Eldritch Micro Mechanics: Expanded Sizes

The normal sizes put forth by the Pathfinder system are great, but maybe you want something bigger or smaller than what they allow? Normally you can go as big as 64 feet and as small as 6 inches. This doesn't make as much sense when you consider that it is just as easy to hit something the size of a cup lid as it is to shoot a mosquito out of the air with a bow. And maybe you want your warship to be considered larger than a frigate. Maybe the Literal living mountain bearing down on you should have different starting statistics than the ancient red dragon that lives in its right arm. This Micro-Mechanic is here to allow you to get crazy with your sizes and let planets punch each other if you are so inclined!

First we have our size table (including the normal sizes found within Pathfinder) this adds 4 sizes as well as the (+) and (-) exponents. We highly suggest familiarizing yourself with the base size rules before using this expansion.

Table 1

Size class	Size modifier (to hit / AC)	Special size modifier (CMB/D)	Size to Fly	Size to Stealth	Space	Natural Reach	Typical Height/Length
(-)	+4 per (-)[1]	-4 per (-)[1]	+2 per (-)[1]	+4 per (-)[1]	Divide range by 2 per (-)[1]	0 (-5 ft. per (-)[1, 2])	Divide range by 2 per (-)[1]
Inconsequential	+16	-16	+12	+26	0.5" to 1 in.	0 (-20 ft. reach)[2]	0.5" to 1 in.
Puny	+12	-12	+10	+22	1" to 3 in.	0 (-15 ft. reach)[2]	1" to 3 in.
Fine	+8	-8	+8	+16	½ ft.	0 (-10 ft. reach)[2]	3" to 6 in.
Diminutive	+4	-4	+6	+12	1 ft.	0 (-5 ft. reach)[2]	6" to 1 ft.
tiny	+2	-2	+4	+8	2-½ ft.	0	1' to 2 ft.
Small	+1	-1	+2	+4	5 ft.	5 ft.	2' to 4 ft.
Medium	+0	+0	+0	+0	5 ft.	5 ft.	4' to 8 ft.
Large	-1	+1	-2	-4	10 ft.	10 ft.	8' to 16 ft.
Huge	-2	+2	-4	-8	15 ft.	15 ft.	16' to 32 ft.
Gargantuan	-4	+4	-6	-12	20 ft.	20 ft.	32' to 64 ft.
Colossal	-8	+8	-8	-16	30 ft.	30 ft.	64' to 128 ft.
Vast	-12	+12	-10	+22	45 ft.	40 ft.	128' to 256 ft.
Behemothic	-16	+16	-12	-26	60 ft.	55 ft.	256' to 512 ft.
(+)	-4 per (+)[1]	+4 per (+)[1]	-2 per (+)[1]	-4 per (+)[1]	+15 ft. per (+)[1, 3]	+15 ft. per (+)[1, 3]	Double range per (+)[1]

1: For each (-) or (+) added to the creature's size.

2: This reduces the increased range of reach weapons such as spears and whips. If deemed sensible thrown attacks may also have max distance shortened by this amount.

3: Add an additional 5 feet of reach per three "(+)" added to a creature's size.

This system can also be useful for classing large buildings, vehicles, or even natural markers of environment. For example a full warship may be Vast, while a town block may be Behemothic while a Citadel may be Behemothic(+)(+) (roughly 2000 ft. squared)

Below there are some base statistics for the expanded sizes (once again including the default Pathfidner sizes) and the exponents.

Table 2

Size	Minimum CR	Maximum CR	Base STR	Base Dex	Base Con
(-)	-	-1 step per (-)[1, 2]	1	+2 per (-)[1]	6
Inconsequential	-	1/2	1	22	6
Puny	-	1	1	20	6
Fine	-	2	1	18	8
Diminutive	-	4	1	16	8
tiny	-	6	2	14	8
Small	-	-	6	12	8
Medium	-	-	10	10	10
Large	2	-	18	8	14
Huge	4	-	26	6	18
Gargantuan	6	-	34	6	22
Colossal	8	-	42	6	26
Vast	10	-	50	4	30
Behemothic	12	-	58	4	34
(+)	+2 per (+)[1]	-	+8 per (+)[1]	4	+4 per (+)[1]

1: For each (-) or (+) added to the creature's size.

2: 1/2>1/3>1/4>1/6>1/8. Anything below ⅛ should likely not grant experience unless it could in some way present a proper challenge to the players.

Please note that these statistics are simply guidelines for creating creatures and are not the end all and be all of creature creation.

Creatures far larger than oneself can be interacted with in ways that other creatures may not. For example a fly may land on a human without a grapple, instead using climb to hold on. Likewise may the human swat at the fly causing air currents to push the fly off course in flight, below are some suggestions for how this can work.

Flight and massive creatures:

Flying while a creature of at least 5 size classes larger than yourself is attacking you, it creates great currents of wind in your area. If a creature misses you by 5 or less it misses you but generates enough airflow to make you make a DC 15 fly check or be blown 5 feet in a random direction, for each size class larger than 5 higher than you the DC increases by 5. If you fail this check by 5 or more you are blown an additional 5 feet for every 5 by which you fail.

Climbing and massive creatures:

A creature at least 5 sizes larger than yourself can be climbed upon with the Climb skill, the base climb DC will vary wildly depending on the creature but a suggested base is DC equals the creatures CMD without size bonuses (penalties still apply). However, every size larger than 5 sizes larger than you the creature is reduces this DC by 5 to a minimum of 10 (or whatever the most appropriate Climb DC for handholds would be).

Some Creatures could be so massive that checks may not be required to move across it, this is subject to GM discretion. Think for example An island town on a massive Drogon turtle's back, or a mountain sized earth elemental slowly trudging along just trying to make its way from A to B.

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