Nonlethal damage is dealt by unarmed attackers and some weapons. Some melee weapons that deal lethal damage can be wielded so as to deal nonlethal damage, but the attacker takes a –4 penalty on attack rolls for trying to deal nonlethal damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal nonlethal damage (unless it is used as an improvised melee weapon).

Nonlethal damage does not affect the target's hit points. Instead, compare the amount of nonlethal damage from a single attack to the target's Constitution score. If the amount is less than the target's Constitution score, nothing happens. The target is unaffected by the attack.

If the damage equals or exceeds the target's Constitution score, the target must make a Fortitude save (DC 15). If he succeeds on the save, the target is dazed for 1 round. If he fails, he is knocked unconscious for 1d4+1 rounds.

Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled. You're not unconscious, but you're close to it. You can only take a single move or attack action each turn (but not both, nor can you take full-round actions). You can take non-strenuous move actions without further injuring yourself, but if you attack or perform any other action the GM deems as strenuous, you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you're dying.

Healing that raises you above 0 hit points makes you fully functional again, just as if you'd never been reduced to 0 or lower.

You can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

Dying (–1 to –9 Hit Points)

When your current hit points drop below 0, you're dying. A dying character has a current hit point total between –1 and –9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable naturally or with help (see below).

Dead (–10 hit points or lower)

When your character's current hit points drop to –10 or lower, he's dead. A character can also die if his Constitution is reduced to 0.

Stable Characters and Recovery

A dying character (one with –1 to –9 hit points) is unconscious and loses 1 hit point every round until he or she becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he remains unconscious for 1 hour, at which point he makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). His current hit point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing additional hit points (even if his current hit point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, dying character becomes stable, he makes a Fortitude save (DC 20) to regain consciousness. If successful, he becomes disabled (see above). If he remains unconscious, he makes the same Fortitude save every hour until he becomes conscious. Even while unconscious, he recovers hit points naturally, and he can return to normal activity when his hit points rise to 1 or higher.

Healing

After taking damage, you can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In any case, you can't regain hit points past your full normal total.

Natural Healing

You recover 1 hit point per character level per day of rest. For example, a 5th-level character recovers 5 hit points per day of rest. You may engage in light, non-strenuous activity, but any combat or other strenuous activity (such as climbing) prevents you from healing that day.

If you undergo complete bed rest (doing nothing for an entire day), you recover 1½ times (rounded down) of your character level in hit points. A 5th-level character recovers 7 hit points per day of bed rest.

Higher-level characters recover lost hit points faster than lower-level characters because they're tougher, and also because a given number of lost hit points represent a lighter wound for a higher-level character. A 5th-level Officer who has lost 6 hit points isn't seriously wounded, but a 1st-level Officer who has taken 6 points of damage is.

Healing Ability Damage

Ability damage returns at the rate of 1 point per day of rest (non-strenuous activity, no combat or running). Complete bed rest restores 2 points per day.

Temporary Hit Points

Certain effects can allow a character to gain temporary hit points. When a character gains temporary hit points, make a note of his or her current hit points before adding the temporary hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop.

When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or magic. Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score—even a temporary one—can give him more hit points (an effective hit point in-

crease), 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.

Character Condition Summary

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged: The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per day. This different from "effective" ability loss, which is an effect that goes away when the condition causing it (fatigue, entanglement, or whatever) goes away.

Ability Drained: The character has lost 1 or more ability score points. The loss is permanent.

Blinded: The hero can't see at all, and thus everything has total concealment to him. He has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. He can't make Notice checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Cowering: The hero is frozen in fear, loses her Dexterity bonus, and can take no actions. In addition, she takes a –2 penalty to her Defense.

Dazed: Unable to act, a dazed character can take no actions, but still gets the benefit of his normal Defense.

Dead: A character dies when his hit points drop to –10 or lower, or when his Constitution drops to 0.

Deafened: The hero can't hear and takes a –4 penalty on initiative checks. He can't make Notice checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Dying: The character is near death and unconscious, with –1 to –9 wound points. She can take no actions, and each round a dying character loses 1 hit point until she dies or becomes stable.

Entangled: An entangled character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, he can move at half speed, but can't run or charge.

Exhausted: Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a –6 penalty to Strength and Dexterity.

Fatigued: Characters who are fatigued can't run or charge and take a penalty of –2 to Strength and Dexterity.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Defense.

Grappled: When grappled, a hero can't move or undertake any action other than attacking with his bare hands, attacking with a light weapon, or attempting to break free from his opponent. He loses his Dexterity bonus to Defense, except on attacks from characters with whom he is grappling.

Helpless: Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

Nauseated: Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked: A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. He defends normally but cannot attack.

Paralyzed: Heroes who are paralyzed fall to the ground; unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless (see above).

Pinned: A pinned character is held immobile (but not helpless) in a grapple. He takes a –4 penalty to his Defense against melee attacks and loses his Dexterity bonus to Defense.

Prone: An attacker who is prone (lying on the ground) takes a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. He gains a +4 bonus to his Defense against ranged attacks, but takes a –4 penalty to his Defense against melee attacks.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, and skill checks.

Stable: A stable character is no longer dying, but is still unconscious.

Stunned: A character who becomes stunned loses her Dexterity bonus, drops what she is holding, and can take no attack or move actions. In addition, she takes a –2 penalty to her Defense. The condition typically lasts 1 round.

Unconscious: An unconscious character is unable to defend himself. He is helpless and typically falls prone (see above).

Saving Throws

Generally, when a character is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's

class and level (the character's base save bonus) and an ability modifier. A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is: Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack or effect itself.

The three different kinds of saving throws are:

Fortitude

These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

Reflex

These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

Will

These saves reflect a character's resistance to mental influence, domination, and psychological effects. Apply the character's Wisdom modifier to his or her Will saving throws.

Initiative

Every round, combatants get to take their allotment of actions. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The Gamemaster finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat Footed

At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character cannot use his or her Dexterity bonus, and therefore loses his Reflex saving throw bonus to Defense while flat-footed.

Joining a Battle

If characters enter a battle after it has begun, they will roll for initiative at that time and act whenever their turn comes up in the existing order.

Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. Acting in initiative order (from highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, then a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in the Actions in Combat tables, and covered in Special Initiative Actions and Special Attacks.

Characters can only do the three following actions; the character can take a standard action, move action and swift action. More than one of these type actions can not be taken in a single round, with the exception of move, but if more than one move action is taken all other action types are prohibited.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a period 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.

Action Types

The four main types of actions are: attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the Gamemaster allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

There are several other types of actions detailed below.

Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Move Action

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

A character can take a move action in the place of an attack action. If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

Swift Action

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

Full Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the Gamemaster allows.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the Gamemaster puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in the Actions in Combat table, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.) A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively

A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a –4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals non-lethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity

Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

'Armed and Unarmed Attacks

Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and Defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage

An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of non-lethal damage.

A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a –4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee

If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a –4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the –4 penalty, even if it is engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a rifle takes a –4 penalty on attacks against adjacent opponents.

Fighting Defensively

A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a –4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Aid Attack

You may assist another character's attack on his turn. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as a Combat Reaction. When your friend makes his attack, announce your intention to use your Combat Reaction to Aid Attack. Your friend gains a +2 bonus on his attack roll. Multiple characters can aid the same friend, and the bonuses stack.

Aid Defense

You may assist another character's defense. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as a combat reaction. On the opponent's turn, before he makes his melee attack roll against your friend; announce your intention to use your combat reaction to Aid Defense. Your friend gains a +2 bonus to his AC against that attack. Multiple characters can aid the same friend, and the bonuses stack.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Note: You retain your Dexterity bonus to Defense while casting.

Spell Components

To cast a spell with a verbal (V) component, your character must speak in a firm voice. If your character is gagged or in the area of a silence spell, they cannot cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate, preparing them is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

Concentration

You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.

Injury

Getting hurt or being affected by hostile magic while trying to cast a spell can break a character's concentration and ruin a spell. If, while trying to cast a spell, the character takes damage, fails a saving throw, or is otherwise successfully assaulted, she must make a Concentration check (DC 10 + points of damage taken + level of the spell being cast). A character who fails the check loses the spell without effect. The interrupting event strikes during spellcasting if: It occurs during the time between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more); or It comes in response to the character casting the spell, such as an attack of opportunity provoked by the spell, or a contingent attack, such as a readied action.

If the character is taking continuous damage, half the damage is considered to take place while she is casting a spell. The character must make a Concentration check (DC 10 + half the damage the continuous source last dealt + level of the spell being cast). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage does not count as continuous damage.

Spell

If the character is affected by a spell while attempting to cast her own spell, she must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the Concentration check's Difficulty Class is as follows: DC 10 + points of damage + level of the spell the character is casting. If the spell interferes with the character or distracts her in some other way, the Difficulty Class equals the spell's saving throw Difficulty Class + the level of the spell the character is casting. For spells with no saving throw, use the Difficulty Class that the spell's saving throw would have if it did allow one.

Grappling or Pinned

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + level of the spell being cast) or lose the spell.

Vigorous Motion

If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, she must make a Concentration check (DC 10 + level of the spell being cast) or lose the spell.

Violent Motion

If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, she must make a Concentration check (DC 15 + level of the spell being cast) or lose the spell.

Violent Weather

A character attempting to cast a spell in a high wind carrying blinding rain or sleet must make a Concentration check (DC 5 + level of the spell being cast). If the character is in wind-driven hail, dust, or debris, the Difficulty Class increases (DC 10 + level of the spell being cast). The character loses the spell if she fails the Concentration check. If the weather is caused by a spell, use the rules in the "Spell" subsection above.

Casting Defensively

If the character wants to cast a spell without provoking any attacks of opportunity, she needs to dodge and weave. To cast defensively, she must make a Concentration check opposed by the foe's attack bonus (or 10, whichever is higher) + the level of the spell she is casting. The character loses the spell if she fails this check.

Entangled

If the character wants to cast a spell while entangled, she must make a Concentration check (DC 15) to cast the spell. The character loses the spell if she fails this check.

Casting Time

Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Attacks of Opportunity

Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 12 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive

Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell in addition to it not working.

Touch Spells in Combat

Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks

Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

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. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell

Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item

Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

Spell Completion Items

Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

Other Magic Items

Activating Spell Trigger, Command Word, or Use-Activated items does not require concentration and does not provoke attacks of opportunity.

Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total Defense action. The character does not get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

Move Actions

With the exception of specific movement-related skills, most move actions do not require a check. In some cases, ability checks might be required.

Movement and Position

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many non-standard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

Speed

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down. A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

Standard Scale

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.

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 a character can move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

How Far Can a Character Move?

Characters 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 attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

Movement in Darkness

If a character moves when he or she cannot 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, creature, or object.

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 (if the character has ranks in the Acrobatics skill; see the skill description). A character can move through a square occupied by an unfriendly character that does not resist, as if the character was friendly.

Square Occupied by Larger/Smaller Creature

Any creature can move through a square occupied by a creature or object three size categories larger or three categories smaller than it is.

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 does not gain a bonus for flanking when making a ranged attack.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door. If a character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement as a free action.

Standing Up

Standing up is a move action that does not provoke an attack of opportunity.

Start/Complete Full-Round Action

The 'start/complete full-round action' move action lets a character start undertaking a full-round action (such as those listed on the Actions in Combat table) at the end of his or her turn, or complete a full-round action by using a move action at the beginning of his or her turn in the round, following the round when the character started the full-round action. If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

Full Round Action

A full-round action requires an entire round to complete. If it does not involve moving any distance, a character can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge

The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character cannot run past the target and attack from another direction). A character cannot take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

Attacking after a Charge

After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a –2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge. Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Turning Charge

A character using the charge action can make one turn during the charge (rather than just moving in a straight line). However, he must make an Acrobatics check (DC 12) or, at the point of the turn, he falls prone and his turn ends. Further, the prone character suffers a –4 penalty on his attack roll (with the +2 bonus for charging, the net is –2) and a further –2 to his Defense Bonus (for a total of –4 with the charge).

Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks. If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action

A character does not have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she cannot use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

Fighting Defensively

A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons

If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a –6 penalty on the regular attack or attacks with his or her primary hand and a –10 penalty on the attack with his or her off hand. Unless a characters has the Two-Weapon Fighting feat, when attacking with two weapons they must both be of the same type – namely melee or ranged. A character can reduce the penalties inherent in this kind of combat in two ways.

If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.) Also, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6. The Two-Weapon Fighting Penalties table below summarizes the interaction of all these factors.

Double Weapons

A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table 9.2: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Two-Weapon Fighting feat & Off-hand weapon is light	–2	–2

Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she cannot avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but cannot run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character does not also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of with-

drawing, and therefore enemies do not get attacks of opportunity against the character when he or she moves from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal. Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Miscellaneous Actions

Some actions do not fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the Gamemaster determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Use Feat, Skill, or Talent

Certain feats let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them. Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Attacks of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she does not want to. An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

The melee combat rules assume that combatants are actively avoiding attacks. A player does not have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and does not maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in Defense to attack for free. These attacks are called attacks of opportunity.

In addition to melee and natural weapon attacks, a character can make an attack of opportunity with a pistol or a carbine. An attack with one of these weapons can only be made if the combatants are come into a threatening area within 30 feet of the character. The enemy combatant must be actively attacking the character to qualify as an opponent for a successful ranged attack of opportunity, as in a charge or a bull rush.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see 'Armed' Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Triggering Attacks of Opportunity

The tables on the following page indicate which actions do and don't trigger Attacks of Opportunity.

Table 9.3: Full-Round Actions

Action	AoO[1]
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes

Table 9.4: Free Actions

Action	AoO[1]
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No

Table 9.5: Miss Chance

Concealment	Example	Miss Chance
One-quarter	Light fog; light foliage	10%
One-half	Shadows; dense fog at 5 ft.	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Attacker blind; total darkness; smoke grenade; dense fog at 10 ft.	50%[1]

1 Attacker must also guess target's location

Table 9.6: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender[1]	+2	—
Attacker on higher ground	+1	+0
Attacker prone	–5	–2[2]
Attacker invisible	+2[3]	+2[3]

1 A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

2 Some ranged weapons cannot be used while the attacker is prone.

3 The defender loses any Dexterity bonus to Defense.

Table 9.7: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	–2	+2[1]
Defender prone	–5	+5[1]
Defender stunned or cowering	–2[2]	–2[2]
Defender climbing	–2[2]	–2[2]
Defender flat-footed	+0[2]	+0[2]
Defender running	+0[2]	+2[2]
Defender grappling		
(attacker not)	+0[2]	+0[3]
Defender pinned	–4[4]	+0[4]
Defender helpless (such as paralyzed, sleeping, or bound)	+0[2]	+0[2]
Defender has cover	See Cover	
Defender concealed or invisible	See Concealment	

1 May instead improve bonus to Defense granted by cover. See Cover, below.

2 The defender loses any Dexterity bonus to Defense.

3 Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.

4 Treat the defender's Dexterity as 0 (–5 modifier).

Table 9.8: Cover

Degree of Cover	Examples	DV Bonus	Reflex Bonus
One-quarter	Standing behind a 3-ft. high wall	+2	+1
One-half	Fighting from around a corner or a tree; standing at an open window; behind a creature of same size	+4	+2
Three-quarters	Peering around a corner or a big tree	+7	+3
Nine-tenths	Standing at an arrow slit; behind a door that's slightly ajar	+10	+4*
Total	On the other side of a solid wall	—	—

* Half damage if save is failed; no damage if successful.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character does not provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws. If the character does not start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. The Actions in Combat table notes many additional actions that provoke attacks of opportunity.

Combat Modifiers

This section covers offensive and defensive modifiers provided by position. In the incredibly violent world of *Gaslight*, these modifiers can be the edge a Player Character needs to survive. As such, they are a vital part of combat.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The Gamemaster judges what bonuses and penalties apply, using the Defense Modifiers table and the Attack Roll Modifiers table as guides.

Table 9.9: Action Type Varies

Action	AoO[1]
Disarm[4]	Yes
Grapple[4]	Yes
Load a weapon	Yes
Trip an opponent[4]	No
Use a feat[5]	Varies

Table 9.10: No Action

Action	AoO[1]
Delay	No
5-foot step	No

Table 9.11: Attack Actions

Action	AoO[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Casting a Spell	Yes
Escape a grapple	No
Feint (see the Deception skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe[2]
Total Defense	No
Use a skill that takes an attack action	Usually

Table 9.12: Move Actions

Action	AoO[1]
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon[3]	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No
Start/complete full-round action	Varies
Swim	No
Use a skill that takes a move action	Usually
Activate a device	Yes

1 Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2 If the object is being held, carried, or worn by a creature, yes. If not, no.

3 If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

4 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

5 The description of a feat defines its effect.

Cover

Cover provides a bonus to Defense Value. 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 is easy to have better cover than the opponent. The Gamemaster may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The Gamemaster determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus

The Cover table below gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus

The Cover table also gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking Cover Instead of Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the Gamemaster should determine if the attack roll would have hit the protected target without the cover. If the attack roll

falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck.

This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in the Concealment table below. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it does not matter who makes the roll or whether it is 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.

Helpless Defenders

A helpless foe—one that is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target that is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defense, then that target cannot be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Notice checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defense of 5 + his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

Coup de Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals non-lethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a –4 penalty on any attempt to deal non-lethal damage with the weapon. The target has an effective Defense of 10 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Non-lethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a knockout blow against a creature that is immune to critical hits.

On a successful strike from unarmed combat, the opponent must make a Fortitude save the save is DC 10. The first step is to figure up the maximum potential hit points of the opponent and divide them by 5 (ex. A 6th level apprentice would have a maximum potential of 48 hit points) and then divide that total by 10. For every amount of damage done to the opponent in those increments then you add +1 to the DC needed to avoid a knockout.

Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else. These are not common in the 'Shoot first, shoot often' world of *Gaslight*, but they are occasionally worthwhile.

Drawing an Item

Any character who can draw a weapon as a part of a move can draw anything reasonable (a wand, potion, etc.) as a part of move.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays his actions, he voluntarily reduces his initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until sometime later in the round and act then, thus fixing the character's new initiative count at that point. A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round. If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round. Delaying changes a character's position in the initiative order.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action. Readying does not provoke an attack of opportunity. Readying an action does not change a character's initiative number. Instead, after taking a readied action, the character's turn snaps back to its original position in the lineup. This method is actually more intuitive and easier to keep track of than the original—GMs and players alike often forget to change the readying character's initiative number.

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes for the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character does not get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get regular action that round.

Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against a Defense Value of 10. If the character succeeds, he or she does not actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target. The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character is not proficient in personal firearms, he or she takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character does not have those feats, he or she can still fire more than one bullet—but the extra bullets do not have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity. Because of the weapon's unwieldy shape and size, an attacker using a rifle takes a –4 penalty on attacks against adjacent opponents.

Stray Shots

The nightmare of any character is to fire at an enemy and miss, striking an innocent bystander or ally instead. Even thugs may be cautious to fire a firearm when they have an ally close at hand. Most of the time when a shot misses a target it will hit the nearest floor or wall harmlessly, however there may be times when the opponent is fleeing through a crowd or deep within cover of your allies. In these cases a stray shot can miss the intended target and cause a great deal of damage to someone else.

In these cases the Gamemaster can rule that a missed ranged attack can indeed hit someone else at any time. The ranged attacks path is determined and a 1d20 is rolled for every potential target within 5 feet of the attack path. If the roll equals or exceeds the targets Defense then they have been hit by the attack as normal. Critical hits are applied as normal for this attack.

Called Shots

Any character locked into deadly combat will usually seek to destroy his enemies as quickly as possible. There are many more ways to cripple and defeat an enemy than by simply pumping him full of lead. Some instead choose to aim their blows at specific parts of their enemy's body, not only causing great injury, but also aiming to whittle down his ability to continue fighting in an effective manner. By striking at heads, arms and legs, a skilled combatant can all but incapacitate a foe, leaving him vulnerable and wide open to attack.

Making a Called Shot

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armor (by attacking a small, unarmored spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

Called Shot – Disarming

A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weapon's user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

Called Shot to Partial Armor

Some armor may provide partial protection, like only protecting a person's torso. An attack aimed at a thin or unarmored area suffers a –4 attack check penalty and ignores the effects of the armor if successful.

Called Shot to Vital Spot

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the center of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Table 9.13: Corner for Explosive (one range increment)

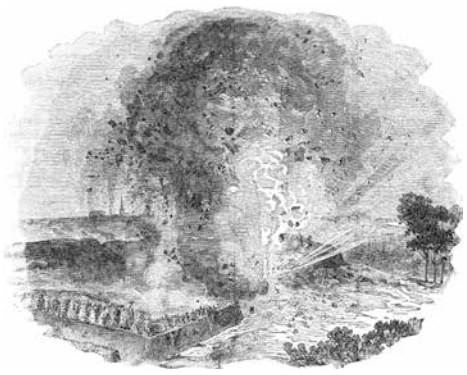
Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character does not take the –4 non-proficient penalty. If the attack succeeds, then the grenade, or explosive, lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Table 9.14: Corner for Explosive (2-3 range increments)

Roll on d8	Location Struck
1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target



For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Table 9.15: Corner for Explosive (4-5 range increments)

Roll on d12	Location Struck
1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short & right of target
7	lower right corner, two squares short of target
8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place through the use of the Demolitions skill, with some kind of timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters do not take the –4 non-proficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature. If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

Attack an Object

Sometimes a character needs to attack or break an object.

Strike an Object

Objects are easier to hit than characters because they usually do not move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack

Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on the Size and Defense of Objects table.

TABLE 9.17: SIZE AND DEFENSE OF OBJECTS

Size (Example)	Defense
Colossal (ocean liner)	–3
Gargantuan (train car)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (bicycle)	5
Small (chair)	6
Tiny (umbrella)	7
Diminutive (penny dreadful)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character that holds it. (If a character has the Sunder feat, he or she does not incur an attack of opportunity for making the attempt.)

Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see the Substance Hardness and Hit Points table and the: Object Hardness and Hit Points table).

Hit Points

An object's hit point total depends on what it is made of or how big it is (see the Substance Hardness and Hit Points and the Object Hardness and Hit Points tables below).

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

TABLE 9.18: SUBSTANCE HARDNESS & HIT POINTS

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

TABLE 9.19: OBJECT HARDNESS & HIT POINTS

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects*			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

* Figures for manufactured objects are minimum values. The Gamemaster may adjust these upward to account for objects with more strength and durability.

Ineffective Weapons: The Gamemaster may determine that certain weapons just cannot deal damage effectively to certain objects.

Immunities: Objects are immune to non-lethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material. If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the object's hit points. There are certain situations where repairing a specific item works in other ways; these exceptions are part of the item's description when applicable.

Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character does not get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character cannot, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character does not get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponent's area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

Being Tripped (Prone)

A tripped character is prone (see the Defense Modifiers table). Standing up from a prone position is a move action, as listed above.

The Gamemaster's Best Friend: The Even/Odd Rule

When in doubt as a Gamemaster as to whether or not an action should work, try to match it to some other rule in this book. If there is no easy resolution and the factors regarding the action could go either way, grab any die and roll it. If the result is even, the action is a success. If the die comes up odd, the action fails. This is a simple, arbitrary, unbiased way to resolve differences of opinions in game as well. If a rules call is under dispute and nothing else seems to solve it, the even/odd check can provide resolution without favoring either side.

Even/odds can be extrapolated to handle problems with more than two sides just by summing up the various solutions, assigning a die face (or faces) to each in equal number, and rolling to determine which one will take precedent. Just be certain that all other options have been exhausted and that a random roll is the only way to determine the proper course of action first.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character does not incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

Dirty Trick

You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's Defense, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. If you possess the Greater Dirty Trick feat, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds your opponent's Defense. In addition, removing the condition requires the target to spend a standard action.

Drag

You can attempt to drag a foe as a standard action. You can only drag an opponent who is no more than one size category larger than you. The aim of this maneuver is to drag a foe in a straight line behind you without doing any harm. If you do not have the Improved Drag feat or a similar ability, initiating a drag provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, both you and your target are moved 5 feet back, with your opponent occupying your original space and you in the space behind that in a straight line. For every 5 by which your attack exceeds your opponent's Defense, you can drag the target back an additional 5 feet. You must be able to move with the target to perform this maneuver. If you do not have enough movement, the drag goes to the maximum amount of movement available to you and ends.

An enemy being moved by a drag does not provoke an attack of opportunity because of the movement unless you possess the Greater Drag feat. You cannot move a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your movement, the drag ends adjacent to that creature.

Stability: Some characters or types of creatures prove particularly sure-footed, making them more difficult to overthrow and move around the battlefield.

Reposition

You can attempt to reposition a foe to a different location as a standard action. You can only reposition an opponent that is no more than one size category larger than you. A reposition attempts to force a foe to move to a different position in relation to your location without doing any harm. If you do not have the Improved Reposition feat or a similar ability, attempting to reposition a foe provokes an attack of opportunity from the target of your maneuver. You cannot use this maneuver to move a foe into a space that is intrinsically dangerous, such as a pit or wall of fire.

If your attack is successful, you may move your target 5 feet to a new location. For every 5 by which your attack exceeds your opponent's CMD, you can move the target an additional 5 feet. The target must remain within your reach at all times during this movement, except for the final 5 feet of movement, which can be to a space adjacent to your reach.

An enemy being moved by a reposition does not provoke an attack of opportunity because of the movement unless you possess the Greater Reposition feat. You cannot move a creature into a square that is occupied by a solid object or obstacle.

Steal

You can attempt to take an item from a foe as a standard action. This maneuver can be used in melee to take any item that is neither held nor hidden in a bag or pack. You must have at least one hand free (holding nothing) to attempt this maneuver. You must select the item to be taken before the check is made. Items that are simply tucked into a belt or loosely attached (such as brooches or necklaces) are the easiest to take. Items fastened to a foe (such as cloaks, sheathed weapons, or pouches) are more difficult to take, and give the opponent a +5 bonus (or greater) to his Defense. Items that are closely worn (such as armor, backpacks, boots, clothing, or rings) cannot be taken with this maneuver. Items held in the hands (such as wielded weapons or wands) also cannot be taken with the steal maneuver—you must use the disarm combat maneuver instead. The GM is the final arbiter of what items can be taken. If you do not have the Improved Steal feat or a similar ability, attempting to steal an object provokes an attack of opportunity from the target of your maneuver.

Although this maneuver can only be performed if the target is within your reach, you can use a whip to steal an object from a target within range with a –4 penalty on the attack roll.

If your attack is successful, you may take one item from your opponent. You must be able to reach the item to be taken (subject to GM discretion). Your enemy is immediately aware of this theft unless you possess the Greater Steal feat.

Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempts to disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: The character provokes an attack of opportunity from the target he or she is trying to disarm.

Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

Ranged Weapons

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Disarming an opponent by using a ranged weapon is only possible if the character doing so possesses the Improved Disarm feat.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity: If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object does not allow the target to attempt to disarm the character.

Grapple

Grappling means wrestling and struggling hand-to-hand. When most people carrying guns and blades in the Victorian genre, grappling can be a dangerous proposition, but it can be a useful combat option in certain cases where normal methods of assault may not advisable or possible. There are three stages to grappling: grabbing, holding, and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character does not actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character cannot get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character cannot initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Table 9.20: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (grey 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

Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from the Grapple Modifiers table below.

Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

Step One: Attack of Opportunity: A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step two.

Step Two-Grab: The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.

Step Three-Hold: Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike. If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

Step Four-Maintain the Grapple: To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and does not count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character cannot move into the target's square, the character cannot maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares: A character does not threaten any squares while grappling.

No Dexterity Bonus: A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character is not grappling. (The character can still use it against opponents he or she is grappling.)

Limited Movement: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a –4 penalty to Defense against all attacks from other people, however, the opponent is not considered helpless. A character cannot use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first. A pinned character cannot take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents do not have to try to hold a character if they do not want to.)

Alternatively, the character can make an Escape Artist check

opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks. If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents do not have to try to keep the character pinned if they do not want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character cannot attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round, while the character cannot attempt any other action. On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target does not get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

Multiple Grapplers

Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled creature's combat maneuver check.

Knock Down

A character can attempt to knock down a foe with a particularly hard strike, but he must take a –4 penalty on his attack roll. The resulting attack, if it hits, must inflict 20 points of damage or more in a single melee attack against a Medium or smaller creature before the character can try to knock down the foe. (It must inflict 30 points of damage in a single blow to knock down a Large creature, 40 points to knock down a Huge creature, 50 points to knock down a Gargantuan creature, and 60 points to knock down a Colossal creature.)

To knock down the foe, the attacker makes an immediate Strength check opposed by the foe's Strength or Acrobatics check; on a success, he knocks down the foe. The foe gains a +4 bonus for every size category he is larger than Medium or suffers a –4 penalty for every size category he is smaller than Medium. The foe gains a +4 bonus if he has more than two legs or is otherwise more stable than a normal humanoid.

A knocked-down foe stays in the same square but falls prone. To knock down a foe without making an attack, use the standard trip rules.

Throw

If a character has an opponent grappled, he can use a standard action to attempt to throw his opponent into an adjacent square, where he will land prone. The opponent must weigh less than the character's heavy load. The character and his opponent make opposed grapple checks, and if the character succeeds, he throws the opponent. If the opponent wins, however, he breaks the grapple, is not prone, and can immediately readjust to any adjacent square he wishes (or stay in the same square).

Unusual Combat Situations

There are any number of actions that can be taken in combat completely covered by the rules just presented, but inevitably, a Player is going to propose something that is not. The world of *Gaslight* is fast moving, highly technical, and conflicts in this setting tend to be won or lost through the ideas and actions of those involved, not the person with the biggest gun. The problem with clever combat ideas is that they are usually unique, which makes it very difficult to pattern them to the common battle options given in this chapter.

This is not as much of a difficulty as one might think. Gamemasters are the ultimate controllers of their stories and their decisions are law. If an idea for an action does not match anything here, the Gamemaster's instincts usually suffice for the moment and an idea that gets used multiple times becomes a precedent. These form the basis for 'house rules', something every campaign develops over time. As long as everyone involved in the game is having fun playing and the rules apply equally to everyone, there is no such thing as a 'bad call'. The Gamemaster has both the privilege and the responsibility of being the ultimate arbiter during play, but he must act with impartiality or the spirit of fairness is lost.

Poison

Determine the maximum amount of damage that a given poison can inflict. For example, a poison that has primary damage of 1d4 Strength and secondary damage of 1d6 Strength has a maximum damage of 10 Strength. The victim must attempt a saving throw each round after being subjected to the poison, suffering 1 point of Strength damage each round, until she has either made a successful save or has suffered the maximum damage. One successful saving throw ends the poison's effect.

Existing poisons that do not inflict ability score damage deliver their effects as stated. For example, a poison with paralysis as its "damage" still paralyzes for 2d6 minutes on one missed save. A

poison that inflicts 2d12 points of hit point damage as its primary effect and 1d6 points of Constitution damage as its secondary effect must work a bit differently, as you can't add the two types of damage together. In this case, treat the hit point damage as the first round's worth of effect, and then handle the Constitution damage as described above. Thus, the poison inflicts 2d12 points of damage on the first round, and 1 point of Constitution damage for up to 6 rounds after that (depending on when—and if—the victim succeeds at the save).

GMs could devise new poisons that inflict nonstandard damage (like paralysis, unconsciousness, a sickening effect, a daze effect, etc.) that last until the victim rolls a successful saving throw (attempted each round).

It is easier to remember to make a save each round rather than one save now and one 10 rounds later. This very likely makes low save DC poisons less dangerous and very high save DC poisons more dangerous. It makes dealing with the poison (using a Treat Injury check) more urgent.

Environment and Hazards

Weather

Sometimes weather can play an important role in an adventure.

The Random Weather table is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. A downpour lasts for 2d4 hours and can create floods (see above).

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/ Blizzard/ Hurricane/ Tornado): Wind speeds are over 50 mph (see table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see table: Wind Effects on the following page.

Rain, Snow, Sleet, & Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Notice checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Notice checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Notice and Search checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See the Wind Effects table for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Sandstorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a sandstorm blows fine grains of sand that obscure vision, smothers unprotected flames, and can even choke protected flames (50% chance). Most sandstorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater sandstorm to be accompanied by windstorm-magnitude winds (see the Wind Effects table). These greater sandstorms deal 1d3 points of nonlethal damage

TABLE 9.21: WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons[1]	Creature Size[2]	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2/—	Tiny or smaller Small or large	Knocked down None	10
Severe	31–50 mph	–4/—	Tiny Small Medium Large or larger	Blown away Knocked down Checked None	15
Windstorm	51-74 mph	Impossible/-4	Small or smaller Medium Large or Huge Gargantuan or Colossal	Blown away Knocked down Checked None	18
Hurrican	75-174 mph	Impossible/-8	Medium or smaller Large Huge Gargantuan or Colossal	Blown away Knocked down Checked None	20
Tornado	175-300 mph	Impossible/Impossible	Large or smaller Huge Gargantuan or Colossal	Blown away Knocked down Checked	30

1 The siege weapon category includes ballista and catapult attacks.
2 Flying or airborne creatures are treated as one size category smaller than their actual size.
Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.
Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Search and Notice checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see the Wind Effects table). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Notice checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Notice checks are at a –4 penalty. This is the velocity of wind produced by a gust of wind spell.

Table 9.22: Random Weather

d%	Weather	Cold Climate	Temperate Climate[1]	Desert
01–70	Normal weather	Cold, calm	Normal for season[2]	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunder-storm, snowstorm	Sand-storm
100	Powerful storm	Blizzard	Windstorm, blizzard hurricane, tornado	Down-pour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.
2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Notice checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Notice checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often cause trees to fall.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Notice checks. Instead of being blown away (see the Wind Effects table), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Acid Effects

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Darkness

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity adjustment to AC and takes a –2 penalty to AC.

A blinded creature takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Notice check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Notice check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Volcanoes

When the world's crust ruptures and expels its molten heart, one of the most dramatic natural disasters results: a volcano. Volcanic eruptions offer a wide range of options for the GM, including lava, lava bombs, poisonous gases, and pyroclastic flows. GMs might also consider presaging a dramatic volcanic eruption with existing hazards, like avalanches and minor earthquakes.

Lava

Lava flows are usually associated with nonexplosive eruptions, and can be a permanent fixture of active volcanoes. Most lava flows are quite slow, moving at 15 feet per round. Hotter flows move faster, achieving speeds up to 60 feet per round. Lava in a channel such as a lava tube is especially dangerous, moving as fast as 120 feet per round (a CR 6 hazard). Creatures overrun by a lava flow must make a DC 20 Reflex save or be engulfed in the lava. Success indicates that they are in contact with the lava but not immersed.

Lava Bombs (CR 2 or 8)

Blobs of molten rock may be hurled several miles from an erupting volcano, cooling into solid rock before they land. A typical lava bomb strikes a point designated by the GM and explodes in a 30-foot radius. All creatures in the area must make a DC 15 Reflex save or take 4d6 points of damage. Creatures under cover or capable of covering themselves (like with a shield) gain a +2 bonus on this save. Particularly large lava bombs might sometimes occur, dealing 12d6 points of damage. Normal lava bombs have a CR of 2, large lava bombs have a CR of 5.

Poisonous Gas (CR 5)

One of the more insidious threats of a volcano is toxic gas, often escaping notice amid the fire and destruction. A wide variety of poisonous vapors can result from a volcanic eruption, some visible, some unseen. Poisonous gas causes 1d6 points of Constitution damage per round if inhaled (Fortitude DC 15 negates, the DC increases by 1 per previous save), and visible gases also function as heavy smoke. Poisonous gas clouds flow toward low ground, and are typically 50 feet high. Gale-force winds can divert gas clouds, as can high barriers—provided the gas has somewhere else to go.

Pyroclastic Flows (CR 10)

Some volcanic eruptions create a devastating wave of burning ash, hot gases, and volcanic debris called a pyroclastic flow that can travel for miles. Treat a pyroclastic flow as an avalanche traveling at 500 feet per round, combined with the effects of poisonous gas listed above. Contact with the searing-hot debris of the flow causes 2d6 points of fire damage per round, while any creature buried in the flow suffers 10d6 points of damage per round.

Tsunamis

Tsunamis, sometimes referred to as tidal waves, are crushing waves of water caused by underwater earthquakes, volcanic explosions, landslides, or even asteroid impacts. Tsunamis are almost undetectable until they reach shallow water, at which point the mass of water builds up into a great wave.

Depending on the size of the tsunami and the slope of the shore, the wave can travel anywhere from hundreds of yards to more than a mile inland, leaving destruction in its wake. The water then drains back, dragging all manner of debris and creatures far out to sea.

The exact damage caused by a tsunami is subject to the GM's discretion, but a typical tsunami obliterates or displaces all temporary and poorly built structures in its path, destroys about 25% of well-built buildings (and causes significant damage to those that survive), and leaves serious fortifications only lightly damaged. As much as a quarter of the population living in the area (including animals and monsters) perishes in the disaster, either swept out to sea, drowned on shore, or buried under rubble.

A creature can avoid being pulled out to sea with a DC 25 Athletics check; otherwise it is pulled 6d6 × 10 feet away from shore. Waters after a tsunami are always treated as rough or stormy, barring magical influence. A creature caught in a collapsing

building takes 6d6 points of damage (DC 15 Reflex save for half), or half that amount if the building is particularly small. There is a 50% chance that the creature is buried (as for a cave-in), or the tsunami may tear the building apart, freeing the creature from the rubble.

Falling

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

Table 9.23: Damage from Falling Objects

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use the Damage from Falling Objects table to see how far an object of a given weight must drop to deal 1d6 points of damage.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Heat Dangers

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round.

Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Starvation & Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Suffocation

A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Awarding Experience

Experience points measure a hero's accomplishments. They allow a hero to gain levels, and therefore become more powerful.

The Gamemaster awards each hero experience points (XP) at the conclusion of each adventure. This represents the fact that the heroes have learned from their adventure, and (usually) have time to reflect on their experiences and train in their skills.

The amount of XP awarded is based on the number of encounter goals achieved and the average level of the heroes who participated, as detailed below.

On average, four short adventures, two medium adventures, or a single long adventure should provide sufficient XP to advance a group of four heroes one level.

Encounter Goals

For purposes of *Gaslight*, an encounter is defined as an obstacle (whether it be an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle can be overcome through smart role-playing, combat, or skill use. Persuading a crazed cult leader to surrender might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a crime lord might require heroes to fight their way past a squad of thugs or infiltrate the crime lord's headquarters without setting off the security system.

Heroes receive experience points for overcoming obstacles that stand in the way of achieving the goals of the adventure. Gauging encounters to the heroes' power level requires a fair amount of GM intuition, which becomes simpler as you become more familiar with your players and their heroes. After a few adventures, you should have relatively little difficulty in estimating appropriate encounters for your adventures. Also, feel free to adjust experience awards depending on how easily the heroes achieve an encounter goal.

Encounter Levels

Every encounter is rated with an Encounter Level, or EL, that indicates how challenging the encounter is expected to be. In general, an encounter with an EL equal to the average character level of the heroes is moderately challenging—difficult or dangerous enough to make the heroes pay attention, but probably not life-threatening if they're reasonably careful. An EL two or three points higher than the heroes' average level is a much more dangerous affair—the sort of encounter that often makes up the climax of an exciting adventure. On the other hand, minor encounters throughout the adventure might have ELs two or three points lower than the heroes' average character level. An entire adventure contains encounters of many ELs, ranging from simple to extremely challenging.

In addition to indicating the level of challenge encounters, ELs are also used to determine the amount of experience characters get for succeeding in those encounters.

Determining Encounter Levels

Determining the level of an encounter involves four steps: determining the Challenge Ratings (CR) of the individual opponents or hazards that make up the encounter; calculating an overall Challenge Rating from those individual CRs; considering the threat level of the encounter; and considering the encounter circumstances.

For the most basic sort of encounter—fighting a single opponent—you can usually skip some of these steps.

Individual Challenge Ratings

The first step in determining the EL of an encounter is to calculate the Challenge Rating for each foe or obstacle involved. Often, there's only one—a single creature to destroy, opponent to deal with, or obstacle to overcome. Sometimes, however, there are multiple foes—three mercenaries attacking the heroes, for example, or a fight with a deadly ninja on a dangerously swaying rope bridge (both the ninja and the bridge are dangers to the heroes). In these cases, you need to determine the CR for each opponent or hazard.

This process assumes that the obstacles are all encountered as part of the same event—that is, the opponents all attack at the same time. If these obstacles aren't encountered at the same time (for instance, if the heroes must first cross the dangerous rope bridge before meeting the ninja), they should be separated into two encounters.

Count only the individual opponents or hazards that are important to the encounter. If the heroes enter a seedy bar to ask the bartender a few questions, only the bartender's CR should be included in the encounter EL. Don't include the CRs of all the other patrons if they won't participate in the events of the encounter.

For a Single Creature: Use the CR listed for the creature. If the creature has levels in a heroic class, add its character levels to its CR. If it has levels in an ordinary class, add those levels and subtract 1. (This has already been done for the creatures listed in this book.)

For *Gaslight* campaigns with magic, creatures that are magically summoned don't count. An enemy's ability to summon such creatures is already part of that enemy's CR. Do not include the CR for summoned creatures when calculating an encounter's EL.

For a Single Character: A 1st-level ordinary character has a CR of ½. For an ordinary character of 2nd-level or higher, the character's CR is equal to his character level minus 1. For an ordinary character with levels in a heroic class, the character's CR is equal to his level.

For a Hazard: The term "hazard" can apply to various types of obstacles. A hazard might be a ticking time bomb, a raging snowstorm, or a deep gorge with sharp rocks at the bottom.

A hazard's CR depends on the total damage it can deal, as noted on the Hazard CRs table. The heroes must be faced with a real threat of taking that damage, but the encounter doesn't have to mandate it. For example, a bomb that will explode during the encounter is a hazard—even if the heroes have a chance to disarm it and thus avoid taking any damage at all.

The personal equipment of an opponent doesn't count as a hazard. For example, a hand grenade wielded by a mercenary isn't a hazard—it's simply a weapon used by that opponent. On the other hand, a booby trap consisting of a hand grenade attached to a trip wire might be considered a hazard.

Two damage listings are shown on the Hazard CRs table. The first listing is for hazards that deal one-time damage (such as explosives). The second is for hazards that deal damage over a period of time (such as exposure to extreme weather). The second listing assumes that the heroes are potentially exposed to the hazard for at least two of the time intervals listed (otherwise use the CR for one-time damage). Hazards that deal less than 1d6 points of damage per minute probably shouldn't be treated as hazards, but simply as environmental conditions.

You may have to estimate the CR for a hazard based on the damages shown on the Hazard CRs table. For example, if a hazard deals 3d10 damage (average of 16.5), you might estimate its damage as being similar to 5d6 (average of 17.5), making it a CR 5 hazard.

If the hazard doesn't allow a saving throw, increase its CR by +1. Also, if the hazard is magical in nature (like a magical trap), increase its CR by +1.

For Critical Skill Checks: Some encounters don't involve any real threat to the heroes, but instead hinge only on skill checks. When an encounter requires a skill check, but isn't opposed by an enemy or creature, the DC of the check determines its CR. See the CRs for Skill Checks table.

Not every skill check has a CR; in fact, most don't. Assign a CR to a skill check only if success in the check is essential to the encounter goal. If the encounter involves opening a locked vault, the DC for the Disable Device check should be part of the EL for the encounter. But the heroes might make other skill checks during the encounter, like a Notice check to hear if anyone is coming. These ancillary checks shouldn't contribute to the EL of the encounter. Only the main skill check or checks required to meet the encounter objectives need a CR.

Also, if the check is opposed, or is used against an enemy or creature, don't give it a CR or include it in calculating the encounter EL. The enemy or creature's CR already accounts for any check made against it. For example, if the heroes must interrogate a thug to learn about the next step in a terrorist plot, they'll probably use their Persuasion skill. The thug's CR already accounts for any checks made against him, so the Persuasion check should not have a CR.

Total Challenge Rating

Once you've figured out the CRs for all of the characters, creatures, hazards, and critical skill checks the heroes face, the next step is to determine the total Challenge Rating for the encounter.

If All Have the Same CR: Modify the CR by the amount shown on the CR Adjustment table. For example, if the heroes face four creatures of CR 5, the total CR is 9.

If the Obstacles Have Different CRs: Average the CRs of the opponents (round down), then modify the total by the amount shown on the CR Adjustment table. For instance, if the heroes face one opponent of CR 8 and two of CR 5, the total CR is 9. (The average of 8 and 5 and 5 is 6, which you modify by +3 because the heroes face a total of three foes.)

Encounter Threat Level

The next step is to modify the total CR according to the nature of the heroes' expected interaction with the encounter. A powerful crime lord with a gang of henchmen might be an EL 11 encounter if the heroes are expected to overcome them in a fight. But the same encounter might be far less challenging if the heroes merely need to ask the crime lord a question or two—questions he doesn't mind answering.

Choose the encounter's threat level. Then modify the total Challenge Rating as indicated above.

High Threat

The encounter puts the heroes in real and immediate danger. This might mean fighting and killing an enemy, fighting and subduing an enemy, chasing off an enemy, disarming a bomb, getting past a hazard that deals damage, or any number of other dangers. If the encounter includes any hazard or foe that seeks to deal damage to the heroes, it is a high-threat encounter.

Sometimes heroes use their social skills and other forms of prowess to avoid a fight. They might talk a hostile gang leader into letting them past, rather than fighting their way through. They may manage to sneak past an enemy guard. That's fine—in fact, most of the time it's admirable. If a fight is likely, however, treat the encounter as high threat.

Low Threat

The encounter puts the heroes in danger, but their most likely course of action will avoid actual violence. Perhaps they need to get answers out of a hostile witness, or get into a private club past a bouncer who won't let them in. In these cases, the heroes will probably rely on their skills and wits to overcome the obstacle, rather than brute force.

Sometimes scenes like these devolve into combat—the heroes grow frustrated with an uncooperative GM character, or some miscommunication results in an attack. Modern adventuring is rarely predictable, and these things happen. Even so, if the most reasonable way for the heroes to successfully approach an encounter doesn't involve violence, consider it a low-threat encounter.

No Threat

The encounter presents no physical danger at all to the heroes; the worst immediate outcome is simply that the encounter goals aren't met. Perhaps the heroes need to hack a computer network, or bypass a security system to get into a corporate lab. If they fail, they won't be able to advance the story—but there's no immediate physical danger.

Often, bad results in such encounters lead to much more dangerous encounters later. Failing to successfully shut down the security system might lead to a dangerous encounter with guards later on. The threat levels of those later encounters apply to their ELs, not to the EL of the encounter that caused them. Don't treat an encounter as high threat because of possible consequences later in the adventure—decide on the encounter's threat level based only on how it will unfold.

Encounter Circumstances

The final step is to consider the circumstances. Dealing with a single gunman in a stand-up fight on the steps of a bank is pretty normal and straightforward. Dealing with a gunman who takes pot shots at the heroes from the windows of surrounding buildings, then stealthily moves to a new location before the heroes can get to him, is another matter.

Adjust the encounter EL according to the degree of advantage the opposition has (or the heroes have). If the opposition has a distinct advantage, increase the EL by ⅓. If the opposition is at a distinct disadvantage, decrease it by ⅓.

Make this adjustment only when the enemy has a noteworthy advantage built into the scenario. (Or vice-versa, when the antagonists are at a distinct disadvantage.) Never grant this adjustment just because you play the bad guys intelligently or the dice fall your way. A terrorist who's smart enough to dive behind cover when the heroes start shooting at him, or who attempts to get around behind them to catch them in a crossfire, doesn't necessarily have a distinct advantage. Likewise, antagonists that do well because the heroes have a run of bad luck (or lack common sense) don't have a particular advantage, either.

Awarding Experience

An encounter's EL determines how many experience points (XP) the characters get for successfully completing the encounter. In general, "successful completion" means that the heroes accomplish the encounter goals. (Sometimes, the goal of an encounter is simply to survive.)

The Experience Point Awards table shows recommended experience awards for encounters of ELs 1 to 20. To find the recommended experience award for an encounter, cross-reference the average level of the heroes with the EL of the encounter. Divide the experience award by the number of heroes to determine each hero's experience award. Only characters who took part in the encounter gain experience.

For example, a group of five 5th-level heroes successfully completes an EL 6 encounter. For 5thlevel characters, an EL 6 encounter is worth 2,000 XP. Divided among the five heroes, that's 400 XP each.

TABLE 9.24: HAZARD CRS

One-Time Damage	Ongoing Damage	CR
1d6	1d6/minute	1
2d6	1d6/5 rounds	2
3d6	1d6/2 rounds	3
4d6	1d6/round	4
5d6	2d6/round	5
6d6	3d6/round	6
each add'l d6	+1d6/round	+1

TABLE 9.25: CRS FOR SKILL CHECKS

Check DC	CR
Less than 15	0
15–19	1
20–24	2
25–29	3
30–34	4
35–39	5
40+	6

TABLE 9.26: CR ADJUSTMENT

Number of Obstacles	CR Adjustment
2	+2
3	+3
4	+4
5	+5
6 or more	+6

TABLE 9.27: ENCOUNTER TYPES

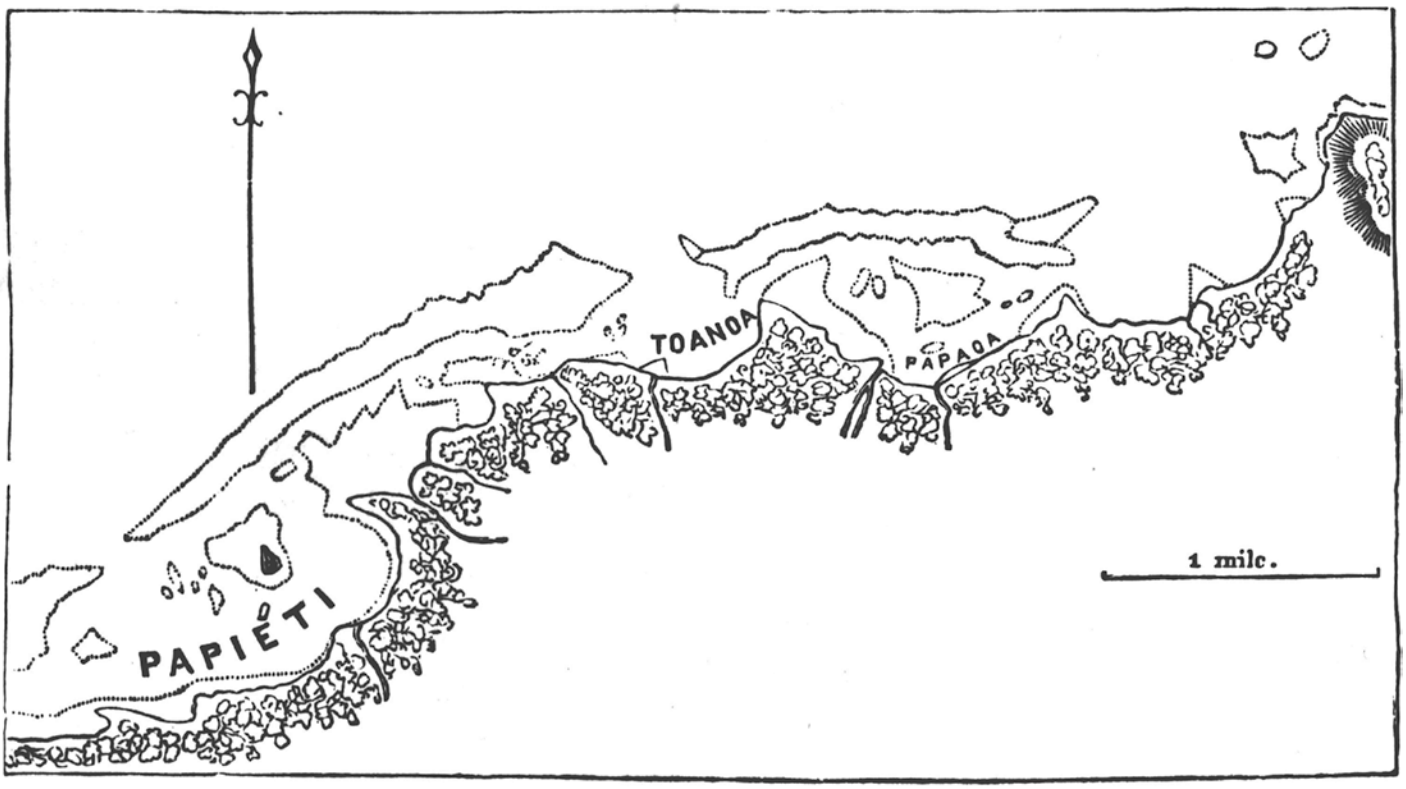
Encounter Form	Adjustment
High Threat	none
Low Threat	x ½
No Threat	x ¼

TABLE 9.28: PARTY ENCOUNTER LEVEL (1ST TO 10TH)

Level	1	2	3	4	5	6	7	8	9	10
1st – 3rd	450	650	900	1275	1800	2550	3600	5100	7200	10200
4th	425	600	850	1200	1700	2400	3400	4800	6800	9600
5th	375	525	750	1050	1500	2100	3000	4200	6000	8400
6th	325	450	625	900	1250	1800	2500	3600	5000	7200
7th	275	375	525	750	1050	1500	2100	3000	4200	6000
8th	225	300	425	600	850	1200	1700	2400	3400	4800
9th		250	350	475	675	950	1350	1900	2700	3800
10th			275	375	525	750	1050	1500	2100	3000
11th				300	425	600	825	1175	1650	2350
12th					325	450	650	900	1275	1800
13th						350	500	700	975	1375
14th							375	525	750	1050
15th								400	550	800
16th									425	600
17th										450
18th										
19th										
20th										

TABLE 9.29: PARTY ENCOUNTER LEVEL (11TH TO 20TH)

Level	11	12	13	14	15	16	17	18	19	20
1st – 3rd										
4th	13600									
5th	12000	16800								
6th	10000	14400	20000							
7th	8400	12000	16800	24000						
8th	6800	9600	13600	19200	27200					
9th	5400	7600	10800	15200	21600	30400				
10th	4200	6000	8400	12000	16800	24000	33600			
11th	3300	4700	6600	9400	13200	18800	26400	37600		
12th	2550	3600	5100	7200	10200	14400	20400	28800	40800	
13th	1950	2750	3900	5500	7800	11000	15600	22000	31200	44000
14th	1500	2100	3000	4200	6000	8400	12000	16800	24000	33600
15th	1125	1600	2250	3200	4500	6400	9000	12800	18000	25600
16th	850	1200	1700	2400	3400	4800	6800	9600	13600	19200
17th	650	900	1275	1800	2550	3600	5100	7200	10200	14400
18th	475	675	950	1350	1900	2700	3800	5400	7600	10800
19th		500	700	1000	1425	2000	2850	4000	5700	8000
20th			525	750	1050	1500	2100	3000	4200	6000



CORAL REEFS OFF THE NORTH SHORE OF TAHITI.

Beyond the Veil 10

In an age long ago magic was more prevalent than it is today. In those days spells were flung by mighty Magus's and great items entered the world. Today only a fraction of that knowledge is known, having been lost during the Dark Ages and the various wars over the years. Occasionally someone finds a scroll, book or something from that long gone era and brings it back for the entire world to share.

A spell is a one-time magical effect. Magic is used by individuals with magical power, which include Magi and Acolytes and creatures with spells and spell-like abilities. Spells can be arcane or divine.

Arcane spells, cast by Magi, involve direct manipulation of mystic energies. These manipulations require long study, and tend to produce dramatic results (such as a fireball, lightning bolt, or magic missile). Divine spells, cast by Acolytes, draw power from an unworldly source, be it from within the caster's own beliefs or some greater entity of power. Divine spellcasting requires meditation and provides more utilitarian effects, including the ability to heal the wounded. Some spells may be cast by both Magi and Acolytes, functioning as arcane spells when cast by Magi and divine spells when cast by Acolytes.

Both Magi and Acolytes have a set number of spells known to them per day, determined by class level. Both must prepare the spells they intend to cast each day. The Magi chooses arcane spells from those she knows and has recorded in her spellbook. The Acolyte doesn't keep a spellbook; the same divine inspiration that powers his magic also makes all divine spells available to him.

Most spells require the caster to speak some ritual words, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects (such as the bright flash of a fireball spell) often are too, but the magic itself is not.

In an age long ago magic was more prevalent than it is today. In those days spells were flung by mighty Magus's and great items entered the world. Today only a fraction of that knowledge is known, having been lost during the Dark Ages and the various wars over the years. Occasionally someone finds a scroll, book or something from that long gone era and brings it back for the entire share.

The magic listed in this book is all that is known, and that is taught to Mages by great learning institutions, like the Royal Academy of Magic in London.

Casting a Spell

The first step in casting a spell is to choose which spell to cast. An Acolyte or Mage selects from among spells prepared earlier in the day and not yet cast (see Preparing Arcane Spells, and Preparing Divine Spells).

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), manipulate some material (if it has a material component) or focus (if any) often, depending on the spell, all at once. Additionally, you must concentrate to cast a spell—and it's difficult to concentrate in the heat of battle. (See below for details.)

If a spell has multiple versions, you choose which version to use when you cast it. You don't have to prepare a specific version of the spell. For example, when you prepare telekinesis, you choose which version of the spell (a gentle, sustained force or a single short, violent thrust) to employ when you cast the spell.

Once you've cast a prepared spell, you can't cast it again until you prepare it again. (If you have prepared multiple copies of a single spell, you can cast each copy once.)

Casting spells in the world can be very dangerous. The cost is 1 + double the level of the spell being cast: This only happens on a failed save, and is non lethal damage only. This causes all spell casters to lose non lethal hit points until they actually pass out from lack of energy. These hit points are recovered at the rate of one per hour. Magic wielding characters need to keep track of how much of their damage is from lethal sources and how much is from non lethal sources. You heal non-lethal damage at the rate of 1 hit point per hour per character level. If a character two-thirds of their hit then they are fatigued, if they reach one-third of their total hit points they are now exhausted, if the caster reaches zero hit points in the process of casting a spell the caster automatically passes out from the strain of spellcasting. Saving throws are made at a DC 12 + the level of the spell being cast.

Lay Lines and Nexuses

Ley lines are invisible, intangible currents of magical energy that connect all power nexuses. Each power nexus is connected by a ley line to every other power nexus, forming a vast network of ley lines like an invisible web. Each time a power nexus is created, new ley lines are formed, and the power nexus is immediately woven into the web.

A spellcaster can sense the presence of a ley line or nexus by making a check against his occult lore skill. This skill check is made versus a DC of 20.

To use the enhanced power of a ley line or nexus, you must first anchor yourself to the place of power. After that they may do any number of things at the ley line, including duplicating spell effects,

Anchoring

Any character with sufficient knowledge can tap into a ley line or power nexus through a process called anchoring generally speaking only spellcasters are able to take full advantage of the magical energies coursing through the ley lines.

By anchoring, a spellcaster can draw on the energy of the ley line or power nexus to improve their spellcasting ability. However, once anchored, the character cannot move without disrupting the flow of magical energy.

Maintaining an anchor to a ley line or power nexus is an exhausting process requiring a great deal of concentration. It is impossible for a caster to rest and recover spells while anchored.

Anchoring to a Ley Line

It is not important for the GM to chart out the exact course of every ley line in his campaign world. The random nature of the d20 skill check accounts for both the strength of the nearest ley line as well as the spellcaster's ability to tap into it and successfully form an anchor. Of course, the GM is free to locate certain permanent, powerful ley lines as he sees fit. Using these rules is a merely a kind of shorthand that allows characters to tap into ley lines without necessitating a complete map of the network from the GM.

As a standard action, any character can anchor to a ley line by making a Knowledge (occult science) skill check (DC20). However, anchoring is a risky business, as the character is opening himself up to the flow of magic. If the check is failed, the character is stunned for 1d4 rounds. He may attempt to establish an anchor on his next action. Unlike most skill checks, a check result of 1 is always considered a critical failure. A character who attempts to anchor to a ley line and rolls a 1 on his Knowledge (occult science) check is stunned for 1d4 rounds, and cannot attempt to anchor again (either to a ley line or a power nexus) for one day.

A spellcaster who is anchored to a ley line may boost his spellcasting ability in the following ways:

Maintain Ley Line Anchor

(Concentration DC20)

As a standard action, the spellcaster can make a Concentration check. If successful, he may then take a move-equivalent action and maintain his anchor to the ley line. If the check is failed, the anchor is lost. A roll of 1 is a critical failure: The anchor is lost, and the character is stunned for 1d4 rounds. He may attempt to re-establish the anchor on his next action.

Boost Caster Level

(Knowledge (occult science) DC+ spell level)

As a free action, the spellcaster can attempt a Spellcraft check to enhance his spellcasting ability as he casts a spell. All level dependent effects of the chosen spell are resolved at + 1 caster level. Because he must control the flow of magical energy from the ley line and through his own body, the casting time of all spells is increased to 1 full round. (Spells whose casting time are already 1 round or longer have their casting time extended by 1 round.)

If the spellcaster attempts to use a ley line to boost his caster level and fails, the spell is lost. A roll of 1 is a critical failure: the spell is lost, and the ley line drains an additional 1d4 spell levels from the caster. (Many powerful spellcasters believe that much of the energy flowing through the network of ley lines is sapped in this way from inexperienced spellcasters.

Anchoring to a Power Nexus

A power nexus is much more powerful than a ley line in part because it is a permanent fixture in the campaign world. Anchoring to a power nexus is far easier and usually less dangerous than the ley lines.

Every power nexus must have a physical focal point the center of a ring of stones, a tree, an altar, etc. The power nexus has a rating from 1-20, indicating its overall strength. The radius of effect of a power nexus is (rating × 10) feet, measured from the focal point. It is impossible to tap into a ley line within the range of a power nexus you must use the power nexus, or nothing at all.

Any spellcaster within range of the power nexus can anchor as a standard action, with no skill check required. However, certain extra conditions may be required of any spellcaster, as determined by the creator of the power nexus (see below, Creating a Power Nexus). Characters who do not meet those requirements may not attempt to anchor unless they are in direct physical contact with the focal point.

Once anchored, the spellcaster is tapped into the power nexus. He is immediately aware of the rating of the power nexus and can attempt to use it for a variety of effects, though each of these effects requires a skill check of some kind. As with ley lines, the ebb and flow of power through the nexus is highly volatile: A roll of 1 on any of the following skill checks is a critical failure, and in addition to severing the anchor, the spellcaster is stunned for 1d4 rounds.

Maintain Power Nexus Anchor

(Concentration DC15)

As a standard action, the spellcaster can make a Concentration check. If successful, he may then take a move-equivalent action and maintain his anchor to the power nexus. If the check is failed, the anchor is lost.

Boost Caster Level

(Knowledge (occult science) DC+ spell level)

As a free action, the spellcaster may attempt a Spellcraft check to enhance his spellcasting ability as he casts a spell. All level dependent effects of the chosen spell are resolved at + 1 caster level. Unlike the level-boosting effects of anchoring to a ley line, this does not increase the casting time. In addition, there is no risk of losing the spell or any additional levels at a power nexus. If the check is failed, the spell is simply cast as normal.

Substitute Caster Level

(Knowledge (occult science) DC + rating)

As a free action, the spellcaster may attempt a Spellcraft check to use the rating of the power nexus in place of his own caster level for determining all level-dependent effects of the next spell he casts. Casting a spell in this way increases the casting time to 1 full round. (A spell whose casting time is already 1 round or more has its casting time increased by 1 round.) If the check is failed, the spell is lost.

Fuel Metamagic

(Knowledge (occult science) DC +spell level + metamagic increase)

As a free action, the spellcaster can make a check to enhance any spell with any metamagic feat he knows, even if the spell was not prepared with that feat, and without increasing the spell level. The power nexus must have a power rating twice the normal required spell slot for the metamagicked spell. Casting a spell in this way increases the casting time to 1 full round. (A spell whose casting time is already 1 round or more has its casting time increased by 1 round.) If the check is failed, the spell is cast as normal.

Example: Aramil has the Maximize Spell feat, he has a fireball spell prepared, and he is anchored to a power nexus with a rating of 12. Fireball is normally a 3rd level spell; the Maximize Spell feat would normally require a 6th level spell slot. The power nexus meets the rating requirements (twice the required 6th level spell slot). If Aramil succeeds at his Spellcraft check (DC20 + 3 (fireball) + 3 (Maximize Spell) = DC26), he can cast the fireball from his 3rd level slot, and the power nexus will do the rest, fueling the Maximize Spell effect.

Locate Power Nexus

(Knowledge (occult science) DC 30 – rating)

As a standard action and with a successful skill check, a spellcaster who is anchored to a power nexus can attempt to locate a path along the shifting ley lines to any other power nexus to which he has previously anchored. (It is actually easier to locate a powerful nexus than a weak one.) A path to any given power nexus lasts for only one day; the shifting, flowing nature of ley lines requires a new check each day. If the check is failed, the spellcaster cannot locate the remote power nexus. He may try again the next day.

Remote Casting

(Knowledge (occult science) DC+ rating + spell level)

A spellcaster who has located another power nexus as above

can cast spells from nexus to nexus as if he had line of sight and line of effect. Regardless of range, the spell effect is centered on the focal point of the remote power nexus. This requires a Spellcraft check with a DC equal to 15 + remote power nexus rating + spell level. Casting a spell in this way increases the casting time to 1 full round. (A spell whose casting time is already 1 round or more has its casting time increased by 1 round.)

Shield Power Nexus

(Knowledge (occult science) DC+ rating + spell level)

A spellcaster who is anchored to a power nexus is instantly aware of any incoming spell and may attempt to shield the nexus from remote casting. The Spellcraft check is 10 + remote power nexus + incoming spell level.

If the check succeeds, the spell fails and dissipates harmlessly. If the check fails but is within 5 of the DC, the spell succeeds but its effect is centered on the defending spellcaster rather than the focal point. If the check fails by 5 or more the incoming spell takes effect at the focal point as normal Contesting a Power NexusThere is a steady flow of energy into a power nexus, and friendly spellcasters can freely share the same nexus. The total number of anchors a power nexus can sustain is equal to (rating) 2. Thus a rating-1 power nexus can support one anchor, a rating-2 power nexus can support four anchors, all the way up to a rating-20 power nexus which can support up to four hundred anchors simultaneously.

However, a spellcaster who is already anchored can attempt to deny anchoring to any other spellcaster. A spellcaster who is anchored is immediately aware of any attempt to anchor to the same power nexus, and as a free action he can attempt to deny access (or sever an existing anchor) with an opposed Knowledge (occult science) skill check. In the case of multiple allied spellcasters, only the highest level spellcaster currently anchored may attempt to deny an anchor. The spellcaster who scores highest on his check gains control of the power nexus and maintains his anchor. The spellcaster who loses the opposed roll loses his anchor (but he may try again on his next action).

If either spellcaster rolls a 1 on his skill check, it is a critical failure: he loses his anchor and is stunned for 1d4 rounds. If the casters' check results are even, ties go to the spellcaster who is already anchored.

Spell books

An arcane caster must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all arcane casters can prepare from memory.

An arcane caster begins play with a spellbook containing all 0-level arcane caster spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of choice. For each point of Intelligence bonus the arcane caster has, the spellbook holds one additional 1st-level spell of choice. At each new arcane caster level, she gains two new spells of any spell level or levels that she can cast (based on her new arcane caster level) for her spellbook. At any time, an arcane caster can also add spells found in other arcane casters' spellbooks to his own spellbook.

Learning New Spells

A Spellcaster increases his repertoire of available spells by learning new spells and copying them into his spellbook. Spellcasters can add new spells to their spellbooks through several methods.

Spells Gained at a New Level: Spellcasters perform a certain amount of spell research between adventures. Each time a Spellcaster achieves a new level, she gains two spells of her choice to add to her spellbook. These spells represent the results of her research. The two free spells must be of levels the Spellcaster can cast.

Spells Copied from Another's Spellbook or a Scroll: A Spellcaster can also add spells to her book whenever she encounters a new spell on a magic scroll or in another Spellcaster's spellbook. No matter what the spell's source, the character must first decipher the magical writing (see Arcane Magical Writings, below). Next, the Spellcaster must spend a day studying the spell. At the end of the day, the character must make a Knowledge (Occult Science) check (DC 15 + spell's level).

If the check succeeds, the Spellcaster understands the spell and can copy it into her spellbook. Copying the spell takes one day, plus one additional day per spell level. (A 3rd-level spell, for example, takes four days.) The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the scroll.

If the check fails, the Spellcaster cannot understand or copy the spell. She cannot attempt to learn or copy it again, even if she studies it from another source, until she gains another rank in Knowledge (Occult Science). If the spell was being copied from a scroll, it does not vanish from the scroll.

Arcane Magical Writings

To record an arcane spell in written form (either in his spellbook, or when crafting a magic scroll), a spellcaster uses complex notation that describes the magical forces involved in the spell. The notation constitutes a *Universal* arcane language that Spellcasters have discovered, not invented. The writer uses the same system no matter what her native language or culture. However, each character uses the system in their own way. Another person's magical writing remains incomprehensible to even the most powerful Spellcaster until she takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or written on a scroll), a character must make a successful Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, he does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, he can attempt to use the scroll.

Mage Spells and Borrowed Spellbooks

A Mage can use a borrowed spellbook to prepare a spell he already knows and has recorded in his own spellbook, but preparation success is not assured. First, the Mage must decipher the writing in the book (see the Arcane Magical Writings sidebar). Once a spell from another spellcaster's book is deciphered, the reader must make a successful Knowledge (occult science) check (DC 15 + spell level) to prepare the spell. If the check succeeds, the Mage can prepare the spell. He must repeat the check to prepare the spell again, no matter how many times he has prepared the spell before. If the check fails, he cannot try to prepare the spell from the same source again until the next day. (However, as explained above, he does not need to repeat a check to decipher the writing.)

How to Read a Spell Description

Spells have a number of characteristics that define them and distinguish each spell from the others. Each spell description includes most or all of the following pieces of information.

Descriptors

Descriptors are a way of classifying spells (often from different schools) that have some common characteristic. For instance, magic missile (from the *Evocation* school) and shield (from the *Abjuration* school) both carry the force descriptor, because each of them uses magic to manipulate force (and for this reason, a shield spell protects against a magic missile attack).

A spell's descriptors (if any) appear in brackets on the line containing the school. Descriptors used for the spells in this book include cold, electricity, fear, fire, force, language-dependent, light, mind-affecting, and sonic.

Level

The relative power of a spell is indicated by its level—1st-level spells are more powerful than 0-level spells, and so on. A spell's level also indicates whether a particular spellcaster is capable of preparing and casting the spell.

Components

Every spell has at least one type of component that the spellcaster must provide at the time of casting.

Verbal (V): To cast a spell with a verbal component, you must speak in a firm voice. If you're gagged or in the area of a silence spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

Somatic (S): To cast a spell with a somatic component, you must gesture freely with at least one hand. You can't cast a spell that has a somatic component while bound, grappled, or with both your hands full or occupied (clinging to a cliff or swimming, for instance). If a Mage casts a spell with a somatic component while wearing armor, the armor may bring with it an arcane spell failure chance.

Material (M): A material component is an object or a small amount of some substance that the caster must have on hand. It is expended and disappears when the spell is cast. Preparing these materials is a free action. The purchase DCs for expensive material components are included in the spell descriptions; if no value is given, assume a purchase DC of 2.

Focus (F): A focus is similar to a material component, except that it is not expended when the spell is cast.

Divine Focus (DF): Some divine spells require the caster to provide a divine focus. An Acolyte's holy symbol serves as the divine focus for the casting of a spell, unless some other divine focus is specified in the spell's descriptive text.

Sometimes the Components entry of a spell description contains the entry "M/DF" (see the tongues spell for an example). This indicates a spell that can be cast as either an arcane spell or a divine spell—a Mage casting it needs the specified material component, while an Acolyte casting it needs to provide a divine focus.

Casting Time

This entry tells how much time is needed to complete the casting of a spell once it is begun.

Casting a spell with a casting time of 1 action is an attack action. The spell takes effect immediately.

Casting a spell with a casting time of 1 full round is a full-round action. You can take a 5-foot step before, during, or after casting, but you cannot otherwise move. The spell takes effect at the beginning of your turn in the round after you began to cast it. You then act normally after the casting is completed.

A spell that takes 1 minute to cast (such as break *Enchantment*) comes into effect just before your turn 1 minute later (you spend each of those 10 rounds casting or manifesting as a full-round action).

When you begin a spell that takes 1 full round or longer to cast, you must continue the invocations, gestures, and/or concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the casting and before it is complete, you lose the spell (see Concentration).

You retain your Dexterity bonus to Defense while casting a spell.

Attacks of Opportunity: Generally, if you attempt to cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check or lose the spell you were trying to cast.

Range

A spell's range indicates how far from you it can reach—the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

A spell's range usually falls into one of the following categories.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. To use a touch spell, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack.

Touch Attacks: Since you only need to touch your enemy, you

make a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity, so you may want to cast the spell and then move to the target instead of vice versa.

Touch attacks come in two types: melee touch attacks (for touches made with, say, your hand) and ranged touch attacks (for touches made with magic rays, for example). You can score critical hits with either type of attack. Your opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. His size modifier and Dexterity modifier both apply normally.

Holding the Charge: You do not have to touch your target immediately after casting a touch spell. Instead, you can "hold the charge," waiting to discharge the spell at a later time. If you touch anything with your hand while holding a charge, the spell or power discharges. Otherwise, you can make touch attacks round after round, until you succeed (and thus discharge the spell). You can touch one friend (or yourself) as an attack action or up to six friends as a full-round action. If you cast another spell, the touch spell dissipates.

Close: The spell reaches up to 25 feet away from you. The maximum range increases by 5 feet for every two full class levels (Apprentice or Acolyte).

Medium: The spell reaches up to 100 feet + 10 feet per class level.

Long: The spell reaches up to 400 feet + 40 feet per class level.

Range Expressed in Feet: Some spells (such as bless) have no standard range category, just a range expressed in a unit of measurement (usually feet).

Target

Some spells have a specific target or targets. You use these spells directly on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. For example, you can't fire a magic missile spell (which always hits its target) into a group of bandits with the instruction to "strike the leader." To strike the leader, you must be able to identify and see the leader (or guess which the leader is and get lucky). However, you do not have to select your target until you finish casting the spell or manifesting the power.

If you cast a targeted spell on the wrong sort of target, such as using a daze spell on a humanoid with 5 Hit Dice, the spell has no effect.

If the target of a spell is yourself ("**Target:** You"), you do not receive a saving throw, and spell resistance does not apply.

Subject: The descriptive text of spells makes a distinction between "target" and "subject." The target of a spell is the creature(s) or object(s) it is directed against. A target becomes a subject if it fails a saving throw against the spell and is thus affected by the magic.

Effect

Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays (see searing light for an example). You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

Spread: Some effects, notably clouds and fogs (see cloudkill for an example), spread out from a point of origin to a distance given in the spell description. The effect can extend around corners and into areas you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. You must designate the point of origin, but need not have line of effect (see below) to all portions of the effect.

Area

Some spells affect an area. You select where the spell starts, but otherwise you don't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of these categories:

Burst: As with an effect, you select the spell or power's point of origin. The spell or power bursts out from this point, affecting whatever it catches in its area. For instance, if you designate a four-way intersection of corridors to be the point of origin of a dispel magic spell, the spell bursts in all four directions, possibly catching creatures that you can't see because they're around the corner from you.

A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When you cast a spell with a cone area (see cone of cold for an example), the cone shoots away from you in the direction you designate. A cone starts in a square adjacent to you and widens out as it goes. A cone's width at a given distance from you equals that distance. Its far end is as wide as the effect is long. (A 25-foot-long cone is 10 feet wide at 10 feet along its length and 25 feet wide at its far end.)

Creatures: Some spells affect creatures directly (as a spell with a target does), but they affect creatures in an area of some kind rather than individual creatures you select. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. The sleep spell, for instance, affects living creatures. If you cast sleep in the midst of goblins and skeletons, the sleep spell ignores the skeletons and affects the goblins. The skeletons do not count against the creatures affected.

Cylinder: As with a burst, you select the spell's point of origin (see ice storm for an example). This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder.

Emanation: Some spells, such as silence, have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Quarter-Circle: Some spells, such as detect magical aura, have a quarter-circle-shaped area. Like a cone, the effect starts in a square adjacent to you and widens out as it goes.

Spread: Some spells spread out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure distance by actual distance traveled, taking into account turns the spell effect takes.

Other: A spell or power can have a unique area, as defined in its description.

(S): If an Area or Effect entry ends with "(S)" (standing for "shapeable"), you can shape the spell (see wall of stone for an example). A shaped effect or area can have no dimension smaller than 10 feet.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you use a spell on, or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast or power you manifest, such as the central point of a fireball. For bursts, cones, cylinders, and emanating spells, the spell only affects areas, creatures, or objects to which it has line of effect from its origin (a burst's point, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).

A hole of at least 1 square foot is sufficient to allow a line of effect through an otherwise solid barrier. If any given 5-foot length of barrier contains such an opening, that 5-foot length is not considered a barrier for purposes of a spell's line of effect (though the rest of the wall still counts as a barrier as normal). For example, if a fireball is cast in a corridor, its spread is contained by the walls on either side. If one wall contains a small window (larger than 1 square foot), the 5-foot section of wall containing the window is treated as if it weren't there to block the fireball's spread. The rest of the wall, and the wall on the other side, block the spread as normal, however.

Directing or Redirecting Effects: Some spells, such as detect magical aura, allow you to redirect the effect to new targets or areas after you cast the spell or manifest the power. Redirecting a spell requires a move action that does not provoke attacks of opportunity. It also doesn't require concentration.

Duration

Once you've determined who's affected by a spell and how, you need to know for how long. The Duration entry of a spell description tells you how long the effect of the spell lasts.

Timed Durations: Durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy goes away and the spell ends. If a spell's duration is variable (see cause fear for an example), the DM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting. For example, a cure light wounds spell lasts only an instant, but the healing it bestows never runs out or goes away.

Permanent: The effect remains indefinitely, but is sustained by lingering magical energy. If the energy goes away, so does the effect. This means the spell is vulnerable to dispel magic.

Concentration: The spell or power lasts as long as you concentrate on it, possibly up to a specified maximum amount of time (see detect magical aura for an example). Concentrating to maintain a spell is an attack action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to be ruined (see Concentration, below). You can't cast a spell while concentrating on another spell.

Sometimes a spell lasts for a short time after you cease concentrating (see wall of fire for an example). In these cases, the spell keeps going for the stated length of time after you stop concentrating.

Subjects, Effects, and Areas: If a spell affects creatures directly (for example, freedom of movement), the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the end of its duration (such as insect plague being dispersed by smoke). If the spell affects an area, such as silence does, the spell stays with that area for the spell's duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Discharge: A few spells last for a set duration or until triggered or discharged (see protection from arrows/bullets for an example). The spell remains in place until the triggering condition is met (at which point it takes effect) or the maximum duration is reached (at which point it dissipates, with no effect).

(D): If the Duration entry ends with "(D)" (standing for "dismissible"), you can dismiss the spell at will. You must be within range of the effect of the spell to dismiss it. Dismissing a spell is an attack action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all you have to do to end the spell is to stop concentrating).

Saving Throw

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: This term means the spell has no effect on a creature that makes a successful saving throw.

Partial: The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A saving throw is not allowed purely on the basis of encountering the spell. Rather, the creature gets a saving throw only after interacting with or carefully studying the spell. A successful save lets the subject ignore the effect.

(Object): The spell can be cast on objects, which receive saving throws only if they are magical in nature, or if they are attended (held, worn, or grasped) by a creature resisting the spell, in which case the object gets the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can only be cast on objects. Some spells of this sort can be cast on creatures or objects.)

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

Saving Throw Difficulty Class: A saving throw against a spell has a DC of 10 + the level of the spell + your bonus for the relevant ability (Intelligence for a Mage, Wisdom for an Acolyte).

Succeeding at a **Saving Throw:** A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly cast hold person on a character and his saving throw succeeds, he feels the tingle of the magic trying to affect his mind. (If he's familiar with magic use, he recognizes the touch of a spell, though he can't tell what you were trying to do. An ordinary person who has never experienced magic, however, is unlikely to recognize the sensation.)

Likewise, if a creature's saving throw succeeds against a targeted spell, such as hold person, you sense that the spell has failed. You do not sense when creatures succeed at saving throws against effect and area spells.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this resistance if he or she wants to.

Items surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried and worn are assumed to survive a magical attack.

If an item is not carried or worn and is not magical, it does not get a saving throw. It is simply dealt the appropriate damage.

Spell Resistance

Spell resistance is a special defensive ability that protects against spells. If a spellcasting character faces a creature with spell resistance, he must make a level check (1d20 + spellcasting character's class level) equal to or greater than the creature's spell resistance for the spell to affect it.

Each spell description includes an entry that indicates whether spell resistance applies to the spell (if so, Yes; if not, No). In general, whether spell resistance applies depends on what the spell does:

Targeted Spell: If the spell is targeted at a creature, spell resistance applies. If the spell targets multiple specific creatures, spell resistance applies to those individuals that have it.

Area Spell: If the target is within the area of a spell, its spell resistance applies. The spell resistance protects the resistant creature without affecting the spell itself.

Effect Spell: Most effect spells summon or create something and are not subject to spell resistance. For instance, a *wall of iron* is not subject to spell resistance, but a *wall of fire* is. Effect spells that affect a creature more or less directly, such as the web spell, are sometimes subject to spell resistance.

Level Check: If your spell is being resisted by a creature with spell resistance, you must make a level check (1d20 + caster level) at least equal to the creature's spell resistance rating for the spell to affect that creature. If the caster fails the check, the spell doesn't affect the defender. The defender's spell resistance rating is like a Defense score against magical attacks.

(Harmless) and (Object): These terms mean the same thing in a spell resistance entry as they do for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as harmless without the level check described above. Doing so is an attack action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn, at the beginning of which it automatically returns. A creature's spell resistance never interferes with its own spells, powers, items, or abilities.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and others that are not.Spell resistance does not stack with power resistance, and vice versa.

Specialist Arcane Casters

A school is one of eight groupings of spells, each defined by a common theme. If desired, an arcane caster may specialize in one school of magic (see below). Specialization allows an arcane caster to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist arcane caster can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Knowledge (occult science) checks to learn the spells of her chosen school.

The arcane caster must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in *Divination*; see below), which become her prohibited schools.

An arcane caster can never give up *Divination* to fulfill this requirement.

Spells of the prohibited school or schools are not available to the arcane caster, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are *Abjuration*, *Conjuration*, *Divination*, *Enchantment*, *Evocation*, *Illusion*, *Necromancy*, and *Transmutation*.

Spells that do not fall into any of these schools are called *Universal* spells.

Abjuration: Spells that protect, block, or banish. An *Abjuration* specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A *Conjuration* specialist is called a conjurer.

Divination: Spells that reveal information. A *Divination* specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An *Enchantment* specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An *Evocation* specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An *Illusion* specialist is called an *Illusion*ist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A *Necromancy* specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A *Transmutation* specialist is called a transmuter.

Universal: Not a school, but a category for spells that all arcane casters can learn. An arcane caster cannot select *Universal* as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Divine Spells

Acolytes can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Acolytes gain spell power from deities or from divine forces. Divine spells tend to focus on protection and are less flashy, destructive, and disruptive than arcane spells.

Table 10.1: Spells Per Day per Arcane Caster Level

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	5	3	—	—	—	—	—	—	—	—
2nd	6	4	—	—	—	—	—	—	—	—
3rd	6	5	—	—	—	—	—	—	—	—
4th	6	6	3	—	—	—	—	—	—	—
5th	6	6	4	—	—	—	—	—	—	—
6th	6	6	5	3	—	—	—	—	—	—
7th	6	6	6	4	—	—	—	—	—	—
8th	6	6	6	5	3	—	—	—	—	—
9th	6	6	6	6	4	—	—	—	—	—
10th	6	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	6	4
20th*	6	6	6	6	6	6	6	6	6	6

* Spellcasters above this level do not gain any more castings per day, but do gain two spells per level to place in their spellbooks.

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as Magus does, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of 10 + the spell's level. Likewise, bonus spells are based on Wisdom.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a Magus does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a Magus (1 hour), as is the requirement for a relatively peaceful environment. A divine spellcaster does not have to prepare all his spells at once. However, the character's mind is considered fresh only during his or her first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he or she has cast a spell or abandoned a previously prepared spell.

Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for his

or her class. An acolyte also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of his two domains—an acolyte must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the acolytes spell list, it can be prepared only in a domain spell slot.

Spell Slots: A spellcaster has a limited amount of spell energy at his disposal to power the spells he knows and has readied. This power is represented by spell slots. Each caster has a number of slots for each level of spells he can cast. A 3rd-level spell requires the caster to use a 3rd-level slot to cast it. If he has two 3rd-level slots, he can cast only one more such spell before he can no longer cast 3rd-level spells—until he regains his spell slots.

A spellcaster regains used spell slots after a good night's sleep, which amounts to eight hours of sleep with no more than one interruption. The caster cannot regain used spell slots more than once in a 24-hour period.

Lower-level spell slots can be woven together to power a higher-level spell, if the caster can cast spells of the higher level. A caster can combine three slots of one level to cast one spell of the next higher level. For example, a 7th-level witch, able to cast 2nd-level spells, can use three 1st-level slots to power one 2nd level spell. He could even take three 0-level slots, convert them into a single 1st-level slot, and use that, along with two other 1st-level slots to power the 2nd-level spell.

A caster can use higher-level slots to power lower-level spells as well. One slot of a given spell level can be used to power two spells of the next lower level. Thus, the 7th-level witch could use one 2nd-level slot to power two 1st-level spells. The "exchange rate" of spell slots to power higher-level spells is not the same as that for spell slots powering lower-level spells, because magical energy is expended in the transfer. Further, lower-level spell slots resulting from a caster using the power of higher-level spells cannot be used to power spells of a lower level still. For example, if an apprentice uses a 6th-level spell slot to give herself two 5th-level spell slots, those slots cannot then be used to power multiple 4th-level spells.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Knowledge (occult science) skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways.

Spells Gained at a New **Level:** Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, he or she learns new spells from that level automatically.

Independent Research: A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others.

Domains

The various aspects have domains associated with them; those domains each have different effects depending on the focus of the acolyte. The only limitation to domains that a character can have is based solely on the personality of the character, for example a character with an allegiance to good in some way or form cannot have the Evil domain. The acolyte begins with two domains determined at the time of character creation from the list below; at later levels the acolyte may gain domains either through a prestige class or through the Additional Domain feat.

Artifice Domain

Granted Power: Gain +4 bonus on Craft checks. The character casts *Conjuration (Creation)* spells at +1 caster level.

Charm Domain

Granted Power: The character can boost his or her Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Table 10.2: Domains

Artifice Domain Spells
1 Animate rope
2 Arcane Lock
3 Shatter
4 Magic Bullets
5 Wall of Iron
Charm Domain Spells
1 Charm person
2 Calm emotions
3 Suggestion
4 Emotion
5 Charm monster
Community Domain Spells
1 Bless
2 Shield other
3 Prayer
4 Status
5 Carillon

Table 10.2: Domains (continued)

Darkness Domain Spells
1 Obscuring mist
2 Darkness
3 Darkvision
4 Fear
5 Summon Vivilor V
Liberation Domain Spells
1 Remove fear
2 Remove paralysis
3 Remove curse
4 Freedom of movement
5 Break enchantment
Machine Domain Spells
1 Clear Metal
2 Grand Calculation
3 Know Design
4 Alter Range
5 Sabotage
Madness Domain Spells
1 Daze
2 Bloodcurdling Scream
3 Wilde's Pangenderal Transformation†
4 Confusion
5 Crawling Carpet
Nobility Domain Spells
1 Shield of Faith
2 Aid
3 Magic Circle
4 Discern lies
5 Greater command
Rune Domain Spells
1 Comprehend Languages
2 Magic Message
3 Glyph of warding
4 Object to Ink
5 Scrying
Weather Domain Spells
1 Obscuring mist
2 Fog Cloud
3 Lightning Bolt
4 Ice storm
5 Cloudkill

†The duration of this domain spell is measured in minutes, not hours.

Community Domain

Granted Power: Use calm emotions as a spell-like ability once per day. Gain a +2 competence bonus on Persuasion checks when trying to be diplomatic.

Darkness Domain

Granted Power: Free Blind-Fight feat.

Liberation Domain

Granted Power: The character gains a +2 morale bonus on all saving throws against *Enchantment* spells or effects.

Machine Domain

Granted Power: You have the ability to turn living machines in the same manner the Acolyte uses against the undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Madness Domain

Granted Power: The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs), the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom alone.

For all other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom.

Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

Nobility Domain

Granted Power: The character has the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear the character speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to the character's Charisma bonus and can be used once per day.

Rune Domain

Granted Power: Free Scribe Scroll feat.

Weather Domain

Granted Power: Survival is a class skill.

Bonus Spells

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for arcane spell caster; Wisdom for divine spell caster. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

TABLE 10.3: SPELLS PER DAY PER DIVINE CASTER LEVEL

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1+1	—	—	—	—	—	—	—	—
2nd	4	2+1	—	—	—	—	—	—	—	—
3rd	4	2+1	1+1	—	—	—	—	—	—	—
4th	5	3+1	2+1	—	—	—	—	—	—	—
5th	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	5	3+1	3+1	2+1	—	—	—	—	—	—
7th	6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

In addition to the stated number of spells per day for 1st- through 9th-level spells, a divine spell caster gets a domain spell for each spell level, starting at 1st. The "+1" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the acolytes may receive for having a high Wisdom score.

Spellcasters above this level do not gain any more castings per day, but do gain two spells per level to place in their spellbooks.

TABLE 10.4: BONUS SPELLS (BY ABILITY AND SPELL LEVEL)

Score	Modifier	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	–5										
2–3	–4										
4–5	–3	**Can't cast spells tied to this ability**									
6–7	–2										
8–9	–1										
10–11	0	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—
18–19	+4	—	1	1	1	1	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—
28–29	+9	—	3	2	2	2	2	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2
42–43	+16	—	4	4	4	4	3	3	3	3	2
44–45	+17	—	5	4	4	4	4	3	3	3	3
etc. . .											

SPELL LISTS

This section begins with the spell lists for the spellcasting classes, Mage and Acolyte. The information below pertains to spells of both types.

Spell Chains: Some spells reference other spells that they are based upon. Only information in a spell later in the spell chain that is different from the base spell is covered in the spell being described. Header entries and other information that are the same as the base spell are not repeated.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Caster Level: A spell's power often depends on caster level, which is the caster's level in the appropriate spellcasting class. Creatures with no classes have a caster level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the spell descriptions.

List Format: Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Arcane Spells

0-Level Arcane Spells

Arcane Graffiti: Inscribes personal rune or short message on object or surface.

Close Shave: Remove hair from touched skin.

Daze: Subject takes no actions for 1 round.

Detect Magical Aura: Detects spells and magic items within 60 ft.

Haywire: Causes a single device to behave randomly and erratically.

Jargon: Provides a +2 insight bonus to skill checks related to a specified Knowledge category.

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Magic Identity Papers: Creates a false but visually accurate identification card.

Manual-Focus Binoculars: Pantomimed set of binoculars function as standard binoculars.

Mending: Repairs small breaks or tears in objects.

Message: Whispered conversation at distance.

No Doze: Subject temporarily suffers no effects due to lack of sleep.

Prestidigitation: Perform minor tricks.

Read Magic: Read scrolls, spellbooks, and magical writing.
Resistance: Subject gains +1 on saving throws.

1st-Level Arcane Spells

Animate Rope: Makes a rope move at your command.
Blood Spilled Anew: Track a killer within 24 hours of the death of a victim.
Burning Hands: 1d4 fire damage/level (max 5d4).
Bypass Bystanders: Bullets pass harmlessly through individuals other than the designated target(s), negating cover bonuses.
Catalog: Creates an inventory of everything inside touched object.
Cause Fear: One creature flees for 1d4 rounds.
Change Self: Changes your appearance.
Clean: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.
Comprehend Languages: Understands all spoken and written languages.
Dancing Lights: Creates up to four lights or a glowing, vaguely humanoid shape.
Dud: Renders target explosive device inactive.
Eastman's Metacarpal Camera: Pantomimed camera stores one photograph/level on a roll of film.
Fabricate Bullets: Creates bullets from soft metals
Feather Fall: Objects or creatures fall slowly.
Hold Portal: Holds door shut.
Instant Identify: Determines all magic properties of a single magic item.
Jump: Subject gets bonus on Jump checks.
Jury Rig: Temporary fix a broken object
Light-Gathering Eyes: See twice as far in reduced lighting, as if possessing low-light vision.
Mage Armor: Gives subject +4 Defense bonus.
Magic Missile: 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Magic Weapon: Weapon gains +1 bonus.
Obscuring Mist: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
Physical Focus: Subject receives a +10 insight bonus to a single physical action.
Plain Brown Wrapper: Confers a +10 equipment bonus to Sleight of Hand checks made to conceal an object.
Peacebond: Locks weapon in a holster or sheath.
Ray of Fatigue: Ray fatigues target.
Restful Relaxation: Removes penalties associated with lack of sleep.
Shield: Invisible disc gives cover, blocks magic missiles.
Sleep: Put 2d4 HD of creatures into comatose slumber.
Summon Vivilor I: Summons a 1st-level vivilor from Beyond to fight for you.
Trace Purge: Removes physical traces of the subject's presence or passage.
True Strike: Adds +20 bonus to your next attack roll.
Undetectable Magical Aura: Masks a magic item's aura from detection.
Whorlooparch: Subject's fingerprints constantly change.

2nd-Level Arcane Spells

Arcane Lock: Magically locks a portal or chest.
Blur: Attacks miss subject 20% of the time.
Darkvision: See 60 ft. in total darkness.
Ectodermis: Creates layer of thick, flexible chitin that provides natural armor and energy resistance.
Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./Level.
Final Vision: See the last events of the recently dead.
Fog Cloud: Fog obscures vision.
Glitterdust: Blinds creatures, outlines invisible creatures.
Hand Gun: Pantomimed pistol fires a single "bullet"/level.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object: Senses direction toward object (specific or type).
Magic Mouth: Speaks once when triggered.
Protection from Arrows/Bullets: Subject immune to most ranged attacks.
Resist Energy: Ignores 10 points of damage/round from one energy type.
Mesmer's Bauble: Target object draws the attention of anyone who views it and holds it for one round/caster level.
Sleep, Greater: Touched creature must make a Fortitude save or fall asleep.
Spider Climb: Grants ability to travel on walls and ceilings.
Summon Vivilor II: Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.
Vigilant Vermin: Rats or pigeons guard specified area, alerting caster when target approaches.
Web: Fills 20-ft.-radius spread with sticky spider webs.

3rd-Level Arcane Spells

Animate Dead, Lesser: Lesser version of Animate Dead
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50% of the time.
Fireball: 1d6 damage per level, 20-ft. radius.
Flaming Projectiles: Projectiles deal +1d6 fire damage.
Gaseous Form: Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.
Halt Undead: Immobilizes undead for 1 round/level.
Hand Gun, Greater: Pantomimed longarm fires two "bullets" or "shells" per level.
Haste: Extra attack action, additional move, and +2 Defense.
Hold Person: Holds one person helpless; 1 round/level.
Improved Arcane Lock: Closes and locks all specifically targeted doors within range.
Itchy Trigger Finger: Allows the subject to make an attack even if the subject would normally be caught flat-footed.
Keen Edge: Doubles normal weapon's threat range.
Lightning Bolt: Electricity deals 1d6 damage/level.
Nondetection: Creature or object becomes difficult to detect by *Divination* and detection spells.
Object to Ink: Transforms a single non-magical object into a tattoo that reverts back to its normal physical form when activated by the bearer.

Secret Pocket: Creates extradimensional space within a pocket on a garment.

Slow: One subject/level may only move or attack; –2 to Defense, –2 on melee attack and damage rolls, –2 on Reflex saves.

Suggestion: Influence the actions of the target creature by suggesting a course of activity

Summon Vivilor III: Summons a 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1stlevel vivilors to fight for you.

Tongues: Speak any language.

Vertigo: Target is stunned, then nauseated.

Vampiric Touch: Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.

Wall Walk: Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

Water Breathing: Subjects can breathe underwater.

Wilde's Pangenderal Transformation: Temporarily alters subject's physiology to that of the opposite gender.

X-Mark: Caster is constantly aware of the distance and direction of the person, object, or place targeted by this spell.

4th-Level Arcane Spells

Arcane Eye: Invisible floating eye moves 30 ft. /round.

Animate Dead: Creates undead skeletons and zombies.

Bestow Curse: –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of taking no action.

Brawl: All individuals in area attack nearest creature for three rounds.

Confusion: Makes subject behave oddly for 1 round/Level.

Detect Scrying: You are aware of any attempt to scry on you and can sense the presence of scrying devices.

Dimension Door: Teleports you and up to 50 lb. /level.

Emotion: Arouses strong emotion in subject.

Energy Trap: Opened object deals 1d4 +1/level damage of given energy type.

Fear: Subjects within cone flee for 1 round/level.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Magic Bullets: Enchants bullets with the power to knock out or panic targets.

Phantasmal Killer: Fearsome *Illusion* kills subject or deals 3d6 points of damage.

Remove Curse: Frees object or person from curse.

Scrying: Spies on subject from a distance.

Shout: Deafens all within cone and deals 2d6 damage.

Stoneskin: Stops blows, cuts, stabs, and slashes.

Summon Vivilor IV: Summons a 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2ndlevel vivilors to fight for you.

Via Negativa: Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. passing through wall deals 2d6 +1/level.

Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

5th-Level Arcane Spells

Cloudkill: Kills 3 HD or less; 4–6 HD save or die.

Cone of Cold: 1d6 cold damage/level.

Hold Monster: As hold person, but any creature.

Passwall: Breaches walls 1 ft. thick/level.

Phantom Projectiles: Projectiles pass through obstacles and armor and ignore most damage reduction.

Phantom Watchdog: Spectral dog can guard or attack.

Secret Vault: Creates extradimensional space in which to hide a container, which you can retrieve at will.

Seeming: Changes the appearance of one creature per two levels.

Static Arc: Can use electricity to attack two targets at once.

Summon Vivilor V: Summons a 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors to fight for you.

Synchronicity: Subject isn't delayed by the inconveniences of modern life.

Telekinesis: Lifts or moves 25 lb./level at long range.

Wall of Force: Wall is immune to damage.

Wall of Iron: 30 hp/four levels; can topple onto foes.

Wall of Stone: Creates a stone wall that can be shaped.

Divine Spells

0-Level Divine Spells

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

Detect Magical Aura: Detects spells, magic items within 60 ft.

Haywire: Causes a single device to behave randomly and erratically.

Light: Object shines like a torch.

Mending: Repairs small breaks or tears in objects.

Read Magic: Read scrolls and magical writing.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Divine Spells

Bane: Enemies suffer –1 attack, –1 on saves against fear.

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

Blood Spilled Anew: Track a killer within 24 hours of the death of a victim.

Cause Fear: One creature flees for 1d4 rounds.

Clean: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Command: One subject obeys one-word command for 1 round.

Comprehend Languages: Understand all spoken and written languages.

Faerie Fire: Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.

Hawkeye: Enhances subject's long-distance vision when aiming a firearm; subject treats all targets as if they were one range increment closer.

Jargon: Provides a +2 insight bonus to skill checks related to a specified Knowledge category.

Magic Weapon: Weapon gains +1 bonus.

Mesmer's Bauble: Target object draws the attention of anyone who views it and holds it for one round/caster level.

Obscuring Mist: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.

Physical Focus: Subject receives a +10 insight bonus to a single physical action.

Remove Fear: +4 on saves against fear for one subject + one additional subject/four levels.

Sanctuary: Opponents can't attack you, and you can't attack them.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Vivilor I: Summons a 1st-level vivilor from Beyond to fight for you.

Sympathetic Trail: A single discernable footprint left by a subject allows caster to begin tracking that subject.

Tanglemat: Causes carpeting in area to impede creatures.

Trace Purge: Removes physical traces of the subject's presence or passage.

2nd-Level Divine Spells

Aid: +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Animate Dead, Lesser: Lesser version of Animate Dead

Augury: Learn whether an action will be good or bad.

Bloodcurdling Scream: All enemies are shaken, suffering –2 to attack rolls, saving throws, and skill checks.

Darkness: Causes an object to radiate darkness out to a 20-foot radius.

Daylight: Object touched sheds light as bright as full daylight in a 60-foot radius.

Ectodermis: Creates layer of thick, yet flexible chitin that provides a natural armor bonus and a small amount of energy resistance, based on caster level.

Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./level.

Fog Cloud: Fog obscures vision.

Hold Person: Holds one person helpless; 1 round/level.

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.

Resist Energy: Ignores 10 points of damage/round from one energy type.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves.

Silence: Negates sound in 15-ft. radius.

Speak with Animals: You can comprehend and communicate with animals.

Spider Climb: Grants ability to travel on walls and ceilings.

Suggestion: Influence the actions of the target creature by suggesting a course of activity

Summon Vivilor II: Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.

Sympathetic Sound: Using hair, nail clippings, blood, or other piece of a person's body, the caster gains the ability to hear through that subject's ears.

Zen Focus: Subject may Take 10 on all skill checks, even under stressful conditions.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Divine Spells

Animate Dead: Creates undead skeletons and zombies.

Bestow Curse: –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.

Dispel Magic: Cancels magical spells and effects.

Divine Copilot: Insubstantial entity allows a number of failed Operate Vehicles checks to be re-rolled.

Final Vision: See the last events of the recently dead.

Glyph of Warding: Inscription harms those who pass it.

Locate Object: Senses direction toward object (specific or type).

Magic Circle: 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.

Prayer: Allies gain +1 on most rolls, and enemies suffer –1.

Remove Curse: Frees object or person from curse.

Secret Pocket: Creates extradimensional space within a pocket on a garment.

Status: Monitors condition and position of one ally per 3 caster levels.

Summon Vivilor III: Summons a 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1stlevel vivilors to fight for you.

Sympathetic Sight: Using hair, nail clippings, blood, or other piece of a person's body, the caster gains the ability to see through that subject's eyes.

Vampiric Touch: Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.

Water Breathing: Subjects can breathe underwater.

X-Mark: Caster is constantly aware of the distance and direction of the person, object, or place targeted.

4th-Level Divine Spells

Brawl: All individuals in area attack nearest creature for three rounds.

Carillon: Resonating chimes benefit allies and hinder enemies with bonuses or penalties to attack rolls and saving throws against fear effects.

Crawling Carpet: Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.

Discern Lies: Reveals deliberate falsehoods.

Divination: Provides useful (if cryptic) advice to a single question.

Faith's Fury: Damages and blinds creatures with a specific allegiance.

Freedom of Movement: Subject moves normally despite impediments.

Guardian Angel: Insubstantial entity comes to the aid of the caster, providing minor benefits in dangerous situations.

Instant Fame: Subject gains a +5 bonus to reputation checks.

Magic Bullets: Enchants bullets with power.

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

Summon Vivilor IV: Summons a 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2ndlevel vivilors to fight for you.

Tongues: Speak any language.

Via Negativa: Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wall Walk: Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

5th-Level Divine Spells

Break *Enchantment*: Frees subjects from *Enchantment*s, alterations, curses, and petrifaction.

Flaming Wrath: Smites foes with fire (1d6/level).

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

Insect Plague: Insect horde limits vision, inflicts damage, and weak creatures flee.

Rage of Bees: Summons 1d3 swarms of sentient killer bees to fight for you.

Scrying: Spies on subject from a distance.

Spell Resistance: Subject gains spell resistance 12 + your caster level.

Static Arc: Can use electricity to attack two targets at once.

Summon Vivilor V: Summons a 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors to fight for you.

Synchronicity: Subject isn't delayed by the inconveniences of modern life.

True Seeing: See all things as they really are.

Wall of Stone: Creates a stone wall that can be shaped.

Spell Descriptions

The spells herein are presented in alphabetical order. The spells listed here are those not appearing in the *Gaslight Role Playing Game*. Obviously not all spells will be appropriate for a *Gaslight* Campaign; if it's not listed it wasn't intended for use in the campaign. If you believe your character needs a spell from another OGL source, please consult your GM prior to placing it on your character

Aid

Enchantment [Mind-Affecting]

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus a number of temporary hit points equal to 1d8 +1 per caster level (maximum 1d8+10 temporary hit points).

Animate Dead

Necromancy [Evil]

Level: Divine 3, Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; Targets: One or more corpses touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The skeletons or zombies can follow you, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, you can't create more HD of undead than twice your caster level with a single casting of animate dead.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are an Acolyte, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: You must place a black onyx gem (purchase DC 15 + 1 per 2 HD of the undead) into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Dead, Lesser

Necromancy [Evil]

Level: Divine 2, Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; Targets: One or more corpses touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell functions as animate dead, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

Animate Rope

Transmutation

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One ropelike object, length up to 50 ft. + 5 ft./level; see text; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to

cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any circumstance checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

Arcane Eye

Divination

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Unlimited; Effect: Magical sensor; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. The arcane eye travels 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as you would see if you were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an arcane eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

You must concentrate to use the eye. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Arcane Graffiti

Conjuration (Creation)

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 0 ft.; Effect: One personal rune or short message; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An arcane graffiti spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 rounds.

The mark cannot be dispelled, but it can be removed by the caster or with a clean spell.

Arcane Lock

Abjuration

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** One door, cabinet, chest, or portal touched, up to 30 sq. ft./level in size; **Duration:** Permanent; **Saving Throw:** None; **Spell Resistance:** No

An arcane lock spell cast upon a door, cabinet, chest, or portal magically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful dispel magic or knock spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a knock spell does not remove an arcane lock. It only suppresses it for 10 minutes.

Material Component: Sprinkle of gold dust (purchase DC 15).

Augury

Divination

Level: Divine 2; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a hero is considering breaking into a university library, an augury might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

"Weal" (if the action will probably bring good results).

"Woe" (for bad results).

"Weal and woe" (for both).

"Nothing" (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. An Acolyte who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All augury spells cast by the same person about the same topic use the same dice result as the first augury.

Focus: A set of marked sticks, bones, or similar tokens.

Bane

Enchantment [Mind-Affecting]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 50 ft.; Area: All enemies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Bane fills your enemies with fear and doubt. They suffer a –1 penalty on their attack rolls and a –1 penalty on saving throws against fear effects.

Bane counters and dispels bless.

Bestow Curse

Necromancy

Level: Divine 3, Arcane 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Permanent; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You place a curse on the creature touched. You choose one of the three following effects, depending on the version selected:

–6 penalty to an ability score (minimum score of 1).

–4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a break *Enchantment* or remove curse spell.

Bestow curse counters remove curse.

Bestow Weapon Proficiency

Enchantment (Compulsion)

Level: Arcane 2, Divine 2; **Components:** V, S, M (pieces of shaved metal); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be any type, including an exotic weapon, but the subject of the spell must be holding the spell when you cast it.

Bless

Enchantment [Mind-Affecting]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 50 ft.; Area: All allies within 50 ft.; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

Bless fills your allies with courage. They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects.

Bless counters and dispels bane.

Blood Spilled Anew

Necromancy

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; Area: One object or corpse; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** No

This spell enchants an object that has been stained with blood in an act of murder — a weapon used in the attack, a piece of clothing, or the corpse of the victim himself. For the next twenty-four hours, if the object comes within six feet of the person who struck the killing blow, fresh blood will flow from the original stain. The flow of blood will stop as soon as the killer moves away from the object. This spell is often used in cases where there are many suspects or no leads, when testimony of the broken window has failed to provide a useful image and speak with dead or final vision are not available. It also has the advantage of displaying clear evidence to onlookers, as opposed to the rituals that only provide information to the inquisitor. In certain primitive societies, blood spilled anew is the closest thing a murderer gets to a trial; if the blood of the victim flows again, his family can immediately spill that of the killer.

Bloodcurdling Scream

Necromancy [Fear, Mind-Affecting, Sonic]

Level: Divine 2; **Components:** V; **Casting Time:** Attack action; **Range:** Personal; Area: 25 ft. + 5 ft./level emanation; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You let out a nerve-rattling scream that causes enemy living creatures to become shaken for the duration of the spell Creatures entering the area after the casting, but before the end of the duration, are not affected.

Blur

Illusion

Level: Arcane 2; **Components:** V; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance).

A true seeing spell does. Opponents who cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Brawl

Enchantment [Mind-Affecting]

Level: Arcane 4, Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** All creatures, 5 HD or less, in a 15-ft. radius; **Duration:** 3 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Individuals affected by this spell are compelled to attack the nearest creature each round, attempting to inflict nonlethal damage as a melee attack. A creature affected by this spell automatically attacks its most recently successful attacker (that is, the attacker who last inflicted damage on it) on its next turn. A combatant using ranged weapons before being affected by brawl drops his or her ranged weapons to instead make melee attacks.

Material Component: A broken bottle.

Break Enchantment

Abjuration

Level: Divine 5; **Components:** V, S; **Casting Time:** 1 minute; **Range:** Close (25 ft. + 5 ft./2 levels); Target or Targets: Up to one creature per level, all within 30 ft. of each other; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This dispelling spell frees creatures from *Enchantments*, *Transmutations*, curses, and petrifaction (as well as other magical transformations). *Break Enchantment* can reverse even an instantaneous effect, such as petrifaction from a medusa's gaze. For each such effect, you make a check of 1d20 + caster level (maximum +10) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the effect comes from some permanent magic item, such as a cursed sword, break *Enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed. For example, a cursed item may prohibit one from getting rid of it. Break *Enchantment* allows the victim to be rid of the item, but the item's curse is intact and affects the next person to pick up the item (even if it's the break *Enchantment* recipient).

Burning Hands

Transmutation [Fire]

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 ft.; Area: Semicircular burst of flames 10 ft. long, centered on your hands; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A thin sheet of searing flame shoots from your outspread fingertips. You must hold your hands with your thumbs touching and your fingers spread. The sheet of flame is about as thick as your thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per your caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. A character can extinguish burning items as a full-round action.

Bypass Bystanders

Abjuration

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One firearm; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

Bullets from the target firearm pass harmlessly through all living creatures other than the specified target(s) at which the wielder is firing. Note that while bypass bystanders effectively nullifies any cover bonuses granted by intervening creatures, it does not negate any concealment provided by them, nor does it ignore ordinary cover.

Material Component: A pinch of lead dust dropped into the gun's barrel.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft./level); Area: Creatures in a 20-ft.-radius spread; **Duration:** Concentration, up to 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Carillon

Enchantment [Mind-Affecting, Sonic]

Level: Divine 4; **Components:** F; **Casting Time:** Attack action; **Range:** Personal; Area: All creatures within 50 ft.; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

Resonating chimes uplift your allies and disconcert your enemies. Allies gain a morale bonus of +1 per caster level to attack rolls and saving throws against fear effects, while enemies suffer a penalty of –1 per caster level to attack rolls and saving throws against fear effects. Additionally, all affected creatures receive a +2 circumstance bonus to saving throws against other sonic effects.

When carillon expires, or upon leaving the targeted area, all affected enemies are deafened for an amount of time equal to double that of the duration of the spell.

Creatures that are deafened or otherwise unable to hear the divine tintinnabulation of the carillon when first exposed to it are not affected. Any such hearing protection must be complete; simply sticking one's fingers in one's ears won't prevent the effect.

Focus: A brass hand bell.

Catalog

Divination

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

By touching a single object of size Huge or smaller you cause an inventory of all objects contained within the target object to magically appear on a sheet of blank paper. The inventory appears to be in your handwriting, and lists all the contents alphabetically (even those in hidden compartments). It does not, however, identify where in the target object each item may be found. Each item is referred to according to its most common generic identification (with its proper title listed afterward in italics). No detail is given regarding contents within other items.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Divine 1, Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1d4 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The affected creature becomes frightened. It suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from you as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. Cause fear counters remove fear.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

Change Self

Illusion

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A pistol made to look like a handbag still functions as a pistol.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

Note: Creatures get a Will save to recognize the *Illusion* if they interact with it (such as by touching you and having that sensory input not match what they see).

Charm Monster

Enchantment (Charm) [Mind-Affecting]

Level: Arcane 4; **Target:** one living creature; **Duration:** 2 hours/level

This spell functions like charm person, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One humanoid creature; **Duration:** 1 hour/level; **Saving Throw:** Will negates (see text); **Spell Resistance:** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it was an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Every two hours of spell duration the target is allowed an additional Saving Throw.

Clean

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The clean spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If this spell is cast on a room or object, the clean spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away—rendering most evidence collection impossible, for example.

If cast on a creature, the clean spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Material Component: Bar of soap.

Close Shave

Transmutation

Level: Arcane 0, Divine 0; **Components:** S, V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

By running your hand across the target's body, you are able to remove all hair growing where you touch. The result is a smooth, unirritated patch of skin. The patch remains hairless for 1 week per caster level, and then regrows normally.

Material Component: A razor.

Cloudkill

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Effect: Cloud spreads 30 ft. wide and 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell generates a bank of fog, similar to a stinking cloud except that its vapors are ghastly yellowish green and poisonous. They kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

The cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where you cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down sewer grating and into basements. It cannot penetrate liquids, nor can it be cast underwater.

Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 1; **Components:** V; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One living creature; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You give the subject a single command, which he obeys to the best of his ability at his earliest opportunity. You may select from the following options.

Approach: On his turn, the subject moves toward the caster as quickly and directly as possible for 1 round. He may do nothing but move during his turn, and he incurs attacks of opportunity for this movement as normal.

Drop: On his turn, the subject drops whatever he is holding. He can't pick up any dropped item until his next turn.

Fall: The subject immediately falls to the ground and remains prone for 1 round. He may act normally while prone, but takes any appropriate penalties.

Flee: On his turn, the subject moves away from the caster as quickly as possible for 1 round. He may do nothing but move during his turn.

Halt: The subject stands in place for 1 round. He may not take any actions, but may defend himself normally.

If the subject can't carry out your command on his next turn, the spell automatically fails.

Comprehend Languages

Divination

Level: Divine 1, Arcane 1; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

You can understand words spoken or written in a language you do not know (including the unique languages of some creatures; see Chapter Eight). In either case, you must touch the speaker or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic. It does not decipher codes or reveal messages concealed in otherwise normal text.

Arcane Material Components: A pinch of soot and a few grains of salt.

Cone of Cold

Evocation [Cold]

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Area: Cone; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 10d6).

Material Component: A very small crystal or glass cone.

Confusion

Enchantment [Mind-Affecting]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Targets: All creatures in a 15-ft. radius; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures affected by this spell behave randomly, as indicated on the following table.

Table 10.5: Confusion

Roll	Behavior
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature that is attacked automatically attacks its attackers on its next turn.

Arcane Material Component: A set of three nut shells.

Crawling Carpet

Conjuration (Summoning)

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft. /level); Effect: Carpet of monstrous spiders, scarab beetles, or centipedes filling a 10-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon a number of monstrous insect swarms, each of which attacks any creature occupying its square. Each square of the spell's effect contains a swarm of monstrous spiders, monstrous scarab beetles, or monstrous centipedes, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee. Use the monstrous spider swarm statistics for monstrous scarab beetle swarms and monstrous centipede swarms as well.

Create Water

Conjuration (Creation)

Level: Divine 0; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Effect: Up to 2 gallons of water/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rainwater. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Note: This spell cannot create water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Darkvision

Transmutation

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

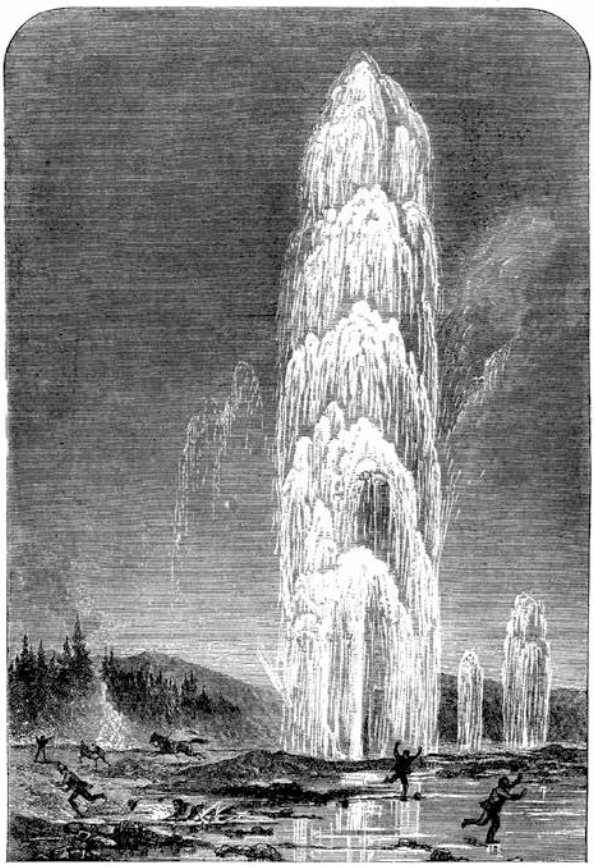
Material Component: Either a pinch of dried carrot or an agate.

Dancing Lights

Evocation [Light]

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft. /level); Effect: Up to four lights, all within a 10-ft.-radius area; **Duration:** 1 minute (D); **Saving Throw:** None; **Spell Resistance:** No

You create up to four lights that resemble lanterns or flashlights (and cast that amount of light), or up to four glowing spheres of light, or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so forth. The lights can move up to 100 feet per round. A light winks out if the distance between you and the nearest light exceeds the spell's range.



Daze

Enchantment [Mind-Affecting]

Level: Arcane 0; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); **Target:** One person; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This *Enchantment* clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Material Component: A pinch of wool or similar substance.

Darkness

Evocation [Darkness]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to radiate darkness out to a 20- foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of a lower level (such as light and dancing lights). Darkness and the 2nd-level spell daylight cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Daylight

Evocation [Light]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Despite its name, this spell isn't equivalent to daylight insofar as it does not damage or destroy creatures normally affected by daylight (such as vampires). If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Detect Magical Aura

Universal

Level: Divine 0, Arcane 0; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; Area: Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura.

Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

If an aura falls into more than one category (for instance, if a functioning spell and a magic item are in the same place and each emits an aura), detect magical aura indicates the stronger of the two.

Length Aura Lingers: How long a magical aura lingers after the source has vacated the location depends on the aura's original strength.

Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks spell.

Detect Scrying

Divination

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** 120 ft.; Area: 120-ft.-radius emanation centered on you; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of scrying (including the scrying spell). The spell's effect radiates from you moves as you move. The spell also reveals the use of crystal balls or other magic scrying devices. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster level checks. If you match or beat the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

Material Components: A small shard of mirror and a miniature trumpet.

Dimension Door

Conjuration (Teleporting)

Level: Arcane 4; **Components:** V; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft./level); **Target:** You and touched objects or other touched willing creatures weighing up to 50 lb./level; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object); **Spell Resistance:** No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as "900 feet straight downward," or "upward to the northwest, 45-degree angle, 1,200 feet." After using this spell, you can't take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, you are transported to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the spell fails and you remain where you are.

Discern Lies

Divination

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); Targets: One creature/level, no two of which can be more than 30 ft. apart; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

Each round, you concentrate on one subject, who must be in range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in her aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Dispel Magic

Abjuration

Level: Divine 3, Arcane 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Because magic is powerful, so too is the ability to dispel magic. You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Dispel magic can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. Dispel magic affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. Thus, you can't use dispel magic to repair fire damage caused by a fireball or to turn a petrified character back to flesh. (The magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You choose to use dispel magic in one of two ways: a targeted dispel or an area dispel:

Targeted Dispel: One object, creature, or spell is the target of the spell. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level .

If the spellcaster targets an object or creature that is the effect of an ongoing spell (such as a wall of fire), she makes a dispel check to end the spell.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword.

You automatically succeed at your dispel check against any spell that you cast yourself.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature that is the target of one or more spells, you make a dispel check against the spell with the highest caster level. If that fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel so far as that target is concerned) or fail all your checks. The creature's magic items are not affected.

For each object that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, you make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, you make a dispel check to end the effect, but only within the area of the dispel magic.

You may choose to automatically succeed at dispel checks against any spell that you have cast.

Displacement

Illusion

Level: Arcane 3; **Components:** V, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location. He benefits from a 50% miss chance as if he had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting him normally. True seeing reveals his true location.

Material Component: A small strip of leather made from displacer beast hide, twisted into a loop (purchase DC 5).

Divination

Divination

Level: Divine 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

Similar to augury but more powerful, a *Divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information, the conditions may change so that the information no longer proves useful. The base chance for a correct *Divination* is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against *Divination* spells have been taken). If the dice roll fails, the caster knows the spell failed unless specific magic yielding false information is at work. As with augury, multiple *Divination*s about the same topic by the same caster use the same dice result as the first *Divination* and yield the same answer each time.

Material Components: Incense and a sacrificial offering appropriate to the caster's religion (purchase DC 13).

Divine Copilot

Evocation

Level: Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** Computer or device touched; Effect: One invisible, shapeless, insubstantial copilot; **Duration:** Until all skill checks are made or 10 minutes/level

A divine copilot is an invisible, shapeless, insubstantial force that rides along as you operate a vehicle, providing assistance in dangerous situations. While the spell is in effect, if you fail a Operate Vehicles skill check, you may immediately roll one additional Operate Vehicles check (as appropriate), with the same modifiers, and use the better of the two results. The divine copilot may make a number of Operate Vehicle checks equal to your Wisdom bonus +1 before ceasing to exist, though the divine copilot only intervenes once for each Operate Vehicles skill check you fail. The spell lasts ten minutes per level, or until all skill checks are made, whichever comes first.

Dud

Transmutation

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One explosive device/level; Duration; 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell renders the target explosive device inactive. Grenades or mines will not detonate, and bullets will not go off. The caster must be able to see the explosive device or the firearm (the gun, not the bullet itself) he intends to target. If this spell is cast on a firearm, the bullet in the chamber of the weapon is affected first, then the bullet that would normally move next into the chamber and so on.

Eastman's Metacarpal Camera

Illusion

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** Until all pictures are taken or 2 hours/level (See text); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** No

The caster uses the forefinger and thumb of each of his hands to create a rectangular viewfinder, thus pantomiming a camera. The caster can then use this imaginary camera to capture images on a roll of film, which is carried somewhere on his person. To take a picture, you must frame the desired image in the viewfinder and press an imaginary button—each image is magically transferred to the roll of film used as the spell's material component (which is not actually consumed in the spellcasting). Point-n shoot allows you to take one photograph/caster level, with the limitation that the roll of film cannot hold more images than it normally could. The images stored, and the roll of film itself, are non-magical, and must be developed just as you would any normal photographic film. Note that film exposed by the Eastman's Metacarpal Camera spell cannot capture images that would not otherwise be captured by a normal camera (i.e., taking pictures in a dark room with normal film results in pictures of inky blackness).

Ectodermis

Abjuration/Conjuration (Creation)

Level: Divine 2, Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

A segmented layer of tough but flexible chitin forms over the subject's flesh, giving him a somewhat insectoid appearance, and providing a natural armor bonus of +1/two caster levels (maximum +5). The chitinous plating also provides energy resistance of +2/two caster levels (maximum +10) against the caster's choice of one of five energy types: acid, cold, electricity, fire, sonic/concussion. The coloration of the ectodermis reflects the energy type chosen at the time of casting:

Table 10.6: Ectodermis

Energy Type	Ectodermis Color
Acid	Green
Cold	Brown
Electricity	Blue
Fire	Red
Sonic/concussion	Black

Unlike mundane armor, the ectodermis carries no armor penalty, maximum Dexterity bonus, arcane spell failure, or speed reduction. **Material Component:** A beetle carapace.

Emotion

Enchantment (Compulsion) [Mind-Affecting]

Level: Arcane 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Targets: All living creatures within a 15-ft. radius; **Duration:** Concentration; **Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell arouses a single emotion of the character's choice in the subjects. The character can choose any one of the following versions:

Despair: The enchanted creatures suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion (despair) dispels emotion (hope).

Fear: The enchanted creatures flee from the character whenever they are in sight of the character. Emotion (fear) dispels emotion (rage).

Friendship: The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion (friendship) dispels emotion (hate).

Hate: The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). Emotion (hate) dispels emotion (friendship).

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion (hope) dispels emotion (despair).

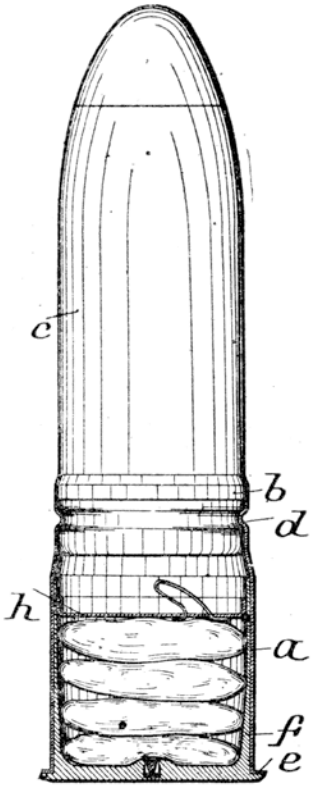
Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC. They are compelled to fight heedless of danger. Emotion (rage) does not stack with barbarian rage or with itself. Emotion (rage) dispels emotion (fear).

Energy Trap

Abjuration

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** Object touched; **Duration:** Permanent until discharged (D); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

Energy trap creates an explosion of one energy type (acid, cold, electricity, fire, or sonic/concussion) when an intruder opens the item that the trap wards. The energy trap can ward any closeable item (book, box, bottle, chest, coffin, door, drawer, and so forth). When casting energy trap, you select the energy type and a point on the item as the spell's center. When someone other than you opens the item, the resulting explosion fills the area within a 5-foot radius around the spell's center. The energy blast deals 1d4 points of damage (of the given energy type) +1 point per caster level. The item protected by the trap is not harmed by this explosion.



The warded item cannot have a second closure or warding spell placed on it.

A knock spell does not affect an energy trap in any way, because knock only opens things, and the energy trap in no way prevents one from opening the trapped item. An unsuccessful dispel magic spell does not detonate the spell.

Underwater, the acid and fire versions of this spell deal half damage.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves denoting a password that you can share with friends.

A successful Search check (DC 29) finds an energy trap, and a successful Disable Device check (DC 29) safely removes it.

Material Components: A quantity of gold dust (purchase DC 10) sprinkled on the warded object. Attuning an energy trap to another individual requires a hair or fingernail from that individual (no cost).

Enhance Ability

Transmutation

Level: Divine 2, Arcane 2; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The spell grants a +5 enhancement bonus to one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) chosen by you at the time of casting.

An increase to Intelligence or Wisdom does not allow Mages or Acolytes to gain extra spells, but the save DCs for their spells increase. An increase in Intelligence doesn't grant extra skill points.

Arcane Material Component: An origami animal representing one of the six abilities: bull (Strength), cat (Dexterity), bear (Constitution), fox (Intelligence), owl (Wisdom), or eagle (Charisma).

Fabricate Bullets

Transmutation

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** 1 round; **Range:** touch; Area: 1 pound of lead; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

Faerie Fire

Evocation [Light]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); Area: Creatures and objects within a 5-ft.-radius burst; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness (but not magical darkness), blur, displacement, or similar effects.

The light is too dim to have any special effect on undead or dark dwelling creatures. The faerie fire can be blue, green, or violet, according to your word at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Faith's Folly

Evocation

Level: Divine 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Area: 20-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text); **Spell Resistance:** Yes

You draw upon holy (or unholy) power to smite enemies with one of the following allegiances, as chosen by you: chaos, evil, good, or law. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures with the designated allegiance and blinds them for 1 round. A successful Fortitude saving throw reduces damage to half and negates the blinding effect.

The spell does not affect creatures that do not have the chosen allegiance.

An outsider with the designated allegiance instead suffers 1d6 points of damage per caster level (maximum 10d6).

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Area: Cone; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a –2 morale penalty on saving throws, and they flee from you. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Material Component: Either the heart of a hen or a white feather.

Feather Fall

Transmutation

Level: Arcane 1; **Components:** V; **Casting Time:** See text; **Range:** Close (25 ft. + 5 ft./2 levels); Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level; **Duration:** Until landing or 1 round/level; **Saving Throw:** Will negates (harmless) or Will negates (object); **Spell Resistance:** Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do). The rate of falling is instantly changed to a mere 60 feet per round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save herself if she unexpectedly falls. Casting the spell is a free action.

This spell has no effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

Final Vision

Necromancy

Level: Arcane 2, Divine 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; Area: One dead creature; **Duration:** Concentration, up to 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

A more powerful version of testimony of the broken window, this spell allows you to touch a corpse and relive the last few minutes of the victim's life. You may concentrate for up to one round per caster level; for each round of concentration, you relive an additional round in the victim's life, slowly rewinding from the moment of death. Every time you cast the spell, the vision begins again at the moment of death, so you cannot reach deeper into the past by casting the spell multiple times.

While you are reliving the life of the victim, you are completely unaware of your surroundings in the real world; during this time you are considered to be flatfooted. While you perceive the world through the eyes and ears of your target, you use your own ranks in Notice and Search, and may notice details that your victim missed. This is a recorded experience; the mind of the victim is not involved in any way.

This spell cannot be used on a corpse that has been turned into an undead creature or targeted by the absorb revenant spell.

Fireball

Evocation [Fire]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft. /level); Area: 20-ft.-radius spread; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A fireball spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point (an early impact results in an early detonation). If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball attack is figured like any other ranged attack, roll 1d20 + BAB + Dexterity modifier + half the spellcaster's level versus the targets Defense.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Flaming Projectiles

Transmutation [Fire]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** Fifty projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into fiery projectiles. Each projectile deals an extra 1d6 points of fire damage to any target it hits. The flaming projectiles can easily ignite flammable materials or structures, but won't ignite creatures struck.

Material **Components:** A drop of oil and a small piece of flint.

Flaming Wrath

Evocation [Fire]

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Area: Cylinder (10-ft. radius, 40 ft. high); **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of fire damage per caster level (maximum 10d6).

Fog Cloud

Conjuration (Creation)

Level: Arcane 2, Divine 2; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Medium (100 ft. + 10 ft. level); Effect: Fog spreads in 20-ft. radius, 20 ft. high; **Duration:** 10 min./level; **Saving Throw:** None; **Spell Resistance:** No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Freedom of Movement

Abjuration

Level: Divine 4; **Components:** V, S, M, DF; **Casting Time:** 1 action; **Range:** Personal or touch; **Target:** You or creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell enables you or the creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as hold person, slow, and web spells.

The spell also allows a character to move and attack normally while underwater, even with slashing and bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Material Component: A strip of leather, bound around the arm or a similar appendage.

Gaseous Form

Transmutation

Level: Arcane 3; **Components:** S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Willing corporeal creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The subject and all her gear become insubstantial, misty (or smoky), and translucent. The subject gains damage reduction 10/+1. Her material armor (including natural armor) becomes worthless, though her size, Dexterity, deflection bonuses, and Defense bonuses from force armor (for example, from the mage armor spell) still apply. She becomes immune to poison and critical hits. She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject loses supernatural abilities while in gaseous form. If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous subject can't run but she can fly (speed 10 feet, perfect maneuverability). She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists. She is subject to wind. She can't enter water or other liquid.

Material Component: A bit of gauze or pinch of ash.

Glitterdust

Conjuration (Creation)

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Area: Creatures and objects within 10-ft. spread; **Duration:** 1 round/level; **Saving Throw:** Will negates (blinding only); **Spell Resistance:** Yes

A cloud of golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defense, grants a +2 bonus on opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks.

Material Component: Ground mica.

Glyph of Warding

Abjuration

Level: Divine 3; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Touch; Target or Area: Object touched or up to 5 sq. ft. /level; **Duration:** Permanent until discharged (D); **Saving Throw:** See text; **Spell Resistance:** Yes (object)

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph can guard a car or a corridor, ward a door, and trap a chest or a file cabinet, etcetra.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a pass phrase (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a pass phrase trigger, glyphs of warding can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "medusa" or "undead"). Glyphs can also be set with respect to allegiance (such as good, evil, law, or chaos). They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally. Multiple glyphs cannot be cast on the same area. However, if a file cabinet had three drawers, each could be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. The glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Nonmagical disguises cannot fool a glyph of warding.

Read magic allows you to identify a glyph of warding with a successful Knowledge (occult science) check (DC 13). Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Detecting the glyph requires a successful Search check (DC 28), and safely removing it requires a successful Disable Device check (DC 28).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic/concussion (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Glyph: You can store any harmful spell of up to 3rd level that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell normally affects an area, the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the glyph.

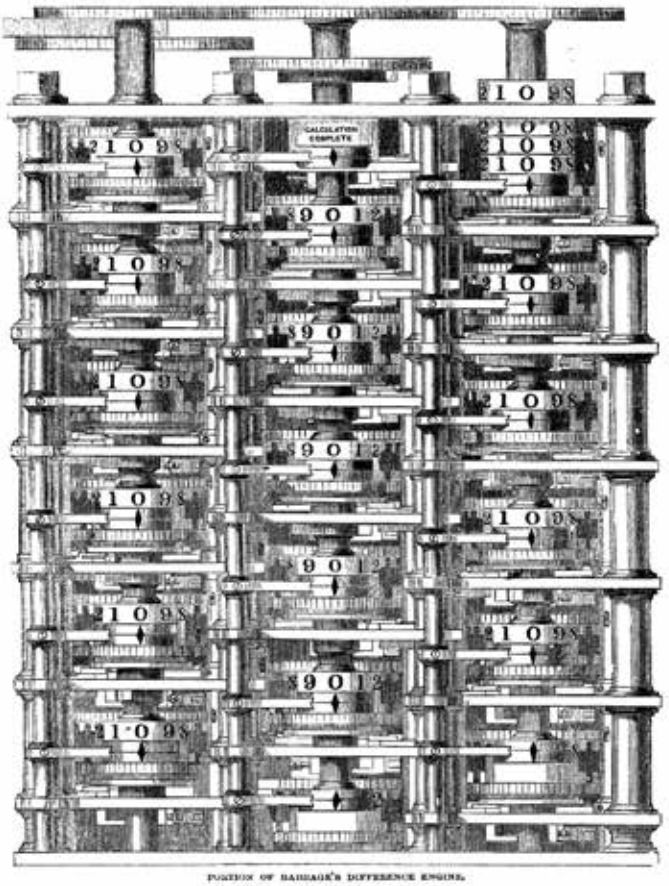
Material Component: You trace the glyph with incense, which must first be sprinkled with a powdered diamond (purchase DC 15).

Greater Command

Enchantment [Language-Dependent, Mind-Affecting]

Level: Divine 5; Targets: One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level

As command, except that up to one creature per level may be affected, and the activities may continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.



PORTION OF BABBAGE'S DIFFERENCE ENGINE.

Greater Magic Weapon

Transmutation

Level: Divine 4, Arcane 3; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting); **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1. This bonus increases to +2 at 8th caster level. An enhancement bonus does not stack with a mastercraft weapon's bonus to attack.

Alternatively, you can affect up to fifty arrows, bolts, or individual bullets, or a single magazine of up to 50 rounds. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles (but not thrown weapons) lose their *Transmutation* when used.

You can't cast this spell on a natural weapon such as an unarmed strike.

Arcane Material Components: Powdered lime and carbon.

Guardian Angel

Conjuration

Level: Acolyte 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; Effect: One invisible, shapeless, insubstantial guardian; **Duration:** Until all acts of kindness are performed or 10 minutes/level

A guardian angel is an invisible, shapeless, insubstantial force that comes to your aid in dangerous situations, performing a number of acts of kindness equal to your Wisdom score +1. Possible acts of kindness a guardian angel may perform are:

If you suffer massive damage, the guardian angel bolsters you with a +1 bonus to your Fortitude saving throw for the massive damage check.

If your hit points drop below 0 (from –1 to –9), the guardian angel immediately stabilizes you. You remain stabilized for the duration of the spell.

If you are the target of an attack of which you are unaware, the guardian angel provides a +1 circumstance bonus to your Defense.

If you trigger a trap, the guardian angel nudges you toward safety, providing a +1 bonus to your Reflex saving throw.

You have no control over which acts of kindness your guardian angel performs, as she will automatically administer whatever aid is needed until her power to assist you is exhausted. You are aware when the guardian angel has finished performing all her acts of kindness.

Focus: Pin, charm, or other token depicting an angel.

Halt Undead

Necromancy

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Targets: Up to three undead, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead (such as vampires) do. If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Material Components: A pinch of sulfur and powdered garlic.

Hand Gun

Conjuration (Creation)

Level: Mage 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** until all shots are fired or 1 minute/level

You close your hand and extend your forefinger and thumb to pantomime the barrel and hammer of a pistol. This pantomimed pistol fires magically conjured bullets. The hand gun is "loaded" with one bullet/caster level, and can fire one bullet at a time as an attack action. If you do not have the Personal Firearms feat, you suffer the usual –4 nonproficiency penalty for firing the hand gun. Firing a hand gun in combat is treated just as if you were firing any other pistol, except that the hand gun cannot be disarmed. The hand gun can only fire bullets when your hand is forming a pantomimed pistol, but your hand is otherwise unaffected by the spell and able to function normally. Only you may operate the hand gun.

Table 10.7: Gun Type

Spell/Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine
Greater hand gun (Shotgun)	2d8	20	Ballistic	30 ft.	S	2/level
Greater hand gun (machine gun)	2d6	20	Ballistic	50 ft.	S, A	2/level
Hand gun	2d4	20	Ballistic	30 ft.	S	1/level

Hand Gun, Greater

Conjuration (Creation)

Level: Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** until all shots are fired or 1 minute/level

This spell functions much like the hand gun spell, but emulates one of two more powerful longarms, chosen at the time of casting: a shotgun or submachine gun. The pantomimed weapon requires both of the caster's hands to be free; one "gripping" the handle and trigger of the greater hand gun, and the other supporting the barrel (and pumping to reload the next shot, in the case of a shotgun). The greater hand gun is "loaded" with two bullets or shells/caster level and can fire normally, according to capabilities of the selected type of weapon (see table below). If you do not have the Personal Firearms feat, normal penalties still apply. Firing a greater hand gun in combat is treated just as if you were firing any other gun, except that the greater hand gun cannot be disarmed. The greater hand gun can only fire bullets when both hands are forming a pantomimed longarm, but your hands are otherwise unaffected by the spell and able to function normally. Only you may operate the greater hand gun.

Haste

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

When making a full attack action, the subject may make one extra attack with any weapon he is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit does not actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

He gains a +2 dodge bonus to Defense. Any condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

All of the subject's modes of movement (including normal movement, burrow, climb, fly, and swim) increase by 30 feet (to a maximum of double the subject's normal speed).

Haste dispels and counters slow.

Material Component: A shaving of licorice root.

Hawkeye

Transmutation

Level: Acolyte 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell sharpens the subject's long-distance vision in such a way that, when making an attack with a ranged weapon, you can ignore one range increment. Hawkeye provides no other benefits to the subject's eyesight or powers of perception. **Material Component:** Small piece of natural flint.

Haywire

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One object of up to 100 lb./level; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The haywire spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control.

It's impossible to describe the exact effects of haywire on every mechanical device. In general, machines subject to haywire functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a haywire spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component: A small magnet.

Hold Monster

Enchantment [Mind-Affecting]

Level: Arcane 5; **Components:** V, S, M; **Target:** One living creature

As hold person, except this spell holds any living creature that fails its Will save.

Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Person

Enchantment [Mind-Affecting]

Level: Divine 2, Arcane 3; **Components:** V, S, F/DF; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); **Target:** One Medium-size or smaller humanoid; **Duration:** 1 round/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as using psionic powers).

A winged creature that is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Portal

Abjuration

Level: Arcane 1; Component: V; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); **Target:** One portal, up to 20 sq. ft. /level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate the hold portal. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Ice Storm

Evocation [Cold]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft. /level); Area: Cylinder (20-ft. radius, 40 ft. high); **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** Yes

Great hailstones pound down for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage 5d6 points of damage to creatures in their path. Notice checks made within the ice storm's effect take a –4 penalty, and all ground movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage inflicted).

Material Components: A pinch of dust and a few drops of water.

Improved Arcane Lock

Abjuration

Level: Arcane 3; **Range:** Long (400 ft. + 40 ft. /level); **Target:** One door, cabinet, chest, or portal/level, up to 30 sq. ft. / level each; **Duration:** 1 hour/level

As arcane lock, except as described above. Additionally, improved arcane lock closes all targeted doors or containers if they're open when the spell is cast, then lock them. Unlike most spells, the caster need not have an unblocked line of effect to each door targeted by the spell, but the caster must know the location of each door. Mages and Techno Mages often use improved arcane lock to simultaneously close and lock every door in a building, either to trap something inside or lock something out.

Insect Plague

Conjuration (Summoning) [see text]

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** 1 full round; **Range:** Long (400 ft. + 40 ft. /level); Effect: Cloud of insects 180 ft. in diameter; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when you cast this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Defense, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast insect plague outside its confines, but a fireball spell simply clears insects from its blast area for 1 round. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Instant Fame

Illusion

Level: Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 15 minutes; **Saving Throw:** Will negates; **Spell Resistance:** Yes

The subject of an instant fame spell gains a +5 circumstance bonus to reputation checks for the duration of the spell.

Material Component: A copy of an entertainment magazine.

Instant Identify

Divination

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Full-round action; **Range:** Touch; **Target:** One touched object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate) and how many charges (if any) are left. Arcane **Material Component:** A pearl (purchase DC 12).

Itchy Trigger Finger

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Until surprise-round attack is made or 5 minutes/level (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

A person who has an itchy trigger finger and a loaded firearm in-hand may make a single attack with that weapon at the beginning of a single surprise round, before any others have had a chance to act. Itchy trigger finger allows the subject to make this attack even if he would normally be considered flatfooted at that time, though the subject is still considered flatfooted for all other purposes. If two or more characters with itchy trigger fingers are involved in the same surprise round altercation, the character with the highest initiative modifier goes first.

Material Component: A pinch of powdered poison ivy leaf.

Jargon

Divination

Level: Divine 1, Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 5 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject of this spell develops a short-term understanding of the technical lingo used by professionals in a particular field of study or interest, gaining a better grasp of how to communicate and comprehend ideas related to that field. Choose a single Knowledge category (neither the caster nor the subject need to have ranks in that skill). The subject gains a +2 insight bonus to any of the following skill checks related to that field: Deception, Decipher Script, Persuasion, Gather Information, Knowledge, or Research.

Jump

Transmutation

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes

The subject gets an enhancement bonus on Jump checks. The enhancement bonus is +10 at 1st level, +20 at 3rd level, and +30 at 5th level (the maximum).

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Jury Rig

Transmutation

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 Standard action; **Range:** Touch; **Target:** One broken object up to 2 lbs./level; **Duration:** 1 round/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

Keen Edge

Transmutation

Level: Arcane 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This *Transmutation* doubles the threat range of the weapon. A threat range of 20 becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Knock

Transmutation

Level: Arcane 2; **Components:** V; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); **Target:** One door, box, or chest with an area of up to 10 sq. ft. /level; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Spell Resistance:** No

The knock spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. A 3rd-level Mage can cast a knock spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-foot door). Each spell can undo up to two means of preventing egress. Thus if a door is locked, barred, and held (by means of the hold portal spell), or quadruple locked, opening it requires two knock spells.

Levitate

Transmutation

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Personal or close (25 ft. + 5 ft./2 levels); **Target:** You or one willing creature or one object (total weight up to 100 lb./level); **Duration:** 1 round/level (D); **Saving Throw:** None; **Spell Resistance:** No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the subject to move up or down as much as 20 feet each round; doing so is a move-equivalent action. You cannot move the recipient horizontally, but the subject could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a –1 penalty, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation [Light]

Level: Divine 0, Arcane 0; **Components:** V, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Light Gathering Eyes

Transmutation

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject gains low-light vision. Creatures that already possess low-light vision or darkvision are unaffected by this spell. **Material Component:** A pinch of powdered firefly tail.

Lightning Bolt

Evocation [Electricity]

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level) or 50 ft. + 5 ft. /level; Area: 5 ft. wide to medium range (100 ft. + 10 ft. /level); or 10 ft. wide to 50 ft. + 5 ft. /level; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Locate Object

Divination

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft. /level); Area: Circle, centered on you, with a radius of 400 ft. + 40 ft. /level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, and weapons. You can search for general items such as a stairway, a handgun, or a phone, in which case you locate the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as "Doctor James Holloway's BMW") unless you have observed that particular item firsthand (not through *Divination*).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell.

Longshot

Transmutation

Level: Arcane 1; **Components:** V, S, M/DF (a spent bullet); **Casting Time:** 1 action; **Range:** personal; Area: One minute/level; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Mage Armor

Conjuration (Creation) [Force]

Level: Arcane 1; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 armor bonus to Defense. Unlike

Table 10.8: Magic Bullet Effect

Magic Bullet Type	Other Spell Known	Effect
Knock-out bullet	Sleep	Creature damaged by knock-out bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet	Cause fear	Creature damaged by terror bullet must succeed at a Will save (DC 14) or be panicked (–2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

mundane armor, mage armor carries no armor penalty, arcane spell failure chance, or speed reduction.

Focus: A piece of cured leather.

Magic Bullets

Transmutation

Level: Arcane 4, Divine 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 bullets, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1st level spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create magic bullets of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same *Enchantment*, but afterward it is possible to mix magic bullets with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, magic bullets deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

Magic Circle

Abjuration

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; Area: 10-ft.-radius emanation from touched creature; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No (see text)

This spell wards an area from attacks by creatures of a specific allegiance (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 10 feet. The barrier moves with the subject and has three major effects:

First, everyone inside the magic circle gains a +2 deflection bonus to Defense and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified allegiance.

Second, the barrier blocks any attempt to possess creatures within the magic circle (as by a possession incantation). The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the magic circle thwarts any attempt to exert mental control over creatures within its area. If a dominated creature enters the magic circle, mental control is lost for the duration of the magic circle spell or until the creature leaves the protected area.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified allegiance. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching a creature inside the magic circle. The protection against contact by summoned or conjured creatures ends if anyone inside the magic circle makes an attack against a blocked creature or the subject tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and reach and step inside the magic circle.

Magic Identity Papers

Illusion

Level: Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; Effect: Illusory identification card; **Duration:** See description; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No

With this glamour, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The *Illusion* lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A calling card or slip of paper.

Magic Missile

Evocation [Force]

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Targets: Up to five creatures, no two of which can be more than 15 ft. apart; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d6+1 points of damage.

The missile attack is figured like any other ranged attack, roll 1d20 + BAB + Dexterity modifier + half the spellcaster's level versus the targets Defense.

For every two levels of experience past 1st, you gain an additional missile. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you roll for spell resistance or roll damage.

Magic Mouth

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); **Target:** One creature or object; **Duration:** Permanent until discharged; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack sits cross-legged within 1 foot of this location." Triggers react to what appears to be the case. Disguises and *Illusion*s can fool them. Normal darkness does not defeat a visual trigger, but magical darkness does. Silent movement or magical silence defeats an audible trigger. Audible triggers can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says "Boo"). Actions can serve as triggers if they are visible or audible. For example, "Speak when any creature touches the statue" is an acceptable command if the creature is visible. A magic mouth cannot distinguish allegiance, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers up to 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A small bit of honeycomb and a small quantity of jade dust (purchase DC 12).

Magic Weapon

Transmutation

Level: Divine 1, Arcane 1; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Weapon touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Manual Focus Binoculars

Conjuration

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 5 minutes/ level

The caster curves her fingers and thumb of each hand so that her index fingers and thumbs are in contact, thus pantomiming a set of binoculars, which function as a standard set of binoculars. Other people may look through the caster's manual-focus binoculars, but any Notice checks another person makes in this fashion are made with a –2 circumstance penalty, as the caster has to align and focus the binoculars for the other individual.

Mending

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target:** One object of up to 1 pound/ level; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell has no effect on creatures (even constructs).

Mesmer's Bauble

Enchantment

Level: Divine 1, Arcane 1; **Components:** V, S, M, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** One small object; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

A Mesmer's Bauble object is almost irresistibly eye-catching and interesting to observers. The Mesmer's Bauble quickly draws the attention of individuals within 30 feet (a DC 5 Spot check to notice it). Anyone who spots a Mesmer's Bauble must succeed at a Will save, or be compelled to move within five feet of the object in order to inspect it more closely. However, the viewer will not intentionally put himself at risk to get a better look; the viewer stops upon reaching the nearest, safe vantage point.

After one round of inspecting the Mesmer's Bauble and every round thereafter until the spell ends, a victim may make another Will save to shake off the effect. Once a victim has avoided or shaken off the effects of a particular Mesmer's Bauble, he is immune to that casting of the spell.

While inspecting the Mesmer's Bauble, victims suffer a –10 circumstance penalty to Spot and Listen checks made during that round.

Material Component: A pinch of gold or silver glitter.

Focus: A small object (size category Small, or smaller).

Message

Transmutation [Language-Dependent]

Level: Arcane 0; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Targets: One creature/level; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature to be included in the spell effect. When you whisper, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Focus: A short piece of copper wire.

No Doze

Conjuration (Healing)

Level: Arcane 0; **Components:** M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One living creature/level; **Duration:** 8 hours + 1 hour/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

This spell is used to eliminate the need for sleep while troops are in the field. Subjects of this spell suffer no effects of fatigue due to lack of sleep. However, they do not get the benefits of natural healing, and spellcasters cannot prepare new spells while under the effect of no doze.

When the duration ends, the subjects immediately begin to suffer from fatigue and continue to do so until they get 8 hours of sleep.

Material Component: A pinch of coffee.

Nondetection

Abjuration

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by *Divination* and detection spells, such as scrying. Nondetection also prevents location by such magic items as crystal balls. If a *Divination* is attempted against the warded creature or item, the caster of the *Divination* must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast Nondetection. If you cast Nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, Nondetection wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust (purchase DC 10).

Object to Ink

Transmutation

Level: Arcane 3; **Components:** V, S, M, F; **Casting Time:** 30 minutes; **Range:** Touch; **Target:** One touched creature and one touched object of the same size category or smaller; **Duration:** One day/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You are able to magically transform one non-magical object into a tattoo that resembles the object, which you inscribe on the skin of the subject. Only objects that are the same size category as the subject, or smaller, may be turned into object to ink tattoos. Because items affected by object to ink are held in stasis, even a ticking time bomb can be turned into a tattoo using this spell. The subject may return the object to its original form by touching the tattoo with the intent of activating it, and chooses whether the object appears in his hand or at his feet. If the magical effect of the object to ink tattoo is suppressed or dispelled, or the spell's duration expires before the tattoo is activated, the object instantly appears at the subject's feet. A single person can only have three object to ink tattoos at a time. Once a subject has three object to ink tattoos, any further attempt to inscribe additional object to ink tattoos automatically fails, and the additional object is lost. Note that other magic tattoos have no bearing on the total number of object to ink tattoos a person may have.

Material Component: One ounce of ink.

Focus: A silver needle.

Obscuring Mist

Conjuration (Creation)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 30 ft.; Effect: Cloud centered on you spreads 30 ft. and is 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flaming wrath, or similar spell burns away the fog in the spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Passwall

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); Effect: 5-ft.-by-8 ft. opening, 1 ft. /level deep; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Phantasmal Killer

Illusion [Fear, Mind-Affecting]

Level: Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft. /level); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; **Spell Resistance:** Yes

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can perceive the phantasmal killer. You see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails the Will save, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

Peacebond

Abjuration

Level: Arcane 1; **Components:** S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** one sheathed or slung weapon; **Duration:** 1 minute/level; Saving Throw Will negates (object); Spell Resistance yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Phantom Projectiles

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Defense. Barriers of magical force, such as a wall of force, stop them. Phantom bullets count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage. Additionally, the phantom bullets disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component: In addition to the bullets, the caster needs a small chunk of lithium.

Phantom Watchdog

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); Effect: Phantom watchdog; **Duration:** 1 hour/caster level or until discharged, then 1 round/caster level; **Saving Throw:** None; **Spell Resistance:** No

You conjure up a spectral watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible creatures but does not perceive *Illusion*s. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to AC.) The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If you are ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread (purchase DC 3 for the lot).

Physical Focus

Enchantment [Mind-Affecting]

Level: Divine 1, Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** Until used or 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell imparts a single-minded intensity that allows the affected person to focus on the task at hand to such an extent that he gains a +10 insight bonus to a single physical action (e.g., firing a single shot, picking a lock, sinking a challenging putt, walking a tightrope).

Focus: A golf ball.

Plain Brown Wrapper

Illusion

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 5 minutes/level; **Saving Throw:** Will disbelief; **Spell Resistance:** No

An object affected by this spell becomes extremely nondescript and uninteresting, providing a +10 circumstance bonus to Sleight of Hand checks to conceal the object. Only Medium-sized or smaller objects may benefit from a plain brown wrapper. If the object is used, or otherwise no longer being actively concealed, the spell ends.

Material Component: A strip, torn from a brown paper bag, large enough to wrap around a part of the object.

Prayer

Conjuration (Creation)

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 30 ft.; Area: All allies and foes within a 30-ft.-radius burst centered on you; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a –1 penalty on such rolls.

Prestidigitation

Universal

Level: Arcane 0; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 ft.; Target, Effect, or Area: See text; **Duration:** 1 hour; **Saving Throw:** See text; **Spell Resistance:** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, the prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use prestidigitations to impress common folk, amuse children, and brighten dreary lives. Common tricks with prestidigitations include producing tinkling of music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

Protection from Arrows/Bullets

Abjuration

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

Restful Relaxation

Conjuration (Healing)

Level: Arcane 1; **Components:** V, M; **Casting Time:** 1 action ; **Range:** Touch; **Target:** One living creature/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

This spell counters the effects of fatigue caused by hard physical exertion or lack of sleep. The subject feels refreshed, as if having just awoken from 8 hours of sleep.

All Strength and Dexterity penalties caused by fatigue are removed, but the subject does not gain the benefit of natural healing and spellcasting subjects cannot prepare new spells. **Material Component:** 2 Peppermint Hard Candies

Rage of Bees

Conjuration (Summoning)

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); Effect: 1d3 swarms of sentient killer bees, no two of which can be more than 30 ft. apart; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon 1d3 swarms of sentient killer bees, each one filling a 5-foot square within the spell's effect. The swarms independently attack targets designated by you.

Ray of Fatigue

Necromancy

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); Effect: Ray; **Duration:** 1 minute/level; **Saving Throw:** No; **Spell Resistance:** Yes

A purple ray projects from your pointing finger. You must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a –2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature that is already fatigued.

Material Component: A drop of sweat.

Read Magic

Universal

Level: Divine 0 Arcane 0; **Components:** V, S, F; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/level

By means of read magic, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not invoke the magic contained in the writing. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Focus: A clear crystal or mineral prism.

Remove Curse

Abjuration

Level: Divine 3, Arcane 4; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature or item touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Remove curse instantaneously removes any curses on a creature, such as lycanthropy. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters bestow curse.

Remove Fear

Abjuration

Level: Divine 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Targets: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart; **Duration:** 10 minutes (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause fear.

Remove Paralysis

Conjuration (Healing)

Level: Divine 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Targets: Up to four creatures, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a hold spell or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

Resist Energy

Abjuration

Level: Divine 2, Arcane 2; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This *Abjuration* grants a creature limited protection to damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic/concussion. The creature gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases by 5 points for every three caster levels above 3rd. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Resistance

Abjuration

Level: Divine 0, Arcane 0; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saving throws.

Arcane Material Component: A miniature cloak.

Sanctuary

Abjuration

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected.

This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded acolyte to heal wounds, for example, or to bless, perform an augury, summon creatures, and so on.

Scrying

Divination

Level: Arcane 4, Divine 5; **Components:** V, S, M/DF, F; **Casting Time:** 1 hour; **Range:** See text; Effect: Magical sensor; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You can see and hear some creature, who may be at any distance. If the subject succeeds at a Will save, the scrying attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane or in some other dimension (such as the extradimensional space created by a clown car spell), it gains a +5 circumstance bonus to its Will save.

TABLE 10.9: SUBJECT KNOWLEDGE

Knowledge of Subject	Will Save Mod.
None†	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

†You must have some sort of connection to a creature you have no knowledge of.

TABLE 10.10: TYPE OF CONNECTION

Connection	Will Save Mod.
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, nail clippings, etc.	–10

If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: darkvision, read magic, tongues, and true seeing. Detect magical aura has a 5% chance per caster level of operating correctly through the sensor.

Arcane Material Components: Some droplets of nitric acid in an eyedropper.

Arcane Focus: A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase DC of 19.

Divine Focus: A font filled with holy water (purchase DC 8).

Secret Pocket

Conjuration (Summoning)

Level: Arcane 3, Divine 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Object touched; **Target:** One pocket on a garment; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

The secret pocket spell creates an extra-dimensional space that only you can reach through a pocket in the target garment. The secret pocket can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions—it just has to be able to fit through the opening. The contents of the extra-dimensional space never cause the pocket to bulge, and items inside the secret pocket have no weight once they're placed inside (although the weight still counts against the capacity of the extra-dimensional space). Whenever you reach into the pocket, you access the extra-dimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extra-dimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extra-dimensional space through the pocket.

Arcane Material Component: A black handkerchief.

Secret Vault

Conjuration (Summoning)

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 10 minutes; **Range:** See text; **Target:** One chest and up to 1 cu. ft. of goods/caster level; **Duration:** 60 days or until discharged; **Saving Throw:** None; **Spell Resistance:** No

You hide a briefcase, backpack, duffle bag, or similar item in an extra-dimensional space for up to 60 days and can retrieve it at will. The item used as a secret vault can contain up to 1 cubic foot of material per caster level (regardless of the item's actual size). If you put anything living inside the secret vault, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (an attack or move action), and it appears next to you.

To create the secret vault, you cast the spell while touching both the full-size container and a miniscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extra-dimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Focus: A briefcase, duffle bag, or similar container prepared with expensive and rare reagents, as well as a miniscule replica of it. The actual storage container and the miniature replica have a combined purchase DC of 25.

Seeming

Illusion

Level: Arcane 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft. /2 levels); Targets: One creature/two levels, no two of which can be more than 30 ft. apart; **Duration:** 12 hours (D); **Saving Throw:** Will negates or Will disbelief (if interacted with); **Spell Resistance:** Yes or No (see text)

This glamour functions like the change self-spell except you can change the appearance of other creatures as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Shatter

Evocation [Sonic/Concussion]

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft. /2 levels); Area or **Target:** 5-ft.-radius spread; or one solid object or one crystalline creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (object) or Fortitude half (see text); **Spell Resistance:** Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of glass, crystal, ceramic, or porcelain, such as vials, windows, mirrors, bottles, windshields, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic/concussion damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Focus: A tuning fork.

Shield

Abjuration [Force]

Level: Arcane 1; **Components:** V, S; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also intercepts attacks, providing a +4 bonus to Defense. The shield carries no armor penalty or arcane spell failure chance.

Shield of Faith

Abjuration

Level: Divine 1; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus at 6th caster level.

Material Component: A small piece of paper or parchment with some religious text written upon it.

Shield Other

Abjuration

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defense and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, and level draining are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (purchase DC 15 each) worn by both you and the warded creature.

Shout

Evocation [Sonic]

Level: Arcane 4; **Components:** V; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft. /2 levels); Area: Cone; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial (see text) (object); **Spell Resistance:** Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object, such as a window or a crystal vase, takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a –4 penalty on initiative checks, automatically fails Notice checks, and has a 20% chance to miscast and lose any spell with a verbal component that he tries to cast.

The shout spell cannot penetrate the spell silence.

Silence

Illusion

Level: Divine 2; **Components:** V, S; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft./level); Area: 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 minute/level; **Saving Throw:** Will negates or none (object); **Spell Resistance:** Yes or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will

save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as the command or shout spell.

Sleep

Enchantment [Mind-Affecting]

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Area: Several living creatures within a 15-ft.-radius burst; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature is wasted.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a move action.

Sleep does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Sleep, Greater

Enchantment [Mind-Affecting]

Level: Arcane 2; **Components:** V, S, M; Casting Attack action; **Range:** Touch; One creature with 8 HD or less **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

By making a successful melee touch attack with a *Sleep, Greater* spell, you force the target creature to make a successful Will save with a –4 circumstance penalty or immediately fall asleep, typically falling prone. A sleeping character is helpless, with an effective Defense of 5 + size modifier.

Slapping or wounding awakens a sleeping person, but normal noise does not. Waking a sleeping person is a move action.

Sleep, Greater does not affect unconscious creatures, constructs, or undead creatures.

Note: Additional hit points given along with a creature's Hit Dice are irrelevant for determining how many Hit Dice a creature has.

Material Component: A pinch of fine sand.

Slow

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Targets: One creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer –2 penalties to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

Material Component: A drop of molasses.

Speak with Animals

Divination

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute / level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for you (as determined by the GM).

This spell does not work on magical beasts or vermin.

Spell Immunity

Abjuration

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Such immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells that are similar in effect.

A creature can have only one spell immunity spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spider Climb

Transmutation

Level: Divine 2, Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and need not make Athletics checks to scale a surface.

Material Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Static Arc

Conjuration (Creation) [Electricity]

Level: Arcane 5, Divine 5; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Close (25 ft + 5ft./2 levels); **Duration:** Instantaneous; **Saving Throw:** Reflex (half); **Spell Resistance:** No

You create connectivity between two creatures. This bolt of static electricity deals 1d6 points of damage per caster level up to a maximum of 15d6 to both creatures and anything that happens to be in the line of fire between the caster and the target.

Both creatures must be in range, and you must be able to target them both. Draw a line from the corner of one creature's space, to a corner of a second creature within the range of the spell. This bolt affects all squares in the line.

Material Components: Two small iron rods.

Status

Divination

Level: Divine 3; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; Targets: One creature touched/three levels; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

When an Acolyte needs to keep track of comrades who may get separated, status allows him to mentally monitor their relative positions and general condition. The Acolyte is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so forth. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell.

Stoneskin

Abjuration

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10 against physical attacks. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

Material Components: A combination of granite and diamond dust (purchase DC 23) sprinkled on the target's skin.

Suggestion

Enchantment (Charm) [Mind-Affecting]

Level: Arcane 3, Divine 2; **Components:** V, M; **Casting Time:** 1 Standard action; **Range:** Close (25 ft. + 5 ft./2 levels); Effect: One living creature; **Duration:** 1 hour/level; **Saving Throw:** Will negates (see text) **Spell Resistance:** Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Every two hours of the spell's duration, the target gets an additional Saving Throw to negate the spell.

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Summon Vivilor I

Conjuration (Summoning)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); Effect: One summoned creature; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

This spell summons a 1st-level vivilor, a strange creature from the edge of Shadow. The caster chooses the form the vivilor will take when it appears, and the vivilor maintains that shape for the duration of the spell. The vivilor appears where you designate and acts immediately, attacking your enemies unless you give it other orders. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The vivilor acts normally on the last round of the spell and dissipates into nothingness at the end of its turn.

You choose the form the vivilor will take.

Summon Vivilor II

Conjuration (Summoning)

Level: Arcane 2, Divine 2; Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon vivilor I, except you can summon one 2nd-level vivilor or 1d3 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor III

Conjuration (Summoning)

Level: Arcane 3, Divine 3; Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon vivilor I, except you can summon one 3rd-level

vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor IV

Conjuration (Summoning)

Level: Arcane 4, Divine 4; Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon vivilor I, except you can summon one 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2nd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Summon Vivilor V

Conjuration (Summoning)

Level: Arcane 5, Divine 5; Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As summon vivilor I, except you can summon one 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors. If you create more than one vivilor, you can choose their forms separately; they need not be identical.

Sympathetic Sight

Divination (Scrying)

Level: Divine 3; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** 10 miles; Effect: Magical sensor; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to see through the eyes of the subject, seeing what that person is seeing at that moment.

Spot checks (if needed or desired) are made by the caster with a –5 circumstance penalty. If the target is blind or otherwise unable to see, the caster is likewise unable to see, though the spell does function.

If the subject of the spell suffers any visually harmful effects, such as from faith's fury while the spell is functioning, the caster must make a successful Fortitude save (at the same DC the subject used) to avoid taking half the damage or experiencing the harmful effects for half the duration suffered by the subject.

Material Component: Piece of the subject's body (e.g., several hairs, nail clippings, one ounce of blood) or corrective lenses worn by the subject within the past 24 hours.

Focus: A pair of designer sunglasses (Purchase DC 10).

Sympathetic Sound

Divination (Scrying)

Level: Divine 2; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** 10 miles; Effect: Magical sensor; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to listen through the ears of the subject, hearing what that person is hearing at that moment. Listen checks (if needed or desired) are made by the caster with a –5 circumstance penalty. If the target is deaf or otherwise unable to hear, the caster is likewise unable to hear, though the spell does function.

If the subject of the spell suffers any sonic damage, or other harmful auditory effects while the spell is functioning, the caster must make a successful Fortitude save (at the same DC the subject

Vivilor

Vivilors are outsiders who come in response to the summon vivilor spell. Vivilors generally have humanoid shapes, but spellcasters can summon quadupedal or serpentine vivilors if they wish. In addition to their basic statistics, a summoner chooses additional special qualities from Vivilor Menu A or Vivilor Menu B (see below). A spellcaster can substitute two choices on Vivilor Menu A for one choice on Vivilor Menu B, or one choice on Vivilor Menu B for two choices on Vivilor Menu A.

Vivilors do not speak. However, a vivilor can understand the instructions of its summoner and follows them to the letter.

Species Traits

All vivilors share the following traits:

Darkvision (Ex): A vivilor can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the vivilor can function with no light at all.

Bonus Feat: Vivilors gain the bonus feat Archaic Weapons Proficiency. However, they generally prefer to use their natural weapons in combat.

1st-level Vivilor: CR 1/3; Small outsider; HD 1d8; hp 4; Init +1; Spd 40 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); BAB +1; Grap –3; Atk +2 melee (1d4, slam); Full Atk +2 melee (1d4, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ one choice from Vivilor Menu A; AL summoner; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 11, Dex 13, Con 11, Int 7, Wis 12, Cha 6.

Skills: Hide +5, Listen +6, Spot +6.

Feats: Alertness, Archaic Weapons Proficiency.

Advancement: None.

2nd-level Vivilor: CR 1; Medium outsider; HD 2d8+2; hp 11; Init +0; Spd 40 ft.; Defense 14, touch 10, flat-footed 14 (+4 natural); BAB +2; Grap +3; Atk +3 melee (1d6+1, slam); Full Atk +3 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ two choices from Vivilor Menu A; AL summoner; SV Fort +4, Ref +3, Will +4; AP 0; Rep +0; Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6.

Skills: Climb +5, Jump +5, Listen +7, Spot +7.

Feats: Alertness, Archaic Weapons Proficiency.

Advancement: None.

3rd-level Vivilor: CR 2; Medium outsider; HD 3d8+4; hp 17; Init +0; Spd 40 ft.; Defense 17, touch 10, flat-footed 17 (+7 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam); Full Atk +4 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ three choices from Vivilor Menu A; AL summoner; SV Fort +4, Ref +3, Will +4; AP 0; Rep +0; Str 13, Dex 11, Con 13, Int 7, Wis 12, Cha 6.

Skills: Climb +7, Jump +7, Listen +8, Spot +8.

Feats: Alertness, Archaic Weapons Proficiency.

Advancement: None.

4th-level Vivilor: CR 4; Large outsider; HD 5d8+15; hp 37; Init –1; Spd 50 ft.; Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural); BAB +5; Grap +14; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ one choice from Vivilor Menu B, damage reduction 5/+1; AL summoner; SV Fort +7, Ref +3, Will +7; AP 0; Rep +0; Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6.

Skills: Climb +13, Hide –5, Jump +13, Listen +12, Spot +12.

Feats: Alertness, Archaic Weapons Proficiency, Iron Will.

Advancement: None.

5th-level Vivilor: CR 5; Large outsider; HD 7d8+21; hp 52; Init –1; Spd 50 ft.; Defense 21, touch 8, flat-footed 21 (–1 size, –1 Dex, +13 natural); BAB +7/+2; Grap +16; Atk +11 melee (1d8+7, slam); Full Atk +11/+6 melee (1d8+7, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ two choices from Vivilor Menu B, damage reduction 5/+1; AL summoner; SV Fort +8, Ref +4, Will +8; AP 0; Rep +0; Str 21, Dex 9, Con 17, Int 7, Wis 12, Cha 6.

Skills: Climb +16, Hide –5, Jump +16, Listen +15, Spot +15.

Feats: Alertness, Archaic Weapons Proficiency, Iron Will.

Advancement: None.

Vivilor Menu A

Aquatic: The vivilor gains a swim speed of 60 feet. The vivilor can move in water without making Swim checks and cannot drown in water. Bat Wings: The vivilor gains a fly speed of 60 feet (average maneuverability).

Energy Resistance 5 (Ex): The vivilor gains resistance 5 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion. Improved Ability Scores: The vivilor gains +2 Strength and +2 Constitution.

Quadrupedal: The vivilor has four limbs for locomotion, increasing its ground speed by +20 feet. As a quadruped, the vivilor can also carry heavier loads than bipedal forms.

Tentacles: The vivilor can slam opponents using tentacles that increase its reach by +5 feet.

Tougher Skin: The vivilor's natural armor bonus to Defense increases by +1.

Vivilor Menu B

Amorphous: The vivilor is immune to critical hits and massive damage. It cannot be flanked.

Energy Resistance 15 (Ex): The vivilor gains resistance 15 to one energy type of the summoner's choosing: acid, fire, cold, electricity, or sonic/concussion.

Extra Limbs: The vivilor gains three additional slam attacks during its full attack action. These additional slams are treated as secondary attacks (–5 penalty to the attack roll).

Feathered Wings: The vivilor gains a fly speed of 90 feet (good maneuverability).

Grasping Tentacles (Ex): The vivilor can slam opponents using tentacles that increase its reach by +5 feet. On a successful hit, a tentacle can make a free grapple check without provoking attacks of opportunity. A grappled opponent takes automatic slam damage every round the grapple is maintained.

Metallic Skin: The vivilor's natural armor bonus to Defense increases by +4.

Serpentine: The vivilor has a serpentine form. It deals double slam damage against grappled foes.

used) to avoid taking half the damage or experiencing the harmful effects for half the duration suffered by the subject.

Material Component: Piece of the subject's body (e.g., several hairs, nail clippings, one ounce of blood) or an earring worn by the subject within the past 24 hours.

Focus: Hearing aid custom-fit to the caster (Purchase DC 10).

Sympathetic Trail

Divination (Scrying)

Level: Acolyte 1; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** One distinct footprint; **Duration:** 15 minutes; **Saving Throw:** None; **Spell Resistance:** No

This spell gives the caster a sense of the path taken by the subject, providing one automatic success to begin tracking the subject using the Survival skill (and the Track feat, if the caster has it). For the duration of the spell, any subsequent Survival checks (due to backtracking, overlapping tracks, etc.) are made with a +10 insight bonus.

Material Component: A single distinct footprint and a piece of the subject's body (e.g.: several hairs, nail clippings, one ounce of blood) or footwear worn by the subject within the past 24 hours.

Focus: An ornate magnifying glass with a lens no smaller than 4 inches in diameter (Purchase DC 10).

Synchronicity

Abjuration

Level: Arcane 5, Divine 5; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The synchronicity spell subtly rearranges reality so that the subject isn't inconvenienced by the minor delays in modern life. For the subject of synchronicity, the traffic light is always green and there's always a waiting elevator. On a city street, synchronicity ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of synchronicity, and waiters and clerks promptly arrive whenever they're needed.

Though designed for convenience, the synchronicity spell offers advantages for a caster in harm's way. The subject of synchronicity can run at full speed through even through a dense crowd, because people subconsciously move aside. The synchronicity spell also provides a +4 bonus to Defense when the subject's movement provokes an attack of opportunity (just like the Mobility feat), because even enemies have a tendency to stay out of the subject's way.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with synchronicity gains a +8 inherent bonus on Drive checks in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the synchronicity spell provides a +8 inherent bonus on Bluff and Hide checks (if you're being chased) or Sense Motive and Spot checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus: A gold-level credit card or garage door remote control.

Tanglemat

Transmutation

Level: Acolyte 1, Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); Area: Carpeting in a 20-ft.-radius spread; **Duration:** 1 minute/level (D);

Saving Throw: Reflex partial (see text); **Spell Resistance:** No

The strands and threads of rugs, carpets, and other fibrous floor coverings grasp and catch on the footwear and feet of creatures in the affected area or those that enter the area, holding them fast. A creature that fails to make a successful Reflex save is effectively rooted to the spot. By spending a full round to make a DC 20 Strength check or a DC 20 Escape Artist Check, a creature may break free from the tanglemat.

A creature that makes the Reflex save may move through the affected area at half speed. Each round on your turn the tanglemat once again attempts to hinder the movement of creatures in the area, provoking additional Reflex saving throws. Tumble checks made within a tanglemat suffer a –10 circumstance penalty.

Material Component: A handful of burrs.

Telekinesis

Transmutation

Level: Arcane 5; **Components:** V, S; **Casting Time:** 1 action; **Range:** Long (400 ft. + 40 ft. /level); Target or Targets: See text; **Duration:** Concentration (up to 1 round/level) or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Spell Resistance:** Yes (object) (see text)

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

This version of the spell lasts up to 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the Gamemaster.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. You can hurl up to a total weight of 25 pounds per caster level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet.

Tongues

Divination

Level: Divine 4, Arcane 3; **Components:** V, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a species language or a regional dialect. Naturally, the subject can speak only one language at a time, although she may be able to understand several languages. Tongues do not enable the subject to speak with creatures who don't speak. The subject can make herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Tongues, Communal

Divination

Level: Divine 5, Arcane 4; **Components:** V, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No

This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched.

Trace Purge

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); Area: 15-ft.-radius emanation centered on a point in space; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component: A pair of tweezers.

True Seeing

Divination

Level: Divine 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic or psionics, sees invisible creatures or objects normally, sees through *Illusions*, and sees the true form of changed or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret panels hidden by mundane means. The effects cannot be combined with other spells and powers.

Material Component: An ointment for the eyes (purchase DC 23) that is made from mushroom powder, saffron, and fat.

True Strike

Divination

Level: Arcane 1; **Components:** V, F; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

Focus: A patch, pendant, charm, or tattoo displaying a bull's-eye.

Undetectable Magical Aura

Illusion

Level: Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched weighing up to 5 lb./level; **Duration:** 1 day/level (D); **Saving Throw:** None (see text); **Spell Resistance:** No

This glamer allows you to mask a magic item's aura from detection. It fools detect magical aura spells such that the item appears nonmagical. If the object bearing undetectable magical aura has instant identify cast on it, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus: A small square of silk that must be passed over the object.

Vampiric Touch

Necromancy

Level: Arcane 3, Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous and 1 hour (see text); **Saving Throw:** None; **Spell Resistance:** Yes

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 5d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the target's current hit points +10, which is enough to kill the target. The temporary hit points disappear 1 hour later.

Vertigo

Illusion

Level: Arcane 3; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One person; **Duration:** 1 round/2 levels; **Saving Throw:** Will partial (see text); **Spell Resistance:**

The target of this spell is overwhelmed by a sense of whirling and tilting that causes a loss of balance and impairs fine motor skills. The target must make a successful Will save or be stunned. Each subsequent round the target is stunned by the vertigo, she is entitled to make another Will save. Once a target succeeds at the Will save, she is only considered nauseated for the remainder of the spell's duration.

Focus: A wooden top decorated with a spiraling pattern.

Via Negativa

Necromancy

Level: Arcane 4, Divine 4; **Components:** S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

When you cast the via negativa spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The via negativa spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold. Furthermore, the via negativa spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the via negativa spell begins with a handshake motion. If you use an innocuous handshake with someone to start a via negativa spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus: A ring with a black pearl (purchase DC 22).

Vigilant Vermin

Conjuration (Summoning)/*Enchantment*

Level: Mage 2; **Components:** V, S, M, **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); Area: 50 sq. ft./level; **Duration:** 1 hours/level; **Saving Throw:** None; **Spell Resistance:** No

This spell summons a multitude of pigeons or rats (determined by the caster by component/focus selection) to watch over a specified area, serving as silent sentries. The vigilant vermin will only make noise when certain conditions are met, according to your specifications at the time of casting.

When the specified conditions are met, the vigilant vermin will coo or chitter softly (Listen DC 15). The vigilant vermin's cry of alarm is transmitted through the spell focus and is audible only to the caster. Conditions can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and *Illusion*s can fool them. Normal darkness does not defeat a visual trigger, but magical darkness does. Silent movement or magical silence defeats an audible trigger. Audible triggers can be keyed to general types of triggers.

Virtue

Transmutation

Level: Divine 0; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Yes (harmless); **Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.

Wall of Fire

Evocation [Fire]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft. /level); Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high; **Duration:** Concentration + 1 round/level; **Saving Throw:** See text; **Spell Resistance:** Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Arcane Material Component: A small piece of phosphorus.

Wall of Force

Evocation [Force]

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

A wall of force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is unaffected by dispel magic. Spells, breath weapons, and flamethrowers cannot pass through the wall in either direction, although dimension door can bypass the barrier. Gaze attacks (such as that of a medusa) can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level.

The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Evocation [Cold]

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. +1 ft./level; **Duration:** 1 minute/level; **Saving Throw:** See text; **Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including a fireball spell, can melt a wall of ice. It deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice (by reducing it to 0 hit points in a single attack) creates a 10-foot-radius cloud of fog that lasts for 10 minutes. Objects and creatures within the area are treated as if they had one-half concealment (20% miss chance) with respect to one another.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level Mage can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, and so forth). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

You can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Effect: Iron wall whose area is up to one 5-ft. square/level (see text); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

You cause a flat, vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a crea-

ture tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC 40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron, plus a quantity of gold dust (purchase DC 18).

Wall of Stone

Conjuration (Creation)

Level: Divine 5, Arcane 5; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Effect: Stone wall whose area is up to one 5-ft. square/level (S); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 10th-level caster can create a span with a surface area of five 5-foot squares.

Like any other stone wall, this one can be destroyed by explosives or brought down by bludgeoning or piercing weapons. Each 5-foot square has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Wall Walk

Transmutation

Level: Arcane 3, Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/ level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An improved version of the spider climb spell, wall walk allows for faster, easier movement. The subject can travel on vertical surfaces or ceilings as well as they can walk on the ground. No matter how smooth the wall, the subject of a wall walk spell can run up it or even fight from a sideways position, never needing to make Climb checks to do so. The subject can switch from floor to walls to ceilings as many times as his speed allows.

Unlike the spider climb spell, wall walk doesn't require the subject to use his hands to climb, so the subject can hold items and wield weapons normally.

Material Component: A few drops of mucilage.

Water Breathing

Transmutation

Level: Divine 3, Arcane 3; **Components:** V, S, M/DF; **Casting Time:** 1 action; **Range:** Touch; **Target:** Living creatures touched; **Duration:** 2 hours/level (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Web

Conjuration (Creation)

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** Medium (100 ft. + 10 ft./level); Effect: Webs in a 20-ft.-radius spread; **Duration:** 10 minutes/level; **Saving Throw:** Reflex negates (see text); **Spell Resistance:** Yes

The web spell creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, and so forth—or else the web collapses upon itself and disappears. Creatures caught within a web or simply touching its strands become entangled among the gluey fibers.

An entangled creature takes a –2 penalty on attack rolls, takes a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the webs and is free to act, though moving may be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between you and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web spell are flammable. Any fire can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Material Component: A bit of spider web.

Whorlooparch

Transmutation

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Person touched; **Duration:** 5 minutes/level; **Saving Throw:** Fortitude negates (Harmless); **Spell Resistance:** Yes (Harmless)

This spell causes the fingerprints of the subject to slowly and constantly shift, writhe, and otherwise change shape and pattern. The effect creates a confusing array of mismatched prints left behind on any touched surfaces.

Each time the subject touches an object, the prints left behind will have changed from the previous set, usually resulting in dozens, if not hundreds of different sets of prints.

On a successful DC 20 Search check, anyone investigating the prints will notice the bizarre coincidence of the striking similarity between the whorlooparch prints.

When actually touching or grasping a surface, the movement of the fingerprints is momentarily suspended, so any prints left behind are not smudged or smeared by the effect of the spell (though they may be smudged or smeared just as any other fingerprints can be).

Even though the patterns created by whorlooparch are entirely random, it is possible for individual prints formed and left behind to match the prints of an actual person. To determine whether the prints match those of a real individual, the GM should roll percentile dice, with a result of "00" indicating that the prints match up with someone with a record in a police database—it may be a GM character or even someone in the heroes' party (GM's discretion).

Material Component: A drop of diluted acid.

Wilde's Pangenderal Transformation

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 2 hours/level (D); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This spell temporarily alters the subject's secondary sexual characteristics to those of the opposite gender. All ability scores, hit points, saving throws, hair length, eye color, height weight, internal reproductive organs, and every other aspect of the subject's being remain the same—only the person's apparent gender is changed. Because the spell does not affect the subject's clothing or other accessories, the subject might initially appear to be a man or woman dressed in the opposite gender's clothing, wearing the opposite gender's hairstyle, and wearing (or not wearing) makeup. Otherwise, the change is flawless and provides a +10 circumstance bonus to Disguise checks.

Material Component: Perfume or cologne normally worn by the opposite gender.

X-Mark

Divination

Level: Acolyte 3, Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One creature, object, or structure; **Duration:** 1 day; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell is ideal for casters who wish to keep track of a comrade or enemy, to be able to retrieve or track a particular object, or need to be able to find the way back to a particular location. By drawing a large "X" (which immediately fades) on the target, you create a magical bond that gives you a clear sense of the direction and distance to the target, regardless of how far apart you are. Attempting to draw an x-mark on a hostile creature is considered a melee touch attack.

You can only have one x-mark in place at a time.

Material Component: A piece of sidewalk chalk.

Zen Focus

Enchantment [Mind-Affecting]

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The subject of this spell gains a degree of inner peace that transcends the mundane world, allowing the subject to take 10 on all skill checks made for a single chosen skill in which she has at least one rank, even under stressful conditions.

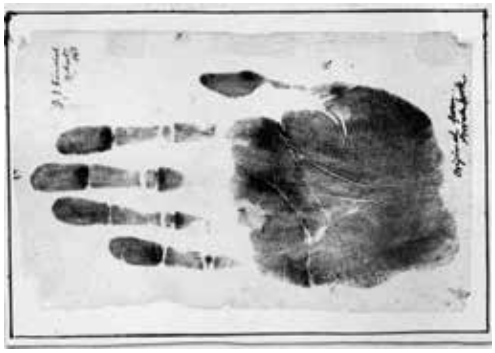
Focus: A pebble worn smooth by a stream.

Zone of Truth

Enchantment [Mind-Affecting]

Level: Divine 2; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** Close (25 ft. + 5 ft./2 levels); Area: 5-ft.-radius/level emanation; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this *Enchantment.* Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures that leave the area are free to speak as they choose.



Through the Mind's Eye

11

Mind powers are a staple of the Victorian world, and the world of *Gaslight* is no different. The following skills to capture the flavor of a Victorian world where Mentalism is commonplace. Since Psychic Ability is a feat and psychic abilities are learned as skills, it is possible for a character of any class to develop a measure of psychic ability. The character needs the necessary psychic feats and can then spend skill points on the psychic skills granted by those feats.

Psychic Skills

This chapter looks at how some existing skills apply to psychics and psychic abilities. It also describes a new type of skill, the psychic skill, which represents training in a particular psychic talent. Descriptions of various psychic skills and their game effects are provided.Existing Skills

Some existing skills have particular applications when dealing with psychics and their abilities. They are described here.

Deception

You can make a Deception check against a target's Sense Motive check to trick a target into consciously thinking about some piece of information, lowering the DC of the Mind Reading check to get the information, usually by at least 5. The character making the Deception check doesn't need to be the same character making the Mind Reading check; two characters can work together in this. Generally, this tactic is only effective for a particular fact or piece of information, such as a password, location, name, and so forth. Detailed and specific information requires a more extensive use of Mind Reading.

Concentration

Concentration checks are required whenever distractions—such as pain or injury—may keep a character from using or maintaining a psychic skill. Concentration checks are also required to use psychic skills on the defensive (so as not to provoke attacks of opportunity).

Sense Motive

In addition to its normal uses, characters can use Sense Motive to determine if someone is under the influence of a mind-affecting psychic skill, even if the person isn't aware of it himself. This requires a DC 25 Sense Motive check, with no retry.

Psychic Skills

Psychic skills differ from the ordinary skills most characters have in that they reflect training in the use of innate psychic talents. Characters without the appropriate psychic talent feat or feats cannot learn or use psychic skills. Psychic skills work much like ordinary skills but there are additional parameters, particularly the distance at which the skill operates, how targets resist the skill's effects, and the mental effort required to use a psychic skill versus an ordinary skill. The differences in using psychic skills are discussed below.

Skill Checks

Characters make skill checks with psychic skills just as they do with ordinary skills unless noted otherwise in the skill description.

Psychic skills often have multiple uses. Some psychic skills are "all or nothing," a simple skill check against a DC decides whether the skill succeeds or fails. Other psychic skills have different levels of success determined by the results of the skill check. Some psychic skills succeed automatically, with the skill's rank determining its effects.

Action

Using a psychic skill takes a particular amount of time, given in the skill's description. Most psychic skills require a standard or move action in combat. Others require a full-round action or more. Psychic skills are subject to the normal rules regarding actions.

Familiarity

An important factor in psychic skill use is how familiar the subject of the skill is to the psychic. Psychic abilities are generally more effective on or against subjects with which the user is well acquainted. In psychic skill descriptions that mention a familiarity1modifier, determine the relationship between the psychic and the target of the skill on the table below and apply the appropriate familiarity modifier to the DC of the skill check. Add the strain for the target's familiarity to the normal strain for the skill. So, using a psychic skill on a somewhat familiar target increases the DC by 15 and the strain for using the skill by 3.

11.1: Familiarity Modifiers

Familiarity	DC Modifier	Strain	Definition
Present	+0	0	Visible to the naked eye or in physical or mental contact with the psychic.
Intimately Familiar	+5	1	Visible on live video, seen or sensed using another psychic skill, a close friend or relative, an item made by the psychic or owned and used for at least a year, a place where the psychic spent at least a year's time.
Familiar	+10	2	A person, place, or item the psychic has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+15	3	A person, place, or item the psychic has been acquainted with for at least a week. A familiar or better subject shown to the psychic telepathically.
Casually Familiar	+20	4	A person, place, or thing the psychic has been acquainted with only briefly. A somewhat familiar subject shown to the psychic telepathically.
Slightly Familiar	+25	5	A subject that the psychic has only seen briefly or had described in detail.
Unfamiliar	—	—	A subject totally unfamiliar and unknown to the psychic and out of the psychic's line of sight or physical contact. Psychic skills cannot be used on unfamiliar subjects.

Mass

Some psychic skills affect solid objects and creatures. The DC of these skills and the strain suffered by the user is often modified by the mass of the target. When a psychic skill description calls for a mass modifier, find the target's mass on the table below and apply the listed modifier to the DC and the strain caused by the psychic skill. So using a psychic skill to affect a mass between 101 and 1,000 pounds has a +10 modifier to DC and causes an additional 4 points of strain.

11.2: MASS MODIFIERS

Mass	DC Mod.	Strain
Up to 10 lb.	+0	1
Up to 100 lb.	+5	2
Up to 1,000 lb.	+10	4
Up to 10,000 lb. (5 tons)	+15	8
Up to 100,000 lb. (50 tons)	+20	16
Up to 1,000,000 lb. (500 tons)	+25	32
Up to 10,000,000 lb. (5,000 tons)	+30	64

Attacks of Opportunity

Using a skill that requires a standard action or full-round action generally provokes an attack of opportunity, and psychic skills are no different. However, characters do have the option of using their psychic skills on the defensive, much like spellcasters may cast spells. The character makes a Concentration check with a DC of 15 or the DC of the psychic skill check, whichever is greater. If the check succeeds, the psychic does not provoke an attack of opportunity for using that skill. If the Concentration check fails, then the psychic skill check automatically fails, although the character still suffers the strain damage. Characters with the Combat Concentration feat (page 330) get a +4 bonus on the Concentration check to use a psychic skill on the defensive. Psychic skills that can be used as free or move actions do not provoke attacks of opportunity.

Range

Psychic abilities transcend space, and often time, as we understand it. Many psychic skills have effective unlimited range they can affect targets anywhere in the world, or even anywhere in the universe (on the same plane of existence).

However, using psychic skills against targets out of sight and unfamiliar to the user is more difficult, effectively limiting their use to somewhat familiar targets or things in the user's line of sight (see Familiarity above).

Specific limitations on the range of a psychic skill are noted in the skill's description.

Mental Contact

Some psychic skills refer to the psychic being in "mental contact" with the subject. This involves the use of the Mental Contact skill, allowing the psychic to "touch" another character's mind. Subjects in mental contact are considered "present" to the psychic in terms of familiarity regardless of the physical distance between them.

Mental contact does not count as line of sight for psychic skills that specifically require line of sight. For example, most psychokinesis skills require line of sight and can't be used through mental contact.

Multiple Targets

Although it is easiest to use a psychic skill on a single subject at a time, a character can attempt to affect multiple targets with the same psychic skill at once: telekinetically lifting multiple objects, making mental contact with multiple minds, and so forth. This requires time, skill, and effort to achieve.

A character attempting to use a psychic skill on more than one target at once increases the skill's DC and the amount of strain the skill causes by +2 for every additional target. So affecting three targets at once is +4 DC and +4 strain for the two additional targets. If the psychic skill does not require a check, then the skill's saving throw DC is reduced by 2 per additional target.

Additionally, the skill requires a full-round action to use. If the skill normally requires a full-round action or more, then it requires an additional full-round action to use.

The various targets must all be within range of the skill. If the skill requires mental contact, then the user must be in mental contact with all the targets. The Gamemaster has final say on whether a psychic skill can affect more than one target at a time.

Maintaining Psychic Skills

Some psychic skills can be maintained; that is, their effect can be continued at the same level achieved by the initial skill check. This requires a modicum of concentration on the part of the character. A psychic maintaining one or more psychic skills who is distracted must make a Concentration check with a base DC of 10, +2 per skill the character is maintaining beyond the first skill. Additional modifiers may apply for damage and other distracting conditions (see the Concentration skill description for details). A failed Concentration check means that the character stops maintaining all psychic skills and their effects end. Optionally, the Gamemaster may rule that the psychic stops maintaining one psychic skill for every two points the Concentration check failed by (rounding up).

Using another psychic skill (or another application of the same skill) while maintaining one or more psychic skills increases the DC of the psychic skill check by +2, but does not affect the skill's strain or saving throw DC, unlike affecting multiple target's at once.

Saving Throws

Psychic skills that affect other creatures allow a saving throw to negate or reduce their effects. This is generally a Will saving throw, and the DC of the save is equal to 10, plus half the psychic's

ranks in the psychic skill (rounded up), plus the skill's key ability score modifier. So a psychic with 7 ranks in Domination and Cha 16 has a DC of 17 for targets to resist: a base of 10, plus 4 for the skill ranks (7 divided by 2 = 3.5, rounded up to 4), plus 3 for the psychic's Charisma modifier. All psychic skills follow this method of determining their saving throw DCs unless noted otherwise.

Strain

Using psychic skills is particularly taxing. Each use of a psychic skill deals a particular amount of nonlethal damage on the user, known as strain. If a psychic's total nonlethal damage exceeds the character's current hit points then the psychic becomes unconscious. Nonlethal damage caused by using psychic skills heals normally (1 point per character level per hour).

If the strain from using a psychic skill causes the user to become unconscious, then the skill effect still happens, but cannot be maintained. So a psychic can, for example, teleport or make a psychic attack before becoming unconscious, but a psychic who establishes a skill such as Domination or Mind Reading, then becomes unconscious due to nonlethal damage, cannot maintain the effects of the skill, which lapse.

The strain of some psychic skill use is determined by circumstances. Certain feats may also affect the amount of strain caused by using psychic skills. The psychic takes the strain regardless of whether the psychic skill check is successful, and the damage happens each time a skill is retried as well.

Psychic Skill Descriptions

The psychic skill descriptions in this section follow the standard format for skill descriptions, with a few modifications. The Requirements entry shows the psychic feat(s) required to learn the skill. A few psychic skills may be used untrained; meaning any character with the appropriate feat can attempt the skill, even with 0 ranks in the skill. This is noted following the required feat. Otherwise, psychic skills cannot be used untrained. Each skill description ends with the time it takes to use the skill and a listing of the nonlethal damage caused by using the skill. In some cases, this varies depending on the conditions when the skill issued. All psychic skills are considered cross class skills for all characters.

Adaptation (Wis)

You can adapt your body to survive in hostile environments.

Requirements: Psychometabolism feat

Check: Whenever you are required to make a Fortitude save or Constitution check to resist the effects of the environment, you can make an Adaptation check instead, using your psychic ability to improve your ability to withstand difficult environments. Note that Adaptation does not help you against anything that requires a Reflex saving throw or anything other than an environmental condition. It does not, for example, protect against falling damage or catching on fire (both of which require Reflex saves).

Special: You can't take 10 or take 20 on Adaptation checks.

Time: Adaptation is a free action.

Strain: 1 per check.

Combat Sense (Wis)

You can improve your ability in combat by sensing the flow of events around you.

Requirements: Clairsentience feat

Check: A Combat Sense check grants you a psychic bonus on attack rolls as shown on the table below. You can select a bonus that's less than the result you achieve to reduce the strain cost.

11.3: Combat Sense

Result	Bonus on Attack
Up to 4	+1
5–14	+2
15–24	+3
25–34	+4
35+	+5

Special: You can take 10 when making a Combat Sense check, but you can't take 20.

Time: Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute).

Strain: 2 plus the amount of the bonus.

Domination (Cha)

You can mentally control another creature's actions.

Requirements: Telepathy feat

Check: None. The target makes a Will saving throw against your skill DC. If the save fails, you control the creature's actions. You can force the subject to perform any action you wish, within the limits of their abilities. You're aware of what the subject is experiencing via your mental link, but you do not receive direct sensory impressions from him. Subjects forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the nature of action.

11.4: Domination

Result	Ability Damage	Strain
10–14	1d4	2
15–24	1d6	4
25–34	1d8	6
35+	2d6	8

Special: You must be in mental contact with the subject. You can take 10 on a Domination check, but you can't take 20.

Time: Domination is a standard action. It lasts as long as you concentrate.

Strain: 6.

Drain Ability (Wis)

You can reduce one of a target's ability scores.

Requirements: Psycho metabolism feat

Check: You can make a Drain Ability check to reduce the ability of a creature. You must be touching or in mental contact with the target. Each ability score requires a different Drain Ability skill, which is learned and used separately. So that there is Drain Strength, Drain Dexterity, and so forth. The result of your skill check determines amount of temporary ability damage the target suffers. A successful Will saving throw negates the effect of Drain Will. You can select ability damage that's less than the result you achieve to reduce the strain cost.

Special: You can't take 10 or take 20 on a Drain Ability check.
Time: Drain Ability is a standard action.
Strain: See above.

Drain Emotion (Cha)

You can drain intense emotion, calming those around you.
Requirements: Telepathy feat
Check: None. The target creature must make a Will saving throw or be drained of all extremes of emotion. The creature is calm and incapable of neither taking violent action (although it can defend itself) nor doing anything else destructive. Any aggressive action or life-threatening damage against the subject breaks the effect. Drain emotion can be used to end a barbarian's rage (though the barbarian does benefit from the +2 morale bonus on his save).This skill also suppresses (but does not dispel) mind-altering abilities that rely on emotion, such as Empathic Projection. While the Drain Emotion skill lasts, the suppressed ability has no effect. You can maintain Drain Emotion by concentrating. It lasts for 1 round per skill rank after concentration lapses. A successful save means the creature acts normally.
Special: You must be in mental contact with the target.
Time: Drain Emotion is a standard action. It lasts for 1 round per skill rank.
Strain: 2.

Drain Vitality (Wis)

You can drain the energy of others to enhance your own.
Requirements: Psychometabolism feat
Check: You can drain vital energy from a living creature in your line of sight, dealing nonlethal damage to them. Your Drain Vitality rank sets the damage: 1d6, plus 1d6 per 5 skill ranks. A successful Will saving throw negates the damage. You reduce your own current nonlethal damage by an amount equal to the nonlethal damage you deal using this skill. Once your nonlethal damage is reduced to 0, you do not gain any further points from Drain Vitality, although its targets still suffers the normal nonlethal damage.
Special: You can take 10 on a Drain Vitality check, but you can't take 20.
Time: Drain Vitality is a standard action.
Strain: 2 (which can be recovered from points gained using this skill).

Enhance Ability (Wis)

You can improve your Strength or Dexterity for a short time.
Requirements: Psychometabolism feat
Check: An Enhance Ability check adds a psychic bonus to either your Strength or Dexterity for 1 minute (10 rounds). The result of the skill check indicates the amount of the bonus. If desired, you can split the bonus equally between your Strength and Dexterity.

11.5: Enhance Ability

DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Special: You can take 10 or take 20 when making an Enhance Ability check.
Time: Enhance Ability is a standard action. The bonus lasts for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.
Strain: 3.

Enhance Senses (Wis)

You can enhance your normal sensory abilities.
Requirements: Clairsentience or Psycho-metabolism feats
Check: An Enhance Senses check adds a psychic bonus on your Search, Sense Motive, and Notice checks. It also adds to skill checks made to find or follow tracks. The result of the skill check indicates the amount of the bonus.

Table 11.6: Enhance Senses

DC	Bonus
10	+2
15	+4
20	+6
25	+8
30	+10
35	+12

Special: You can take 10 or take 20 when making an Enhance Senses check.
Time: Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.
Strain: 3.

Illusion (Cha)

You can fool the senses of other creatures, creating *Illusions*.
Requirements: Telepathy feat
Check: Make an *Illusion* check with a DC based on the complexity of the *Illusion*. If successful, the *Illusion* appears to the subject. The *Illusion* exists solely in the subject's mind, so it can be of any apparent size. Creating the *Illusion* of something small is just as easy as creating the *Illusion* of something huge.

Since the *Illusion* isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat (and taste) illusory food, it has no nutritional value. Characters encountering an *Illusion* do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory giant attacks the characters, they get a saving throw because they are interacting with the *Illusion*.

Table 11.7: Illusion

Complexity	DC
Illusion affects a single sense	10
Illusion affects two senses	15
Illusion affects all senses	20
Simple (random noise, static image, etc.)	+0
Complex (coherent sound, moving images, etc.)	+5
Very Complex (multiple overlapping sounds or images)	+10

A successful saving throw against an *Illusion* reveals it to be false,

but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the *Illusion* is.

A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an *Illusion* isn't real needs no saving throw. Someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the *Illusion*.

Retry: No. You can attempt to effect the same character after time has passed, but not in the same encounter or scene.

Special: You can take 10 when making an *Illusion* check, but you can't take 20. You must be in mental contact with a target to use *Illusion*.

Time: *Illusion* is a full-round action. You must concentrate to maintain an *Illusion*.

Strain: DC divided by 5.

Mental Contact (Cha)

You can make telepathic contact with another mind.

Requirements: Telepathy feat, can be used untrained.

Check: You can make psychic contact with another mind. The base DC is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a Mental Contact check

Psychic Grappling: You can initiate a psychic grapple with any creature that you are in mental contact with, a mind-to-mind struggle. See page 208 for details.

Deathcry: If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (DC 20) to avoid being dazed for 1 round by the psychic feedback. Since mental contact is two-way, this applies to any creature in mental contact with another. A creature can deliberately avoid letting out a Deathcry when it dies by making a Will saving throw (DC 20).

Rapport: Two or more characters with the Mental Contact skill can enter a psychic rapport with each other, an intense state of mental contact. Each character establishes mental contact with the other (who must be willing). Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences. Characters in rapport cannot deliberately lie or deceive each other. Characters in rapport can enhance their psychic abilities in a psychic gestalt (see page 208).

Special: You can take 10 on a Mental Contact check, but you can't take 20.

Time: Mental Contact is a move action. The contact lasts as long as you choose to maintain it.

Strain: 2 plus modifiers for familiarity, 1 per psychic shout.

Mind Reading (Cha)

You can read information from another creature's mind.

Requirements: Telepathy feat

Check: Make a Mind Reading check, with the DC determined by the level of information you want to access. The target makes a Will saving throw. If the Will save is successful or the skill check fails, the attempt fails. If the saving throw fails and the skill check succeeds, you have access to the information. You can locate one piece of information per round as a standard action as long as you continue to concentrate.

Surface Thoughts: You can learn what the subject is thinking. A successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pick it from the subject's surface thoughts.

Table 11.8: Mind Reading

Level of Access	DC
Surface thoughts	10
Associations	15
Short-term memory	20
Long-term memory	25
Subconscious	30

Associations: You pick up emotional and informational associations with the subject's surface thoughts. For example, if the subject is thinking about someone, you know how the subject feels about that person, what her relationship to the subject is, and why the subject is thinking about her.

Short-Term Memory: You can access the subject's memories of the past week or so, picking up on recollections and associations from that time.

Long-Term Memory: You can access any of the subject's conscious memories, although the information is only as accurate as the subject recalls.

Subconscious: You can access the subject's subconscious. This gives you access to memories and information the subject may not consciously recall (due to trauma or simple forgetfulness).It also grants you insight into the subject's psyche, such as her deep subconscious desires, fears, traumas, and so forth.

Retry: Attempting a deeper level of access requires a new skill check and grants the target a new Will save. You must also take additional strain.

Special: You can take 10 on Mind Reading checks, but you can't take 20. You must be in mental contact with the subject.

Time: Mind Reading is a standard action. It lasts as long as you concentrate.

Strain: 4.

Mindswitch (Cha)

You can exchange minds with another creature.

Requirements: Mindswitch feat

Check: Make a Mindswitch check with a DC of 10 plus the creature's Will save bonus. The creature makes a Will saving throw. If the skill check fails or the Will save succeeds, there is no effect. If the skill check succeeds and the target's Will save fails, you and the target switch minds: your mind occupies the target's physical body and the target's mind occupies yours.

You each retain your mental ability scores, skills, and class abilities but acquire the other's physical abilities. These include natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and similar gross physical abilities. You also acquire the natural movement capabilities and natural sensory abilities of the new form. See the polymorph spell for details. The switch is permanent until you or another creature uses Mindswitch to reverse it. At the GM's option the switch can also be reversed by break

Enchantment, remove curse, limited wish, wish, or miracle.

Retry: Once you have failed to Mindswitch with a particular creature, you cannot try against for at least 24 hours.

Special: You cannot take 10 or take 20 on Mindswitch checks. You must be in mental contact with the subject.

Time: Mindswitch is a full-round action.

Strain: 12.

TABLE 11.9: PRECOGNITION

DC	Result
10	A vague vision of the future that may be accurate.
15	An accurate glimpse at the future.
20	Awareness of how long before a particular event occurs.
25	Awareness of the people involved in a particular future event.
30	Awareness of the time, subjects, and location of a future event.
35	Near-complete knowledge of a particular future event and everything involving it. Things seen in precognitive visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Precognition (Wis)

You receive visions of future events.

Requirements: Clairsentience feat, can be used untrained

Check: You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured: The future can be changed by the actions of those in the present. You can use this power in three ways.

Active Precognition: You can attempt to see the future of a particular person, place, or object with which you are in contact (including yourself). You must be able to see or touch the subject of your power. This requires a full-round action and a Precognition skill check.

Spontaneous Visions: Second, your Precognition may spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes" or there is a momentous event approaching in the future. This also requires a Precognition skill check.

Danger Sense: Finally, whenever you would normally be surprised in combat, you can make a Precognition check (DC 15). If successful, you are not surprised and can take an action during the surprise round.

The Gamemaster should make Precognition checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a precognitive vision, based on the skill check.

Special: You can take 10 on Precognition checks, but you can't take 20.

Time: Precognition is a full-round action.

Strain: 9 for active precognition, 1 for spontaneous visions, 0 for danger sense.

Psychic Blast (Cha)

You can psychically assault another creature's mind.

Requirements: Requires the Telepathy feat

Check: You can affect any creature in your line of sight or mental contact. Your Psychic Blast rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 full skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack.

Time: Psychic Blast is a standard action.

Strain: 4.

Psychic Sense (Wis)

You can sense the use and effects of psychic abilities.

Requirements: Psychic Ability feat, can be used untrained

Check: Make a Psychic Sense check to sense a psychic skill in use in your vicinity, to sense an attempt at mental contact, to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation.

Sense Psychic Skill Use: The GM makes a Psychic Sense check for you in secret as a reaction whenever a psychic skill is used in your general area. The base DC to sense skill use is 10 or the user's Psychic Shield check result, whichever is greater, and the DC increases by +1 for every 10 feet between you and the user or subject of the psychic skill (whichever is closer). A successful result means you sense the psychic skill use and know which talent it falls under, but not necessarily the exact skill used. You also know the general direction and distance to the source of the skill and its target, if both are within your range. If you succeed by 5 or more, you know the exact psychic skill used. If you succeed by 10 or more, you recognize the skill user, if known to you.

Sense Mental Contact: You make a Psychic Sense check against the telepath's Mental Contact check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, although you may not be able to avoid it (depending on your Psychic Shield and Will save).

Sense Psychic Signature: If you have the Clairsentience and Telepathy feats you can sense old uses of psychic skills in a particular area. The base DC is 15 to detect that a psychic skill was used in the area in the past and 20 to determine what talent was used and roughly when. It is DC 25 to know exactly which skill was used and what (or who) it was used on.

Psychic Tracing: You can trace the origin or the target of any psychic skill use that you detect. Each requires a separate skill check. The DC is 10 or the result of the subject's Psychic Shield skill check, whichever is higher. Distance is not a factor, but you must have detected the psychic skill use before it can be traced. When used on old psychic signatures, this gives you the skill's origin and target at the time it was used; it doesn't provide you with information as to their current whereabouts. You can use psychic tracing to locate subject that you psychically trace is considered at least casually familiar to you (see Familiarity, above).

Special: You can take 10 or take 20 when using Psychic Sense. Taking 10 requires you to concentrate for a minute and not be engaged in other activities. Taking 20 requires you to concentrate for at least 2 minutes. Taking 10 increases the skill's strain by 1,

while taking 20 increases it by 2.

Time: Sensing psychic skill use and mental contact are reactions, taking no time. Sensing psychic signatures and psychic tracing require a full-round action.

Retry: No.

Strain: 0 for sensing psychic skill use and mental contact, 1 for sensing psychic signatures and psychic tracing.

Psychic Shield (Wis)

You can shield your mind from psychic influence.

Requirements: Psychic Ability feat

Check: When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well).Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.

Overcoming Psychic Shields: An attacker can attempt to use extra effort to overcome your Psychic Shield and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Shield bonus is reduced by 1 (but not to less than 0). For each point of strain you take, your Psychic Shield bonus is restored by 1 (but not greater than its normal value). This continues until both sides choose to stop spending effort, then psychic skill checks are made to determine whether the shield holds. This process takes no actual time, it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use extra effort.

Shields and Maintained Skills: Once a psychic skill check has overcome your Psychic Shield, it continues to abet you as long as the user maintains it. You're still entitled to your normal saving throws (if any) but your shield no longer protects you. Once the attacker needs to make a new skill check, your shield comes into play again and must be overcome again.

Deathblock: In extreme cases, a psychic can prevent mental tampering of any sort by setting a Deathblock. This requires a full-round action by the psychic. Thereafter, if the psychic fails both a Psychic Shield check and a Will save against a psychic skill that requires mental contact, his mind collapses in on itself rather than bend to the invading psyche. In essence, the psychic dies rather than allowing the psychic skill to affect him. Among other things, this prevents the character from being telepathically interrogated, controlled, or altered in any way.

Deathblocks are considered a last line of defense. Another psychic who achieves mental contact with the character can tell that there is a Deathblock in place unless there's a deliberate attempt to hide it, in which case an opposed Psychic Sense and Psychic Shield check is required to detect it. A psychic can set a Deathblock for specific circumstances such as to protect a specific piece of information, or to guard against specific psychic skills (such as Mind Reading or Domination). The character that set the Deathblock always chooses whether to activate it, and can choose to deactivate it at the last second, if necessary.

Special: You can't take 10 or take 20 on Psychic Shield checks.

Time: Psychic Shield use is a free action.

Strain: 0 (plus any strain due to extra effort).

Psychic Static (Cha)

You can create interference with other psychic abilities.

Requirements: Telepathy feat

Check: As a move action, you can create an area of psychic "white noise" around you with a radius equal to your skill rank times 5 feet. Alternatively, you can choose to focus your psychic static against a single creature in your line of sight. Any creature affected by your Psychic Static that attempts to use a psychic skill must make an opposed check against the result of your Psychic Static skill check. Psychic skill checks with results less than your check result fail, although the user still suffers the skill's strain.

Psychics can attempt to overcome your Psychic Static by expending additional strain and you can reinforce it at the same time. For each point of strain that the attacker suffers, your Psychic Static bonus is reduced by 1 against them (but not to less than 0). For each point of strain you take, your Psychic Static bonus is restored by 1 (but not greater than its normal value).This continues until both sides choose to stop expending effort, then psychic skill checks are made to determine whether the skill attempt is successful. This process takes no actual time, it happens as part of the check to overcome the Psychic Static.

Special: You can take 10 on Psychic Static checks, but you can't take 20.

Time: Psychic Static is a move action. It lasts for as long as you concentrate.

Strain: 4.

Psychic Surgery (Wis)

Psychic Surgery allows you to remove other psychic influence or to alter memories and behavior.

Requirements: Telepathy feat

Check: Make a Psychic Surgery check, with the DC determined by the task.

Remove Psychic Influence: Make a Psychic Surgery check with a DC equal to the check result of the psychic skill currently affecting the subject. If you succeed, that skill no longer affects the subject. Note that this only removes the effects of ongoing psychic skills, not permanent after effects. So you can use Psychic Surgery to remove Domination or *Illusion* affecting a victim, but not to restore ability score points lost to Drain Ability or damage suffered

TABLE 11.10: ALTER PSYCHE

DC	Alteration	Time
15	Alter a single unimportant fact or brief recollection, about 5 minutes worth of memory.	1 full round
20	Alter a single fact or an hour's worth of memory	1 minute
25	Alter a single significant fact (such as the name of the subject's spouse) or a day's worth of memory.	10 minutes
30	Alter a deeply personal fact, such as the subject's name or allegiance. Alter a week's worth of memory.	1 hour
35	Alter up to a month's worth or memory	6 hours
40	Alter up to a year's worth of memory. Give the subject an entirely new personality, complete with false memories, or erase the subject's entire memory, causing total amnesia.	10 hours

from Psychic Blast: for that, use the Psychic Healing skill. You can undo the effects of Psychic Surgery used to alter the subject's mind in any way by equaling or exceeding the Psychic Surgery check result used to cause the alteration.

Alter Psyche: You can effect changes in the subject's mind. The DC is based on the extent of the change you wish to make.

False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (GM's discretion), he gets an additional Will save to shake off the effect and regain his true memory. He gains a bonus of +1 to +4 on the save, depending on how strong the dissonance is between the true and false memories.

Implant Knowledge: You can use Psychic Surgery to implant knowledge of a particular skill in the subject's mind. You can implant knowledge of any skill that you know, up to your rank in that skill or your Psychic Surgery rank, whichever is less. If the subject lacks a necessary prerequisite, then they have knowledge of the skill but cannot use it effectively. The subject uses his own ability score modifier with the implanted skill. Implanted skills fade at a rate of one skill rank per hour until they are gone. You can make an implanted skill permanent by paying 2,000 XP per skill rank made permanent.

Special: You must be in mental contact with the subject. You can take 10 or take 20 on a Psychic Surgery check. Taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way.

Time: A full round to remove psychic influence. Altering psyche as given above. It takes 1 minute per skill rank to implant knowledge.

Retry: If you fail a Psychic Surgery check, you must wait at least 24 hours before attempting the same task again .

Strain: 2 to remove psychic influence, half the DC (rounded down) to alter psyche, and 2 per skill rank to implant knowledge.

TABLE 11.11: PSYCHOMETRY

DC	Result
10	A vague vision that may not be accurate.
15	A brief and accurate vision of the events.
20	A longer vision of the events, encompassing everything that took place in a particular place and time.
25	The ability to "rewind" the vision backward or forward in time to review the event.
30	The ability to track the vision backward through time and space to trace an event to its origin.
35	Near-complete knowledge of a particular past even and everything involving it.

Psychometry (Wis)

You can "read" psychic impressions from places and objects, getting images of their pasts.

Requirements: Clairsentience feat

Check: You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways:

Active Psychometry: You can attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Psychometry skill check.

Spontaneous Visions: Your ability may also spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Psychometry check.

The Gamemaster should make Psychometry skill checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a vision, based on the skill check.

Things seen in psychometric visions generally count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the GM's opinion).

Special: You can take 10 on Psychometry checks, but you can't take 20.

Time: Psychometry is a full-round action.

Strain: 6 for active Psychometry, 1 for spontaneous visions.

Remote Viewing (Wis)

You can sense distant events as if you were present there.

Requirements: Clairsentience feat

Check: You can make a Remote Viewing check to sense a particular place, creature, or thing known to you. The base DC is 10, modified by familiarity. If successful, you can observe the subject as if you were physically present and the subject is considered in your line of sight for purposes of other psychic skills. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. Remote Viewing creates a psychic disturbance that creatures with Int 10 or better can detect. Any such creature under observation can make an Intelligence or Psychic Sense check, opposed by your Remote Viewing check. Nonpsychic creatures get the intense feeling of being watched.

Creatures with the Psychic Ability feat see a ghostly or shadowy image of you. You are also considered in the creature's line of sight for the purposes of psychic skills.

Special: You can take 10 when making a Remote Viewing check, but you can't take 20.

Time: Remote Viewing is a full-round action. You must concentrate to maintain it.

Strain: 2 plus familiarity modifiers.

Table 11.12: Sense Minds

DC	Radius
15	30 feet
20	300 feet
25	3,000 feet
30	30,000 feet
35	300,000 feet
40	3,000,000 feet

Sense Minds (Wis)

You can determine the presence and location of other minds.

Requirements: Telepathy feat

Check: You can make a DC 15 Sense Minds check to sense the presence of any creature with an Intelligence score within 30 feet of you. For every factor of 10 that you extend your sensing radius, the DC increases by 5, as shown below.

With a successful check, you sense the presence of other minds, their approximate number, their general type (animal, humanoid, etc.), and their approximate location. The larger the number of minds present, the more general the information tends to be. Psychic Shield opposes Sense Minds. A Psychic Shield check greater than your Sense Minds check allows a creature to go unnoticed. You can also attempt to Sense Minds on a place you can see, such as a building (or even a ship or planet in space) with the same effects as above.

Special: You can take 10 or take 20 on a Sense Minds check.

Time: Sense Minds is a move action.

Strain: 1.

Sleep (Cha)

You can psychically put other creatures to sleep.

Requirements: Telepathy feat

Check: You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.

Special: You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.

Time: Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.

Strain: 4.

Table 11.13: Telekinesis

DC	Mass Moved	Damage Dealt	Strain
10	up to 10 lb.	1d6	1
15	up to 100 lb.	2d6	2
20	up to 1,000 lb.	4d6	4
25	up to 10,000 lb.	8d6	8
30	up to 100,000 lb.	16d6	16
35	up to 1,000,000 lb.	32d6	32
40	up to 10,000,000 lb.	64d6	64

Suggestion (Cha)

You can implant suggestions into the minds of others.

Requirements: Telepathy feat

Check: You influence the actions of a single creature by mentally implanting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per skill rank, or until the course of action is complete, whichever comes first. You can specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of –1 or –2, at the GM's discretion.

Retry: No. You can attempt to affect the same character after some time has passed, but not in the same encounter or scene.

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

Time: Suggestion is a full-round action. It lasts for 30 minutes per skill rank.

Strain: 4.

Telekinesis (Int)

You can move objects with the power of your mind.

Requirements: Psychokinesis feat

Check: A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the mass of the object you wish to move. Moving a 10pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.

You can move the object a distance of 5 feet times your Telekinesis rank per round. If two psychics vie for control of an object, use opposed Telekinesis checks. If a creature is holding the object, use an opposed Telekinesis and Strength check. The winner controls the object for that round.

Moving Creatures: Using Telekinesis on a living being allows it a Will saving throw to resist. If the save fails, consider the target an object. If the save succeeds, the skill has no effect.

Striking With Objects: You can hit opponents with telekinetically controlled objects. This requires a ranged touch attack and

the object deals damage based on its weight (as shown on the table). Since using Telekinesis is a move action, you can move an object and strike with it (as a standard action) in the same round.

Moving Multiple Objects: As a full-round action, you can attempt to move multiple object sat once. Use the DC of the heaviest object, then add +2 for each additional object (regardless of weight), and increase the strain by 2 for each additional object. You cannot strike a target with multiple objects as part of the same action.

Special: You can take 10 on Telekinesis checks, but you can't take 20.

Time: Telekinesis is a move action. The skill use lasts for 10 rounds (1 minute) and must be maintained.

Strain: 0 plus mass modifier.

Telekinetic Blast (Int)

You can attack with a blast of telekinetic force.

Requirements: Psychokinesis feat

Check: Make a ranged touch attack against a target in your line of sight. If the attack is successful, your Telekinetic Blast rank sets the impact damage dealt: 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a natural roll of 20, with a x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a Reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your Telekinetic Blast, but you suffer a –4 penalty on your attack roll. **Time:** Telekinetic Blast is a standard action.

Strain: 4.

Telekinetic Grip (Int)

You can damage other creatures internally with a crushing telekinetic grip.

Requirements: Psychokinesis feat

Check: You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack: 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.

Time: Telekinetic Grip is a standard action.

Strain: 4.

Table 11.14: Telekinetic Shield

DC	Bonus
15	+2
20	+4
25	+6
30	+8
35	+10

Telekinetic Shield (Int)

You can create a psychic barrier that protects you from attacks.

Requirements: Psychokinesis feat

Check: You can create a telekinetic field around your body that provides a deflection bonus to Defense. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out.

You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus.

Special: You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.

Time: Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).

Strain: 2.

Psychic Feats

This section discusses various feats that grant characters the ability to learn and use psychic skills along with feats that enhance psychic abilities in various ways.

Psychic feats are only available to characters with a measure of psychic talent or potential. A character must have the Psychic Ability feat to acquire psychic feats. Psychic talent feats and metapsychic feats are also considered psychic feats for this purpose (that is, characters must have one of the two prerequisite talents in order to acquire them).

Psychic Talent Feats

Psychic talent feats are "enablers" for various psychic skills. The feats represent the raw potential to learn certain psychic skills. Some psychic talent feats—such as Psychokinesis or Telepathy—grant access to many different psychic skills while others—such as Dimensional Shift or Psychic Weapon—grant access to only a single psychic skill (usually a less common one). Psychic talent feats grant immediate use of any of the talent's skills that can be used untrained and allow the character to purchase ranks in the talent's skills.

Note that psychic talent feats do not determine whether psychic skills are class skills, only whether a character can buy the skills at all. Psychics and many psychic prestige classes have psychic skills as class skills while other characters must acquire them as cross-class skills.

Metapsychic Feats

Metapsychic feats modify psychic skills in various ways, usually expanding their capabilities at the cost of greater strain. Most metapsychic feats can be applied to various psychic skills on a case-by-case basis; that is, the player can decide what metapsychic feats (if any) to apply to a particular skill use and can apply some, all, or

none of the metapsychic feats available to him at any given time. Unless the feat's description says otherwise, applying a metapsychic feat to a skill does not increase the time required to use that skill.

Metapsychic feats typically double the strain cost of the psychic skill they affect. If multiple metapsychic feats are applied to the same skill use, their strain values do not stack. Instead, each additional doubling of the skill's strain increases the multiple by one. So, it is x2 (double) strain for one metapsychic feat, x3 strain for two, x4 strain for three, and so forth.

If a metapsychic feat increases strain by a set amount rather than a multiplier, the strain increase is added after the multiplier for other metapsychic feats is applied.

Psychic Feat Descriptions

Detailed below are the new psychic, psychic talent, and metapsychic feats.

Clairsentience (Psychic Talent)

You have the potential to learn clairsentience skills.

Prerequisites: Psychic Ability.

Benefit: You can learn clairsentience skills.

Normal: Characters without this feat cannot learn clairsentience skills.

Combat Concentration (General)

You can use your psychic skills in combat.

Prerequisites: Psychic Ability.

Benefit: You get a +4 bonus on Concentration checks made to use a psychic skill while on the defensive. The general feat Combat Casting described in the PHB is essentially the same as Combat Concentration, and taking either serves the same purpose, whether casting spells, manifesting psionic powers, or invoking psychic skills, unless the Gamemaster decides otherwise.

Direct Talent (Metapsychic)

Choose a psychic skill you already have that requires mental contact. You can now use this skill without the need for mental contact.

Prerequisites: Psychic Ability, Telepathy.

Benefit: You can use a psychic talent that normally requires you to be in mental contact with the subject without being in mental contact. You must still have a line of sight to the subject. The subject's Psychic Shield (if any) still affects your skill check.

Strain: Twice the skill's normal strain cost.

Empower Talent (Metapsychic)

You can strengthen the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Beets: You can increase the variables of your psychic skills to 150% of normal. So, a psychic skill that normally does 2d6 damage does 3d6, for example.

Strain: The skill's normal strain is doubled.

Energy Shield (Psychic)

You have the ability to psychokinetically shield yourself from harmful energy.

Prerequisites: Psychic Ability, Psychokinesis, 7 or more ranks in the Telekinetic Shield skill.

Benefit: You can harmlessly dissipate energy damage you might otherwise suffer. Make a Fortitude saving throw with a DC equal to 10 plus the damage dealt. Success means you take no damage. If the save fails, you take full damage.

Time: Energy Shield is used as a reaction.

Strain: 0.

Erase Signature (Psychic)

You can eliminate evidence of psychic signatures (your own or others).

Prerequisites: Psychic Ability, Telepathy or Clairsentience, Wis 13+, 1 or more ranks in the Psychic Sense skill.

Benefit: You can erase any old psychic signature that you can sense, eliminating any evidence of it.

Time: Erase Signature is a full-round action.

Strain: 1.

Extend Talent (Metapsychic)

You're more adept at affecting multiple targets with your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You reduce the penalties to Difficulty Class and strain for affecting more than one target with a psychic skill by 2. That means you can affect two targets at once with no additional difficulty or strain.

Special: You can take this feat more than once. Its effects stack, so each time you can affect an additional target with your psychic skills without any additional difficulty or strain.

Greater Psychic Focus (Psychic)

Your psychic skills within a particular talent are more potent than normal.

Prerequisites: Psychic Ability, Psychic Focus.

Benefit: Choose a psychic talent (Clairsentience, Psychokinesis, Psychometabolism, Psycho-portation, or Telepathy). Add +4 to

the DC of all saving throws against skills from the selected talent. This includes (and does not stack with) the bonus for Psychic Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time it applies to a new talent.

Imbue Weapon (Psychic)

You can focus your powers to imbue a melee weapon with psychic force.

Prerequisites: Psychic Ability.

Benefit: You can imbue a melee weapon with a field of psychic energy that enhances its striking power. The weapon does an additional 1d8 points of damage per six character levels you possess (round down with a minimum of +1d8).You can imbue a psychic weapon (created by the Psychic Weapon skill, page 196) and this damage bonus stacks with the weapon's normal damage. An imbued weapon can also block a psychic weapon, unlike most physical weapons. The imbued weapon is considered to be magic for the purposes of overcoming Damage Reduction.

Time: Imbuing a weapon is a full-round action. The effect lasts for a number of rounds equal to your character level.

Strain: 3.

Maximize Talent (Metapsychic)

Using this feat, you can maximize the effects of your psychic skills.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: You can choose to maximize the variables of a psychic skill when you use it. A variable is any die roll other than the skill check itself. If you maximize your Psychic Healing skill, for example, you automatically heal the maximum amount of damage based on your skill check. If you maximize your Psychic Blast skill, you automatically deal the maximum amount of damage, and so forth.

Strain: The maximized skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Mental Fortitude (General)

You are particularly resistant to psychic attack.

Prerequisites: Wis 13+.

Benefit: You have a Mental Damage Reduction score of 1, meaning you ignore the first point of damage from any psychic attack: this includes nonlethal damage, hit point damage, and ability damage (but not strain). Psychic abilities that don't deal damage effect you normally and you still suffer normal damage from the indirect effects of psychic skills, such as being struck by an object thrown with Telekinesis.

Mental Recovery (Psychic)

You recover more quickly from the strain of using psychic abilities.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of recovery from nonlethal damage, as long as the damage was caused by psychic strain.

Mind Over Matter (Psychic)

Your mental strength allows you to heal faster.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Add your Wisdom bonus to your normal rate of healing (your level in hit points per day of rest).

Mind Trap (Psychic)

You can psychically act against anyone who tries to overcome your mental defenses.

Prerequisites: Psychic Ability, Telepathy, 7 or more ranks in the Psychic Shield skill.

Benefit: When an opponent attempts to use a psychic skill against you and fails to overcome your Psychic Shield, you get an immediate psychic skill use against that opponent as a reaction. This can be any psychic skill that can be used as a standard action or move action (but not a full-round action). If the psychic skill requires mental contact, you are considered in mental contact with your opponent for the purposes of the skill use. You can gain only one free psychic skill use per round, regardless of the number of attempts to overcome your Psychic Shield. The reactive psychic skill has its normal strain cost and difficulty.

Multitasking (Psychic)

You can maintain multiple psychic skills with less difficulty.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: Reduce the DC modifier to Concentration and psychic skill checks for maintaining psychic skills by 2. This means you can maintain one psychic skill while using another at no increase in difficulty and that maintaining multiple psychic skills is somewhat easier for you.

Special: You can take this feat multiple times. Its effects stack, reducing the DC modifier by 2 each additional time. This allows you to maintain more psychic skills at once without any increase in difficulty.

Psychic Ability (General)

You have the potential to acquire psychic feats and skills.

Benefit: You can acquire psychic feats.

Normal: Characters without this feat cannot acquire psychic feats or learn psychic skills that require them.

Psychic Channeling (Psychic)

You can channel spell energy to fuel your psychic abilities.

Prerequisites: Ability to cast arcane or divine spells, Psychic Ability.

Benefit: When using a psychic skill, you can choose to expend one of your spell slots for the day to help fuel that skill, converting the magical energy into psychic power. The strain for the psychic skill use is reduced by an amount equal to the level of the spell slot squared, so a 3rd-level spell slot would reduce a skill's strain by 9 points, for example (3 x 3). A skill's strain cost cannot be reduced below 0, and any additional points from the spell slot are lost. If the spell slot is a prepared spell, you lose that spell. If it is a spontaneous spell slot, you lose the use of it for that day.

Special: Note that this feat does not work in reverse; you cannot suffer strain to cast additional spells per day, only convert spell energy into psychic fuel.

Psychic Link (Psychic)

You have a mental connection with someone.

Benefit: You and another character (who must also have this feat) are considered to always be in mental contact (such as a use of the psychic skill Mental Contact, page 191). If some outside force, such as Psychic Static, interferes you can make a Mental Contact or Wisdom check to overcome it. If your psychic link is broken, it is automatically reestablished as soon as possible.

Special: If both of you have ranks in the Mental Contact skill, you can deepen your psychic link, making it a rapport (page 192), at will as a full-round action.

Psychic Reflection (Psychic)

You can reflect psychic effects back at their originator.

Prerequisites: Psychic Ability, Telepathy, 8 or more ranks in Psychic Shield.

Benefit: When your Psychic Shield successfully blocks a psychic effect directed at you, you can make another Psychic Shield skill check against the attacker's skill check. If you succeed, the psychic skill directed at you affects the attacker instead, using the attacker's skill bonus. You do not suffer any strain for the reflected skill (the attacker does) but you are in control of the effect, even if you do not possess that skill. You must maintain the skill yourself (if necessary) and it has its normal effect and duration. The attacker may defend and save against the reflected psychic effect normally, but cannot use Psychic Reflection against it as well. Any attempt to do so simply causes the effect to dissipate.

Time: Psychic Reflection is a reaction.

Strain: 4.

Psychic Severance (Psychic)

You can remove another creature's psychic talents.

Prerequisites: Psychic Ability, Telepathy, 10 or more ranks in the Psychic Surgery skill.

Benefit: You can make a Psychic Surgery check (DC 30) to deprive someone of his psychic talents. The target makes a Will saving throw against your Psychic Surgery DC. If the skill check succeeds and the Will save fails, the subject loses all use of any psychic talent feats or psychic skills he possesses, although he retains those abilities. The target gets an additional Will save each day to regain the use of his psychic abilities and another use of Psychic Surgery (DC 30) can reverse the effect. With the expenditure of 3,000 XP, the psychic severance becomes permanent and can only be reversed by a psychic with this feat who makes a DC 30 Psychic Surgery check and spends an additional 3,000 XP.

Time: Psychic Severance is a full-round action. You must be in mental contact with the subject. You can take 10 on the Psychic Surgery check, but you can't take 20.

Strain: 15.

Psychic Stamina (Psychic)

Your mental strength reinforces your physical endurance.

Prerequisites: Psychic Ability, Psychometabolism, Wis 13+.

Benefit: Apply your Wisdom bonus as an adjustment to your hit points per level rather than your Constitution modifier, if your Wisdom modifier is greater. This retroactively adjusts your hit point total for levels acquired before gaining this feat.

Psychokinesis (Psychic Talent)

You have the potential to learn psychokinesis skills.

Prerequisites: Psychic Ability.

Benefit: You can learn psychokinesis skills.

Normal: Characters without this feat cannot learn psychokinesis skills.

Psychometabolism (Psychic Talent)

You have the potential to learn Psychometabolism skills.

Prerequisites: Psychic Ability.

Benefit: You can learn Psychometabolism skills.

Normal: Characters without this feat cannot learn Psychometabolism skills.

Quicken Talent (Metapsychic)

You can use psychic skills more quickly than normal.

Prerequisites: Psychic Ability, Wis 15+.

Benefit: Once per round, you can use a psychic skill that normally requires a full-round action as a standard action, or a skill that normally requires a standard action as a move action.

Strain: The quickened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Reduced Strain (Metapsychic)

One of your psychic skills causes less strain on you.

Prerequisites: Psychic Ability, 5 or more ranks in a psychic skill.

Benefit: Choose a psychic skill that you have at least 5 ranks in. You suffer only half the normal strain for using that skill (round any fractions down). A strain value of less than 1 means you suffer no strain from using that skill. Halve the skill's strain after applying all other modifiers (including metapsychic feat modifiers to strain). The psychic skill affected must be chosen when this feat is taken and cannot be changed.

Special: You can take this feat multiple times. Its effects do not stack. Each time, it applies to a different psychic skill.

Sensitive (Psychic)

You are particularly sensitive to the emotions and attitudes of other creatures.

Prerequisites: Psychic Ability, Telepathy, Wis 13+.

Benefit: You gain a +2 bonus on Deception, Persuasion and Sense Motive checks when dealing with creatures with Intelligence 4 or more. You do not gain this bonus against a creature that has ranks in the Psychic Shield skill (and possibly other forms of mental shielding, at the GM's discretion). At the GM's discretion, your bonus can be reduced or eliminated when dealing with especially alien or unusual creatures.

Shield Penetration (Psychic)

You are adept at overcoming the resistance of Psychic Shields with your powers.

Prerequisites: Psychic Ability.

Benefit: You get a +2 bonus on skill checks to overcome a target's Psychic Shield.

Skill Aptitude (General)

You're talented in particular skills.

Prerequisites: A score of 13 or better in the skills' key abilities.

Benefit: Choose two non-class skills. Those skills are now class skills for you.

Subtle Talent (Metapsychic)

You can use your psychic skills with less chance of anyone noticing your activities.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill you can "mute" its psychic signature. Characters using the Psychic Sense skill cannot detect your skill use, nor can its use be detected later using Psychic Sense.

Strain: The subtle skill costs double the normal amount of strain (or 1 if the normal strain is 0).

Telepathy (Psychic Talent)

You have the potential to learn telepathy skills.

Prerequisites: Psychic Ability.

Benefit: You can learn telepathy skills.

Normal: Characters without this feat cannot learn telepathy skills.

Truth Reading (Psychic)

You can sense when someone is lying to you.

Prerequisites: Psychic Ability, Telepathy, Sensitive.

Benefit: When interacting with a creature of Intelligence 4 or greater you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom bonus in any given conversation, detecting further lies causes a point of strain for each statement that you check. You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not), only deliberate falsehoods.

Widen Talent (Metapsychic)

You can affect a radius with a single use of a psychic skill.

Prerequisites: Psychic Ability, Wis 13+.

Benefit: When using a psychic skill that normally affects a single target, you can have it affect a burst with a radius of up to twice your skill rank in feet. The skill affects all targets in the area of the burst normally. You must still meet any requirements for range, including mental contact, if the skill requires it. Make a single skill check and compare the results to each target in the area. Targets save individually against the skill's effects.

Strain: The widened skill costs double the normal amount of strain (or 1 if the normal strain is 0).

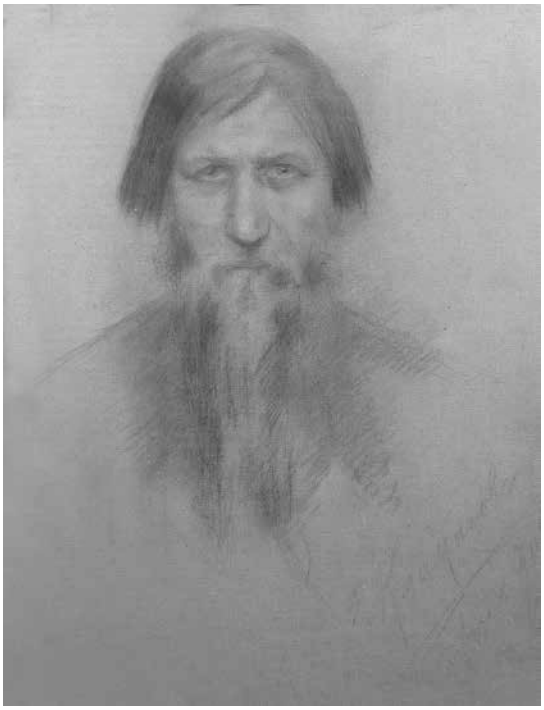
Wild Talent (General)

You have the potential to learn and use a single psychic skill.

Benefit: You can substitute Wild Talent in place of Psychic Ability and one other psychic talent feat as the prerequisite for learning one psychic skill. You do not have access to any other psychic skills or to psychic feats (including the untrained use of Psychic Sense granted by the Psychic Ability feat).

Special: You can take this feat more than once. Each time, it applies to a different psychic skill.

Note: Wild Talent does not make the selected skill a class skill, so you will have to acquire ranks in it as a cross-class skill.



Reliquary 12

All places have legends, and in these legends are often items of power. The world of *Gaslight* Victorian Fantasy is no exception. These legendary items of power are described in this section. These items are not for handing out, they should only be gained by the players at the end of a major quest, and even then they should be surrendered to whatever organization sent them to find the item.

Alan Pinkerton's Badge

History/Description: In 1850 Allan Pinkerton formed the North-Western Police Agency, a detective agency in Chicago, Illinois. Later renamed The Pinkerton National Detective Agency, the company gained a great reputation of honesty and vigilance, with its motto, "We Never Sleep". Showing a Pinkerton's badge usually gained the agent a trust of the people and carried a great deal of clout all across the nation. Allan Pinkerton wore his badge proudly, using his power to convince people to deal with him honestly and fairly. Allan Pinkerton's Badge is the one owned by Pinkerton himself. It is a badge about 3 inches tall and just under 2 inches wide. It is a shield bearing the Agency's All Seeing Eye logo and the company motto.

Special Properties: Anyone wearing the badge for 24 hours will discover the inate powers of Allan Pinkerton's Badge, and will see why he treasured it so highly. The badge allows the wearer to never need sleep. The user never grows tired, is not affected by fatigue, and cannot be hypnotized or mesmerized. Upon removing the badge the wearer will begin to feel the effects of the lack of sleep, requiring at least 72 hours of sleep before recovering. Wielding the badge while questioning someone invokes the badge's second power. Anyone being questioned by the badge holder must make a Will Save (DC 30) or else be compelled to tell the truth. If the questioning lasts for more than half an hour, the target is allowed another Will Save in order to stop telling the truth.

Weight: 6 oz.

Ark of the Covenant

History/Description: Considered to be one of the holiest of Judeo-Christian relics, the Ark is said to contain the stone tablets upon which the Ten Commandments were written. While other items are claimed to be within the Ark, the only item always mentioned are the stone tablets. It has also been said to be a conduit of the Voice of God. The Ark is devised to be a portable tabernacle, wherever it rests being a holy site while it is there. It is described as being a box of shittam-wood, or red acacia, measuring 2½ cubits by 1½ cubits by 1½ cubits (45" × 27" × 27". It is covered, inside and out, with a layer of gold. Four rings of gold, one in each corner, hold long poles of shittam-wood, used to carry the Ark. The poles are never to be removed.

Special Properties: Those who possess the Ark must be of pure and noble heart. Those who spend a week attuning to the Ark will find that its divine power grants them two special abilities. Three times per day the possessor of the Ark may touch someone with the Grace of God. The target should be treated as if they are under a bless spell. This effect lasts for four (4) hours. Those given the Grace of God must wait a day before being blessed again. The possessor of the Ark may not use the Grace of God on themselves.

The Ark of the Covenant grants the possessor with the gift of *Divination*. Once a week they may ask the Ark a specific question, similar to that done under the *Divination* spell. The Ark, as a conduit to the Divine, will give forth a cryptic, vague , but useful piece of advice in regard to the question asked.

The Ark itself has two unique abilities. First, any snake or scorpion which comes within 100 yards of the Ark is instantly slain. Secondly, the Ark exudes an aura of good that is so strong that anyone of evil intent or action that approaches the Ark is repelled by it. They must make a Will Save (DC30) to come within 50 feet of it. An additional Will Save (DC 35) is required for them to touch it. Those who fail either Save are thrown away from it 2d6+8 feet and suffer 2d6 damage from the divine wrath of expulsion.

Weight: 185 pounds

Benjamin Franklin's Bifocals

History/Description: During Franklin's term as United States Minister to France, he designed and had created a unique pair of spectacles. Each lens was specially prepared so as to give different focal lengths in the top and bottom halves. They allowed Franklin to see both at distance and to read close up. The brass frames contain the 2-inch lenses, the arms allowing the glasses to sit comfortably on the wearers face.

Special Properties: The bifocals are imbued with the intellect and creativity of their creator, Benjamin Franklin. After wearing the glasses for 24 hours, the wearer gains an Intelligence bonus of +2. The wearer will gain the insight of Franklin, allowing them to tap into the 3 Insight Points of the Bifocals, which refresh each day at dawn. The Insight Points may be used as follows:

The wearer may scry upon someone as if they cast the scrying spell. This will use one Insight Point.

Upon command, the bifocals will act as if true seeing has been cast on the wearer. This will use two Insight Points.

When creating a new invention, the wearer can channel Franklin's unique creativity, allowing the wearer a +2 bonus to any rolls regarding creating the invention for the next 12 hours. This will use three Insight Points.

Weight: —

Crystal Skulls

History/Description: Shrouded in mystery and often derided in scientific circles, crystal skulls are the hot topic of scientific journals and family sitting rooms alike. First appearing for sale in 1848, the skulls are said to be of Aztec creation during the Pre-Columbian Era. The skulls are roughly human sized and are created from a single quartz crystal. The level of detail varies from skull to skull, with some including detachable lower jaws, extensive tooth modeling, and deep eye sockets. Most of the skulls for sale are modern fakes, but approximately two dozen seem to be truly special.

Special Properties: When a true crystal skull is held, it immediately strikes the hold as being different. First, it appears to be slightly warm to the touch, unlike the cold stone fakes. The true skulls also seem to cause a very slight tingling sensation to the hands, as if the skull is slightly charged electrically. Anyone spending 24 hours focusing on and studying one of these skulls will become attuned to the skull, which will reveal its secrets. The person attuned to the skull will receive a +2 Insight Bonus to their Intelligence Score. Once per day, if they focus upon the skull, the user will be able to see another location as if they are using the remove viewing psychic skill.

If two true crystal skulls are brought within 20 feet of each other, they will interact with each other, setting up a strong electromagnetic field and appearing to glow a pale blue. If a third skull is added to this the field becomes so powerful it starts to throw off electrical sparks. The longer the skulls are together, the stronger the sparks become. For the first hour they are together, the sparks cause no damage and are just an annoyance. For each hour after that, the random sparks will cause 1d6 of cumulative damage per spark.

Weight: 4 pounds

George Donner's Skull

History/Description: In May of 1846, George Donner, his brother Jacob, and the associate James Reed took their families and employees westward, seeking a new life and better climate in California. The 32 people in 9 wagons set out with high hopes and followed along with a train of almost 500 wagons that left Independence, Missouri. Receiving word of a new and faster route through the Wasatch Mountains and Great Salt Lake Desert, the Donners and their associates split from the main wagon train and take this new and unproven southern path. This small wagon train, consisting of 87 people, left Fort Bridger with expectations of a quick journey. Trouble with wagons, cutting of new paths, and the death of some cattle slowed the party. They first thought they would be in California by September, but instead were stuck among the Wasatch Mountains as the November snows began. Making shelter in 3 cabins they found on Truckee Lake and in other shelters made a few miles away, the party hoped to hold out until spring. Their food stores quickly depleted, a group of 15 men and women set out on snowshoes in hopes of reaching California and rescue. The snowshoe group became disoriented in the mountains and only 7 of them survived to reach a ranch. This group, and those at Truckee Lake, resorted to cannibalism in order to survive the ordeal, eating those who died before them. Rescue parties for the group set out in early February and again in March, managing to save 48 members of the party. Sadly, one of those who was not rescued in time was George Donner, who was left by the third rescue party. Donner was buried by Truckee Lake, which was renamed Donner Lake. A year after he was buried, spring travelers through the area discovered his grave dug up and the head missing from the body.

Donner's skull, devoid of flesh, made the rounds of secret carnivals of death. These carnivals are really a side show, with artifacts, remains, and photographs of murderers, cannibals, and victims of gruesome crimes. Many say the skull was oddly attractive, making one wish to touch it and possess it. Anyone possessing the skull for more than 24 hours will find they are attuned to the skull and will discover its unusual properties.

Special Properties: The skull grants the owner a +2 Stamina Bonus to their Constitution Score. Along with this increase in stamina come two adverse side effects. When the owner sleeps, he will have dreams of death, privation, and bitter cold. These dreams cause the owner to have restless sleep, which can cause them to function poorly, giving them a -2 Trauma Modifier on Will Saves.

Weight: 2 pounds

Excalibur

History/Description: The legendary sword of King Arthur of Britain. The origin of the sword is lost in the legends and tales of its exploits. Said to be forged in the Land of the Fairie, Excalibur was originally given to Uther Pendragon, father of Arthur. After his birth, Arthur was hidden from the Fairie, who claimed him as a reward for giving Uther the sword which allowed him to rule all of Britain. As he was dying, Uther thrust Excalibur into a large

stone, stating that only his son, the true King of all Britain, would be able to remove it. When he came of age, the young Arthur came across the sword, effortlessly removing it where none had been able to budge it before. Upon Arthur's death, the sword was cast into a nearby lake, where it lay for centuries before its rediscovery.

Special Properties: While appearing to be more than a simple longsword, Excalibur possesses several unique features which border on the miraculous. After centuries under water, the sword appears as good as new, with the blade being so sharp it can cut its target in twain. Any natural attack roll of 20 means there is a 15% chance that whatever is struck is cut in half. Any living creature cut in this manner will die instantly. The sword is unbreakable, not even striking stone will cause Excalibur to chip or bend.

Weight: 3 pounds

Fountain of Youth

History/Description: This is the legendary source of youth hunted by the Spanish explorer, Ponce De Leon. It is unfortunate that he was looking in the wrong place. It has been rumored for years that this source of youth returning water was located in Florida. That could not be farther from the truth of things.

The actual location of this mystical source of water is deep in the Black Hills of the Dakotas, under the auspice eye of the Sioux Nation. The massacre at Wounded Knee happened because the Sioux refused to hand over the location to the fountain; the Ghost Dance was to reveal its location to Chief Sitting Bull.

The actual location is known only to Sioux shamans and medicine men.

Special Properties: The water from this mystic spring can reverse and even hold off the aging process. The first dose returns you to an age where you were at your best; this could be 18, 25 or 50 depending on your own thoughts. Any attribute reductions due to aging are negated, returning the character to their original values. After 30 days the recipient will begin to age normally again, to maintain immortality one must drink from the spring every 30 days. However stopping the water's treatment has the possibility of disaster. If the benefactor of the Fountain's effects does not partake of the water for more than 30 days, all of the benefits of the water can be negated, and the effects of old age come crashing back on them. They must make a Fortitude Save (DC25) each day in order to retain all the benefits of the fountain. Failing this save will cause all the age penalties to occur immediately. A critical failure of this save will cause the age penalties to occur, along with an additional -1 CON penalty.

Weight: N/A, fountain cannot be moved or lifted

Golden Railroad Spike

History/Description: The date of May 10, 1869 marks a momentous event in the history of transportation. The Transcontinental Railway, the line that connected the East Coast of the United States to the West Coast, was completed at Promontory Summit in the Utah Territory on that day. Many hundreds of people, from the poor workers to the rail barons financing the work, were there to see the final spike put in place. The Last Spike, made of 18 caret gold, was especially engraved for the event. All four sides were engraved with the names of the railroads involved, the date, and the motto "May all the men gathered come together for the good of all." With all the people gathered and with great reverence the spike was driven home with a silver headed mallet. The energy of the people, in conjunction with the lay lines being connected, caused the Golden Spike to be infused with a great power. Some say the spike glowed briefly when struck, but all there found that those there that day were changed. They were better men for completing the great challenge to connect to country together. It is said that wherever the spike is located, those around it strive to do good.

Special Properties: The Spike, when driven into the ground creates a field of civility within a 100' radius. Those within the field of the spike need to make a Will Save (DC25). Failing the save causes the victim to be friendly and hospitable to all within site, making them cooperate and work together. They treat everyone as if they were a trusted friend. This trust continues until either of the parties does something to break that trust. Those who succeed the Will Save will see things are they really are, and will distrust the individual who planted the spike.

Weight: 1 pound

Holy Grail

History/Description: The most worshipped and legendary artifact of the Middle Ages, the Holy Grail is a relic of great mystery and power. The Grail, or chalice, is the cup that was used by Jesus during the Last Supper. The Grail has been the object of the Grand Quest of King Arthur and the Knights of the Round Table and is highly sought out by those who seek power over humanity. While some say that the grail is finely crafted of gold and precious stones, in reality it is a simple glazed chalice with a simple basket weave design.

Special Properties: The Holy Grail is a most powerful relic. If one drinks wine directly from the Holy Grail that person is completely healed of any damage, poison, or mental infirmary. Pouring the wine from the Grail will cause it to revert back to regular wine. Possession of the Grail will also allow the wielder to inspire those who see him. Allies of the wielder that are within visual range receive a +2 Divine Bonus to all attack, damage, and saving throws for up to 10 rounds or until the encounter ends, whichever comes first.

Weight: 1 pound

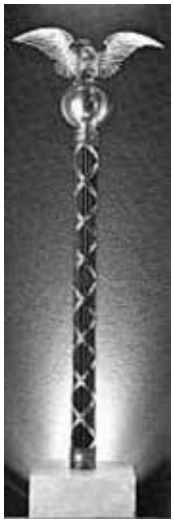
HYDE FORMULA

History/Description: The creation of the highly gifted but little known chemist Dr. Henry Jekyll, this formula can be used to create a potion of horrific power and outcome. Dr. Jekyll managed to separate the mild mannered, civilized part of the mind from the baser, more barbaric part. His initial findings were laughed at by his colleagues, but the good doctor persisted in his work, much to his horror. While the doctor has disappeared, his formula survived and was confiscated by MI7. Spies within the organization stole the formula and it has appeared from time to time on the black market.

Special Properties: If the reader succeeds at a Knowledge (Physical Sciences) Check (DC25) they are able to decipher the formula and can prepare the Hyde potion. The ingredients to make the potion are extremely rare and difficult to find. Using the Brew Potion feat, the potion will take one week to create and will make one dose. Drinking the potion created by the formula will have a dramatic, life-changing effect on the imbiber. Whoever drinks it will be more like their base self. Their inhibitions will be removed, and they will develop an appearance that is remarkably different than their original and coarser. The drinker's Strength will increase by 4 and their Wisdom will decrease by 4. They will be subject to fits of rage or acts of depravity (Will save [DC20] to avoid). The effects will last for 24+1d12 hours the first time it is ingested. Once the effects are over, the drinker will need to make a Will save (DC20) to resist the urge to drink the potion again. Each time the potion is consumed it will last 1-3 fewer hours than the last time, and the urge to use it again will be stronger (+2 to the Will Save DC each time). If, after the first use of the drug, the user rolls a natural 20 on their Will Save, they have managed to metabolize the potion such that they can assume their alter ego once a day for up to one hour.

Weight: —

MACE OF THE UNITED STATES OF AMERICA



History/Description: In one of its first resolutions, the U.S. House of Representatives on April 14, 1789, established the Office of the Sergeant at Arms. The first Speaker of the House, Frederick Muhlenberg of Pennsylvania, approved the ceremonial mace as the proper symbol of the Sergeant at Arms in carrying out the duties of this office. The mace went missing and was presumed destroyed when the Capitol Building was burned on August 24, 1814 during the War of 1812. Right now it rests in a storage vault in England, under the control of MI-7, a relic of the war.

The design of the mace is derived from an ancient battle weapon and the Roman fasces. The ceremonial mace is 46 inches high and consists of 13 ebony rods – representing the original 13 states of the Union – bound together by silver strands crisscrossed over the length of the pole. Atop this shaft is a silver globe on which sits an intricately cast solid silver eagle.

Special Properties: The Mace is a carrier of diplomacy; it automatically stops any argument, disagreement or violence within 20 feet of it. Furthermore, anyone within 50 feet is considered to be two categories higher in a Persuasion (Diplomacy) skill check.

Weight: 6 pounds

MESMERIC DISK

History/Description: Originally created by the German physician Franz Anton Mesmer, this disk resembles a 3-inch diameter pocket watch with a spinning disk in place of a normal clock face. Doctor Mesmer used this disk to entrance subjects, bending their will to his. The disk disappeared after Mesmer's death in 1815 and has appeared throughout Europe from time to time since then.

Special Properties: When brandished as a standard action, it can paralyze a sing 6 HD or fewer creatures within 15 feet. Subjects may make a Will save at DC 20 to resist the effects. If unsuccessful, it cannot move or speak as long as the user of the disk targets it each round as a standard action and for 1d3 rounds thereafter. All memory of events during paralysis is forgotten by the subject when the effects wear off.

Weight: 1 pound

MOREAU'S MACHINE

History/Description: Created by Dr. Moreau while he was creating his Beast Men, this magical machine has but one purpose, it is designed to bring the dead back to life (so to speak). It has the ability to create a copy of an individual from a source stored in a special container. The machine was confiscated by agents of MI-7 as they stormed the island. It is rumored that Mycroft will occasionally allow the machines use for those who have perished in the line of duty.

Special Properties: This machine creates a copy of the original character, but at a weaker state than when he went into the machine (this means the copy of the character is at half the experience level that he was when the sample as given, possessing only the skills and memories of the character at that level of experience). Physically, Copies seem to be near-perfect replicas of the people from whom the sample tissue or hair was taken. There are often small differences, such as a subtle change in eye color or a slightly different scar, or minor deformities. These small quirks are rarely debilitating in any way, sometimes escaping notice altogether.

Weight: 5 tons

Poor Richard's Almanack

History/Description: This book was published by Benjamin Franklin on December 28, 1732. The author's original manuscript is Benjamin Franklin's personal grimoire and contains information to aid Benjamin Franklin in his spells and incantations.

Special Properties: Benjamin Franklin was not only an inventor, but the world's only known mechamancer. To normal everyday folk, this book has a series of normal everyday occurrences and aphorisms, but to the magically gifted, it has several different abilities.

Anyone possessing Franklin's personal copy for at least a week, reading it for at least four hours a day, will become attuned to the book. This attuning grants the reader the Benchthumping skill (Rank 3) and the Jack of All Trades feat. The Benchthumping skill does not add to a characters skill if she already possesses it.

Hidden within the text is a spell that allowed Franklin to cause inanimate objects to come to life. Anyone reading the book can make a Notice Check (DC25) to discover that there is hidden text within the book. Careful examination will allow the reader to make a Decipher Script Check (DC30). A successful deciphering will mean the discovery of a new spell: Franklin's Animated Objects.

Those able to cast Level 5 spells will be able to cast *Franklin's Animated Objects* once per week, if memorized.

Weight: 1 pound (0.45kg)

Franklin's Animated Objects

Transmutation

Level: Special 6, **Components:** V, S, **Casting Time:** 1 standard action, **Range:** Medium (100 ft. + 10 ft./level), **Targets:** One Small object per caster level; see text, **Duration:** 1 round/level, **Saving Throw:** None, **Spell Resistance:** No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Sherman's Torch

History/Description: The Atlanta Campaign of American General William Tecumseh Sherman during the US Civil War is the stuff of legends. Starting in August of 1864 and concluding in September of that year, General Sherman successfully managed to not only drive back the Confederate Army, but also managed to capture and ransack the great city of the South at a time that ensured that President Lincoln would win reelection that fall. After the capture of Atlanta, Sherman ordered civilians to be evacuated from the entire city and then ordered the government and military buildings burned. It is said that Sherman himself lit the torch which set the capital building ablaze. His aide took the torch from the General once he was done, and doused the flames. After examining it he noticed that the torch looked new, as is only the tip was barely scorched.

Special Properties: The torch, while looking ordinary, has some extraordinary capabilities. When lit, Sherman's Torch acts like an everburning torch, which is easy to extinguish and light. Three times per day, renewing each dawn, the torch can be commanded to set fire to anything, including stone. The magical fire will burn for 1d3 rounds, causing 1d6 points of fire damage per round. If the item set afire will normally burn, it will continue to do so after the effects of Sherman's Torch expire.

Weight: 2 pounds

Sitting Bull's Cabin

History/Description: Situated originally on the Standing Rock Indian Reservation, Sitting Bull's cabin is a simple three room cabin where the great Chieftain lived out his final days. The door opens into his meeting room, which takes up the entire front half of the cabin. This is where Sitting Bull would meet with his followers, dispensing wisdom, tribal medical cures, and judgments of disputes. The back half of the cabin contains a kitchen and a bedroom. Sitting Bull spent many hours in the meeting room, smoking and experiencing visions that helped him guide himself and his people. After his death in 1890, the cabin was carefully transported to Chicago, where it was displayed during the 1893 World's Colombian Exposition. It later toured the country for a year, before disappearing off a train bound for a show in Joplin, Missouri.

Special Properties: Anyone sitting in the meeting room that mediated and smokes for 3 hours will experience prophetic visions. Their spiritual guide through the vision will appear appropriate to them, regardless of their background. If a Will Save (DC25) is made, the visions will not only be cryptic, but they will also contain useful information. Failure usually brings visions of the person's death or their downfall.

Weight: 2 tons

Sitting Bull's Rifle

History/Description: Tribal Chief, holy man, and member of the Hunkpapa Lakota Sioux tribe, Sitting Bull was the most powerful of all the Indian chiefs of the era. He was one of the leaders fighting against General Custer at the Battle of Little Bighorn, and respected by many tribes for his wisdom and his visions. His Henry Rifle was of great pride to him, and he was extremely accurate with this gun. With his gun raised above his head, Sitting Bull was able to rally huge number of men to his cause, leading them into battle.

Special Properties: The wielder of Sitting Bull's Rifle must attune himself to the weapon, spending 2 hours in prayer and meditation to do so. Once attuned to the weapon, the wielder may use the rifle with a +2 Accuracy Bonus. Once per week, the gun may be used to rally troops into battle. Raising the gun above his head, and invoking Sitting Bull's name, the user will grant all his allies who see him a +2 bonus to Morale, and a +2 Attack and Damage Bonus until the end of the encounter.

Weight: 5 pounds

Spear of Destiny

History/Description: Considered by many to be one of the three holiest relics of Christendom, the Spear of Longinus is also one of the most deadly. This simple Roman longspear is the spear The first wielder of the spear was the Roman soldier Longinus, who attended the execution of Jesus of Nazareth. He was the guard who pierced the side of Jesus, causing blood and water to flow from the wound. It is said that Longinus is cursed to wander the Earth until the Second Coming, though nobody has seen him since the late 1st Century. The spear is seven feet long with a long head and a steel butt cap. With the exception of the engraving upon the spearhead ("Lancea Longin"), the spear is otherwise quite ordinary in appearance.

Special Properties: The Spear is a holy relic of great power. Striking with the spear gives the user a +3 bonus on the attack. A successful attack inflicts 1d6+3 damage and causes a long lasting wound. Any wound caused by the spear will weep blood for a fortnight, causing an additional 1d6+3 damage each day. If the wound is washed with water blessed by a priest and bound in clean linen the wound will stop bleeding after a day. It can also be brandished as a holy symbol, making it a bane to creatures such as vampires and other undead creatures.

Weight: 6 pounds

Crozier of Moses (Staff of Moses)

History/Description: One of the oldest, and most treasured relics of the biblical era, the Crozier of Moses is also one of the most curious. Leading the Israelites on the Exodus across the Egyptian desert, Moses used his crozier as a walking stick, as a symbol of office, and to perform the great miracle of the age. When the Israelites were near the Red Sea, the pharaoh's army was in persuit, trapping them between the sea and the army. Beseeching God, Moses was commanded to hold his crozier above the water. The waters parted, leaving dry land upon which the Israelites walked across in safety. When the Egyptian army tries to follow, the water comes crashing in, killing the soldiers. It is also said that the Crozier of Moses can transform into a large snake and can cause water to appear out of stone. The Crozier is a 6 foot tall hooked staff of olive wood, with a bronze heel and grip of lambskin.

Special Properties: The Crozier is a highly magical item which must be attuned to a user before it can activate. The user must spend 24 hours praying over the Crozier, spending £200 ($400) on incense and oils to attune themselves. Once attuned, the wielder is imbued with the wisdom of Moses, giving them a +2 Spiritual Bonus to Wisdom. The Crozier is imbued with 3 Invocation Points which renew at dawn each day. The Invocation Points can be used as follows:

1. Striking the staff upon the ground and Invoking the crozier will cause water to bubble up from the ground as if they cast create water. The 25 gallons of water created will be crystal clean and refreshing. [1 Invocation Point]
2. If the Crozier is thrown to the ground as a command is spoken, it will transform into a Medium Egyptian Adder. This snake is highly poisonous and will follow the commands of the owner of the Crozier. After 10 rounds, the Crozier will return to its original state. [2 Invocation Points]
3. If the Crozier is held above his head and invoked, the body of water before the wielder will part in two, leaving a perfectly clear path for him and his allies to use. If any opponents enter the path it will collapse in on them, causing them to drown. [3 Invocation Points]
4. The most powerful of the Staff's powers is the ability to raise the target from the dead. Invoking this power of the Staff requires a ritual lasting 3 hours and a purchasing DC of 35 in incenses and sacrificial items. When the staff is invoked at the height of the ritual, it brings back the willing soul to their body and restores their life. The Target has 1 hit point at the end of the ritual, and will be weekend for 3d12 hours after the ritual. [3 Invocation Points]

Weight: 4 pounds

Staff of Osiris

History/Description: Since the dawn of time, man has sought the power over life and death itself. During the Third Dynasty of Egypt, in the reign of Pharaoh Djoser, the great ruler was presented with the Staff of Osiris. His Vizir and First Royal Physician Imhotep presented the pharaoh with the staff, which fell from the sky in a shower of smoke and sparks. Djoser treasured the gift of the gods, taking it with him everywhere. When his favorite concubine died Djoser showed his devotion to her by placing the Staff of Osiris upon her lifeless form, mourning over her all night as the priests prepared her for burial. As dawn lit the room the concubine stirred and sat up, alive again. The pharaoh rejoiced at the sight, praising the power of Osiris. Several years later, when Pharaoh Djoser died,

the staff was placed upon him, in hope that he would rise again as the ever living god-king. Just before sunrise, the holy chamber of the pharaoh was attacked, and the Staff of Osiris was taken, vanishing into the mists of myth and legend. The staff has been rumored to have been found from time to time throughout the millennia, but today its true location is unknown.

Special Properties: The Staff of Osiris is a powerful relic. If the staff is lain upon the corpse of a recently deceased person from sundown to sunrise, that person will be risen from the dead with no wounds and in perfect health. If the staff is used to raise someone who has been dead more than two weeks, there is a 50% chance that nothing will happen, but there is also a 50% chance that the person will come back as a ghoul, attacking those who brought them back.

Weight: 3 pounds

Thomas Jefferson's Quill

History/Description: Considered one of the greatest of the Founding Fathers of the United States, Thomas Jefferson was the principal author of the Declaration of Independence, the document which launched the rise of the independent United States of America. Jefferson worked many long hours writing the Declaration, making many changes and corrections until presenting the Continental Congress with the famed document that they signed. Jefferson kept the goose quill used to write the Declaration, and found he returned to using the quill again and again when he needed to write important documents. Surprisingly, the quill never grew dull, never needed sharpening, and seemed to make Jefferson's words flow effortlessly onto the page. Upon his death in 1825, the quill and the fine silver case that protected it, was found among Jefferson's effects by his grandson Thomas Jefferson Randolph. Not knowing the significance of the quill, he presented it to his friend Jefferson Davis, who used it during his Presidency of the Confederate States of America. After the end of the Civil War, the location of the quill is unknown.

Special Properties: When used to write a diplomatic document, Jefferson's Quill will inspire the user with the thoughts and writings of Jefferson. Anyone reading the document will have to make a Will Save versus the writers Persuasion skill with the DC being 20 + the writer's skill level.

Weight: –

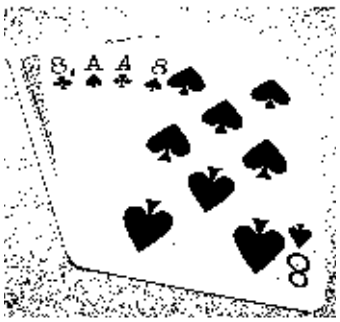
The Traveler's Machine

History/Description: The very existence of the Traveler's Machine has been disputed for decades. No evidence has been shown of it, and to date nobody has been able to produce plans or a working model. Yet, rumors still exist, and sightings have occurred periodically, though none have been confirmed. The machine is about the size of a carriage, with a padded bench seat which sits two comfortably. Brass, glass, and chrome fittings, along with the wood and brass control panel make the device eye catching indeed. The control panel has rotating cylinders which are numbered and allow the user to set a travel date as well as see the current relative date during the journey.

Special Properties: The Traveler's Machine, is a singular device with a singularly unique property. Anyone seated at the controls is transported through time to the date they program on the machine. The machine can, in theory, travel to any time during which the planet Earth exists. The Machine does not change its location when it travels, so if it is located in London in 1887 and travels to 1865, it will still be in London at the same place, just in a different time. Anyone attempting to leave the machine while it is still travelling will be caught in between time and will be trapped there for eternity.

Weight: 800 pounds

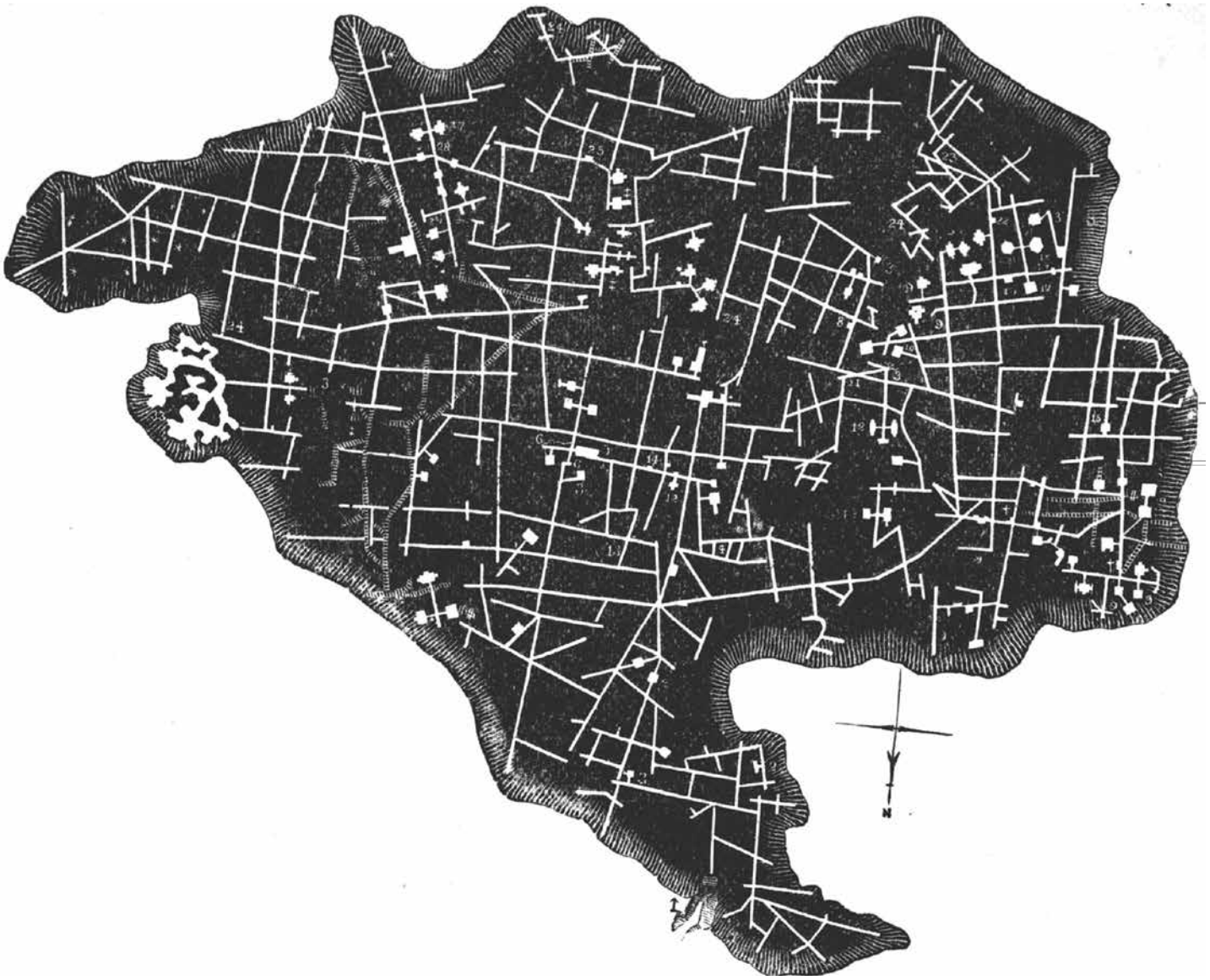
Wild Bill Hickock's Playing Cards



History/Description: James Butler "Wild Bill" Hickok is a bit of a legend in the American West. A gunfighter, a scout, a lawman, and a gambler, Hickok developed a reputation that bordered on legend. On August 2, 1876, Wild Bill was playing cards at *Nuttal & Mann's Saloon* in Deadwood, Dakota Territory. Hickok, who normally sat with his back to the wall, this time had to take the only open chair at the afternoon poker game. That chair left his back to the door. Sneaking up behind him, "Broken Nose Jack" McCall drew his pistol, shouted, "Damn you! Take That!" and proceeded to shoot Wild Bill in the back of the head. Dropping dead to the floor, Hickok still clutched his cards. His hand, both black aces, both black eights, and the queen of hearts, became known as the Dead Man's Hand. His hand of cards, along with the rest of the deck, were picked up by Nick Christy, who put them into a museum. In 1889 the museum was broken into, and the cards vanished from history and entered into legend.

Special Properties: Wild Bill Hickok's cards are said to have the ability to detect any cheating in a game in which they are used. If someone attempts to mark the cards, or add new cards to the game, Hickok's deck will begin to glow a bright blue, the offending card will not. Also, no marks, nicks, or writing appear to be able to be made to the deck. Finally, anyone who is dealt the Dead Man's Hand from this deck is marked for death, and will meet a violent encounter within 24 hours of being dealt the hand.

Weight: —



Catacombs of Callixtus (San Callisto) along the Appian Way in Rome.

1888

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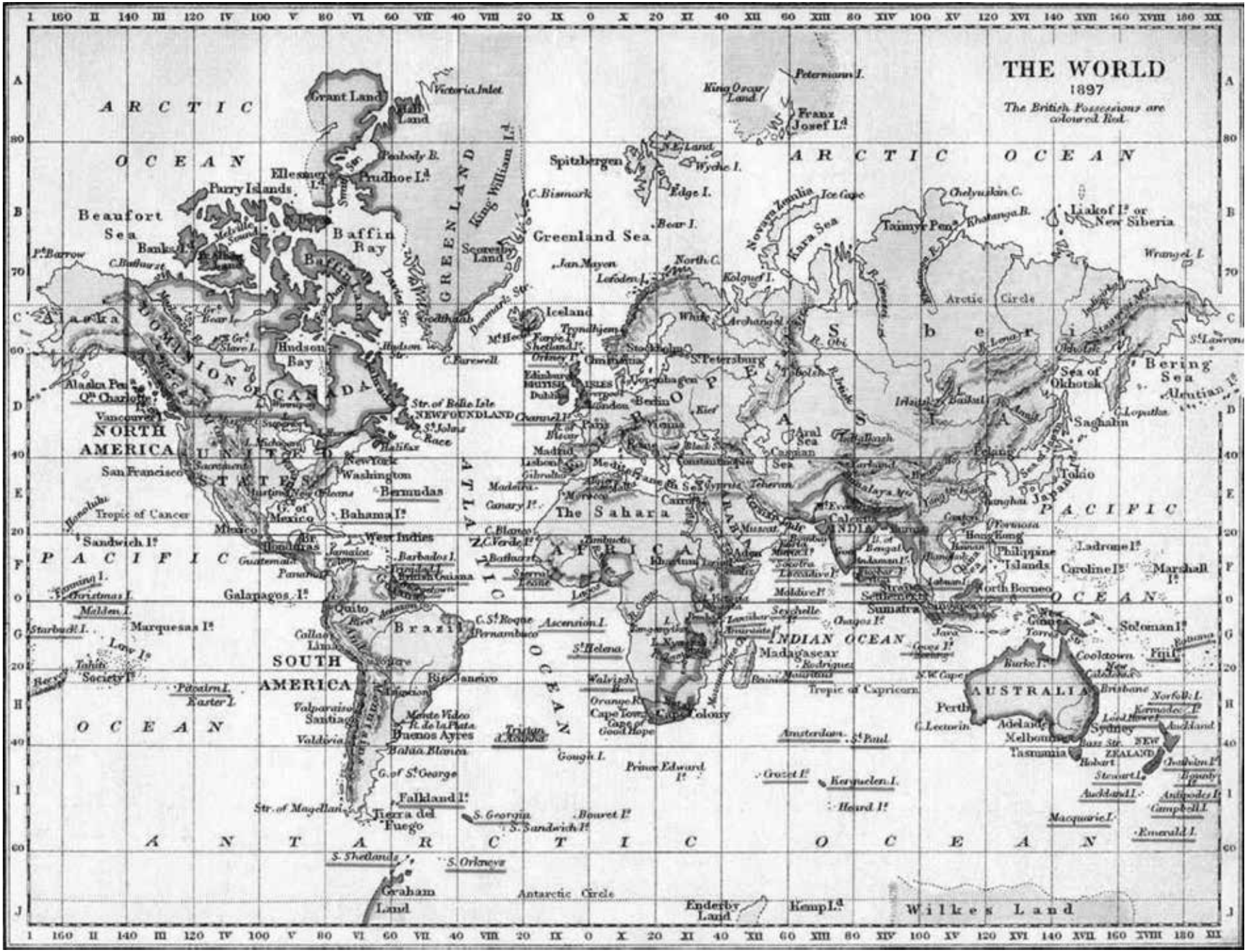
THE WORLD
1897
The British Possessions are coloured Red.
ARCTIC OCEAN
PACIFIC OCEAN
ATLANTIC OCEAN
INDIAN OCEAN
ANTARCTIC OCEAN
NORTH AMERICA
SOUTH AMERICA
EUROPE
ASIA
AFRICA
AUSTRALIA
DOMINION OF CANADA
UNITED STATES
Grant Land
Victoria Inlet
Petermann I.
King Oscar Land
Franz Josef I.d
Spitzbergen
N.E. Land
Wyche I.
Parry Islands
Ellesmere I.d
Prudhoe I.d
Beaufort Sea
Baffin Bay
Greenland Sea
Edge I.
Bear I.
C. Bismark
Jan Mayen
North C.
Iceland
Tromsö
Hammerfest
Archangel
Novaya Zemlia
Ice Cape
Chelyuskin C.
Taimyr Pen.a
Liakof I.s or New Siberia
Wrangel I.
Arctic Circle
Alaska
Hudson Bay
Alaska Pen.a
Vancouver I.
San Francisco
Washington
New York
Bermudas
Bahama I.s
Sandwich I.s
Galapagos I.s
Marquesas I.s
Society I.s
Easter I.
Pitcairn I.
Tahiti
Christmas I.
Fanning I.
Malden I.
Starbard I.
Low I.s
Quito
Lima
Rio Janeiro
Valparaiso
Santiago
Buenos Ayres
Monte Video
Falkland I.s
Tierra del Fuego
Str. of Magellan
S. Georgia
S. Sandwich I.s
Bouvet I.
Gough I.
Prince Edward I.s
Tristan d'Acunha
St. Helena
Ascension I.
Cape Town
Cape Colony
Cape of Good Hope
Madagascar
Mauritius
Rodrigues
Amsterdam
St. Paul
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Kerguelen I.
Heard I.s
Macquarie I.
Emerald I.
Auckland I.
Antipodes I.s
Campbell I.
Perth
Adelaide
Melbourne
Sydney
Brisbane
Tasmania
Hobart
Norfolk I.
Auckland
Fiji I.s
Coolatown
Burke I.
Caroline I.s
Marshall I.s
Ladrone I.s
Philippine Islands
North Borneo
Sumatra
Java
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